Usenet Newsgroup Archive: comp.sys.atari.8bit

1998-06 - 1998-12

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1998-06-01 through 1998-12-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 5,648

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Greatest and Best Atari site is now open for your pleasure

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: sarcher119@aol.com
Message-ID: <1998060104342600.AAA17068@ladder03.news.aol.com>
Source record: 62413

http//members.aol.com/sarcher119

loads of downloads !!!!

2. Re: Syquest EZ-135

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.980601022942.24981A-100000@home.ptd.net>
Source record: 62414

On 30 May 1998, James King wrote:

> Again, I'll ask.. I'm trying to use a Syquest SCSI2 EZ-135 internal
> removable drive in my Atari.
>
> I'm using a BlackBox.. The scsi drive has 16 heads, 512 cylinders.
>
> However, when I try to configure the BB for 16 heads, it puts a 0 in its
> place. It seems the BB will only go up to 15 heads.
>
> Given this information, is there another formula for calculating
> heads/cylinders, or am I simply out of luck?
>

Hmmm......ran into that situation once myself.....tryed to use
a 9 head 72 meg seagate drive on a 386 mother board, (AMT, if
memory serves)....at any rate, the silly thing would not accept
an odd number of heads. Finally, out of sheer frustration, I
formatted it with a setting of 8 heads. Ended up with 63 meg
instead of 72, but worked fine. Try it with 15, worst case you'll
lose a few megs, and preserve your sanity. :)

Paul Clark

Ps: later found out Seagate provided special formatting
software for those drives......grrrr!

3. Re: Greatest and Best Atari site is now open for your pleasure

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <6ku2q8mvj1@xmission.xmission.com>
Source record: 62415

SArcher119 <sarcher119@aol.com> wrote:
: http//members.aol.com/sarcher119

: loads of downloads !!!!

Must be a gag or something, as I found 0 Atari Files, but other junk
related to TV channels and sex.

Sheesh! The nerve of some people!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

4. Atari portfolio anyone ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <3572AD7C.333B@midamer.net>
Source record: 62416
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,alt.atari,misc.forsale.computers,alt.video.games.classic,rec.games.video.classic

I was curious as to the current price for a used portfolio. B&C has reconditioned ones for 189.00....YIKES !!!! This thing is ten years old and surely is not still worth that price running XT-technology. Anyone have one for sale and wanna shoot me a price ?

Tony

5. Re: New Atari Site

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: David Wyn Davies <ansawdd@compuserve.com>
Message-ID: <01bd8cba26066180e612e8c3@default>
Source record: 62417

Yup, as stated in my original message.

I'll post up some screenshots and improve the site over the next few days.
Actually, the screenshots of my Unfinished Projects may have to wait until
I figure
out how to do it ... I haven't got an SIO2PC cable (or room to set up both
PC and
Atari in the same room) so I can't just transfer my progs over to the PC
and use
a screen grabber util like Neograb.

Anyone have any suggestions on how to take piccies of screen displays?

Regards,
David

velcro_spy@webtv.net wrote in article
<6kt1ra$a48$1@newsd-124.bryant.webtv.net>...
> Well, I'm happy for a new Atari 8bit page but yours doesn't have much
> on it. Please post some pictures soon.
>
> vs
>

6. WTB: Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: nrichar@sun.science.wayne.edu
Message-ID: <nrichar-ya023580000106980921090001@141.217.1.38>
Source record: 62418

I may not even be remembering the title correctly, but I'm looking for the game Omnitrend's Universe. I remember playing this for hours as a kid and would like to purchase a copy if anyone has one for sale.

I think it came on 4 disks and had a huge manual. Basically it was a space-based rpg where you could mine, trade and commit acts of piracy, using your earnings to do more mining, trading and piracy.

If anyone has this, or knows where I can find it I'd be most grateful.

--
Nick Richardson
Dept. Of Chemistry
Wayne State University

7. Re: Greatest and Best Atari site is now open for your pleasure

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bd8d82$e7e43700$0201010a@g6-300xl>
Source record: 62419

Not just the greatest...the best too huh? Hmm...

SArcher119 <sarcher119@aol.com> wrote in article
<1998060104342600.AAA17068@ladder03.news.aol.com>...
> http//members.aol.com/sarcher119
>
> loads of downloads !!!!
>

8. Joystick Problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: craig_glassner@bigfoot.com
Message-ID: <3572dfc4.10484217@news.wenet.net>
Source record: 62420

After years in storage I pulled my old 1200XL out of storage and began to set it up for the kids to use. I tried plugging the joystick in, but it doesn't work. Then I remembered (or think I remembered) that there was an adapter(?) I had to use to plug into the Atari joystick port. Is this correct? What about modern joysticks - will they work on the 1200XL?

Any advice appreciated.

9. Re: Mr. Robot and his Robot Factory- any codes?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.896725315@manatee>
Source record: 62421

"GAREEE!" <gareee@worldnet.att.net> writes:

>Yeah I gotta agree on this post.. this was one of my favorite games, and
>dandy was great as well!! I also liked the crystal castles clone that
>allowed you to create levels as well..

>Now how come cool stuff like that isn't available on the pc?? You'd think
>SOME of that creativity woulda survived..

It has! Have you played any of the Doom (and derivatives) levels?
Doom opened up a whole new world in editing as you could change
almost everything about the game (levels, sounds, graphics, etc.).

>Oh on a similar (but off topic) question, since I'm running atari emulators,
>what's the best c-64 emulator?? and what usenet groups apply, and where of
>course can I get files for them?? be nice to have the old 64 stuff as
>well...

I really like C64S and CC64. They should be available
from here: http://www.davesclassics.com/

Mario

```
**********************************************************
* ____ ____ ___ *
* __/\__ Mario D'Alessio ((oo)) //oo\\ /o o\ *
* \RUSH/ dalessio@cig.mot.com \__/ \__/ \_O_/ *
* |/\| Work: (847) 632-2323 Moe Larry Curly *
* 9am to 6pm Central Time *
* *
**********************************************************
```

10. Re: Greatest and Best Atari site is now open for your pleasure

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3572fb8b.11365918@news.demon.co.uk>
Source record: 62422

The other Day jeking@xmission.com (James King) wrote:

>SArcher119 <sarcher119@aol.com> wrote:
>: http//members.aol.com/sarcher119
>
>: loads of downloads !!!!
>
>Must be a gag or something, as I found 0 Atari Files, but other junk
>related to TV channels and sex.
>
>Sheesh! The nerve of some people!

He *has* files on there IIRC *BUT* they are just the megaimages from
Yogi's site. He hasn't even given a breakdown of whats on each so its
a gamble that you get a game you wanted.
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

11. Re: Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <35730E43.167E@cs.byu.edu>
Source record: 62423

Once upon a time, I created a font that was an exact duplicate of the Atari 8-bit system font, using the Resource Editor that came with Borland C++ 4.5. However, I never figured out how to make it even a bit-mapped font usable in regular Windows programs, let alone a True Type font. Is there an Atari 8-bit font for Windows out there somewhere? Or instructions on how to finish my little project?

12. Pc dir to XL/XE .atr image

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: stack@xs4all.nl
Message-ID: <3573156e.30444783@news.xs4all.nl>
Source record: 62424

Hi ALL,

just wanted to let you all know that I've just placed a new version
of DIR2ATR and XDIR on my homepage.
DIR2ATR converts a pc directory into one or more .ATR disk images.
It now has a graphical user interface, and supports 3 disk images.

XDIR version 07.02.00 has some sligtht bug fixes.
XDIR let you access .XFD and .ATR disk images and let you
extract those XL/XE files from them.
It now supports 4 disk image types, single, medium, enhanced
and double density disks.

Let me know what you think of them.
Bo.

13. DIR2ATR and XDIR v7.02.00

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: stack@xs4all.nl
Message-ID: <357517fe.31100801@news.xs4all.nl>
Source record: 62425

```
Oops,
just forgot to mention my URL.
My homepage for the XL/XE is:
http://www.xs4all.nl/~stack/atarixle.html

Sorry 'bout that.
Bo.
```

14. Re: Writing ATARI DS/DD disks on a PC drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <35731A67.446B@cs.byu.edu>
Source record: 62426

I was looking through my Borland C++ DOS reference manual, and came across some interesting DOS-only functions that access the PC disk directly. I imagine that these could be used quite easily to read/write Atari-formatted disks on the PC (which is what UTIL apparantly does). I can post more information if there is interest. (I don't do much PC hardware programming, but it looks like these DOS functions just translate into the proper interrupt calls.)

15. Re: New Atari Site

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6kv4q6$qfq@freenet-news.carleton.ca>
Source record: 62427

> Anyone have any suggestions on how to take piccies of screen displays?

1) Run the games on an emulator and use win95 screen capture software.
2) Use something like a snappy video cap (requires close PC).
3) Digital camera shot of TV picture.
4) PCTv type card (requires PC)

Anyone else have ideas?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

16. Re: Greatest and Best Atari site is now open for your pleasure

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd8da5$69c23f20$54dcaccf@asharkis.erols.com>
Source record: 62428

Seems to me that a little text goes a long way.

Hey, the frames are nice, the animation is nice, and the files are
available, although poorly labeled and described. I know it's bucking a
trend on the Web, but some little blurbs (even downloadable ones) on each
megaimage would help guys who surf with PCs.

It would certainly let the guys who surf the Web with Lynx and an 8-bit
know what's there, although I doubt that they'd use an 8-bit to actually
download megaimages.

Are you listening, SArcher 119?

Paul Irvine <mclane@dellos.demon.co.uk> wrote in article
<3572fb8b.11365918@news.demon.co.uk>...
> The other Day jeking@xmission.com (James King) wrote:
>
> >SArcher119 <sarcher119@aol.com> wrote:
> >: http//members.aol.com/sarcher119
> >
> >: loads of downloads !!!!
> >
> >Must be a gag or something, as I found 0 Atari Files, but other junk
> >related to TV channels and sex.
> >
> >Sheesh! The nerve of some people!
>
> He *has* files on there IIRC *BUT* they are just the megaimages from
> Yogi's site. He hasn't even given a breakdown of whats on each so its
> a gamble that you get a game you wanted.
> --
> .... Paul
>
> www.dellos.demon.co.uk
>
> You're only young once - Its all society can stand!
>

17. Re: Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6kv5ts$i0j$1@dartvax.dartmouth.edu>
Source record: 62429

Eric Sokolowsky writes:

>Once upon a time, I created a font that was an exact duplicate of the
>Atari 8-bit system font, using the Resource Editor that came with
>Borland C++ 4.5.

Sounds like when I wrote a program to read the character set out of
the OS ROM and munge it into the format my Star printer wanted for
soft fonts. That made for ideal program listings. That should be
trivial for any font format that uses 8x8 (or a multiple thereof)
bitmaps, assuming you understand the format.

--PC
--
$ "If a man has recently married, he must not be sent to war or have any $
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $

18. FA: Rare Atari books, magazines, and other goodies. (last day!)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6kv63d$qu8@freenet-news.carleton.ca>
Source record: 62430

Last day for these items, thanks for bidding and have fun!

15316093: Atari 600XL 64K PBI Memory Expander!
Auction ends on: 06/02/98 10:19:40 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15316093

15326106: 14 Issues of Atari Classics Magazine!
Auction ends on: 06/02/98 12:21:49 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15326106

15327435: 7 Issues of Atari Classics Magazine!
Auction ends on: 06/02/98 12:36:35 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15327435

15328363: 6 Atari Classics Magazine Diskettes!
Auction ends on: 06/02/98 12:47:02 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15328363

15395651: Atari - 14 Issues of Analog Computing!
Auction ends on: 06/02/98 20:55:09 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15395651

15396555: Rare - Atari Connection Magazine
Auction ends on: 06/02/98 21:01:35 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15396555

15400024: Atari ST Magazine Pack #1 (7 Issues)
Auction ends on: 06/02/98 21:30:34 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15400024

15401371: 12 Issues of Atari Interface Magazine!
Auction ends on: 06/02/98 21:42:24 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15401371

15402238: 11 Atari Interface 'Disk of the Month' disks!
Auction ends on: 06/02/98 21:51:32 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15402238

15403107: RARE - Atari Age Magazine - RARE
Auction ends on: 06/02/98 22:00:29 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15403107

15404775: Book - Atari 400 / 800 BASIC Reference Manual
Auction ends on: 06/02/98 22:21:43 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15404775

15406749: Atari ER - Electronic Games Magazine 5/83 !!!
Auction ends on: 06/02/98 22:50:58 PDT

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15406749

15407098: Atari ER - Electronic Games Magazine 12/83 !!
Auction ends on: 06/02/98 22:57:14 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15407098

15407406: Atari ER - Electronic Fun Magazine July 83 !!
Auction ends on: 06/02/98 23:03:27 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15407406

15408027: Book - How to use Atari Computers
Auction ends on: 06/02/98 23:15:11 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15408027

15409577: Book - Atari XEGS Keyboard Manual
Auction ends on: 06/03/98 00:02:26 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15409577

Non Atari 8-bit items:

15315177: Atari 2600 PLANET PATROL - Rare
Auction ends on: 05/31/98 10:08:04 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15315177

15329017: Intellivision AD&D Treasures of Tarmin - RARE
Auction ends on: 06/02/98 12:56:32 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15329017

15403569: Bally Astrocade THE INCREDIBLE WIZARD - Rare
Auction ends on: 06/02/98 22:05:56 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15403569

15403826: Bally Astrocade - MUNCHER! - Rare
Auction ends on: 06/02/98 22:08:39 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15403826

15404273: Bally Astrocade UR+ - BLAST DROIDS!!!
Auction ends on: 06/02/98 22:14:49 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15404273

15405117: Commodore 64 - 'Clowns' Game Cartridge
Auction ends on: 06/02/98 22:26:42 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15405117

15405341: Commodore 64 - Atarisoft 'Jungle Hunt' Cart!
Auction ends on: 06/02/98 22:29:30 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15405341

15407665: Sega Game Gear - Leaderboard Golf - NEW MIB!
Auction ends on: 06/02/98 23:07:48 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15407665

15408283: Book - How to win at Video Games (Classic!)
Auction ends on: 06/02/98 23:21:34 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15408283

15408519: Rare - Intellivision Mr. BASIC cart+manual!
Auction ends on: 06/02/98 23:27:37 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15408519

15408724: Atari Lynx - CALIFORNIA GAMES - NEW MINT!!
Auction ends on: 06/02/98 23:33:05 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15408724

15408790: Atari Lynx - Shangahi - NEW MINT!
Auction ends on: 06/02/98 23:35:32 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15408790

15408926: Nintendo NES - Dance Aerobics - MINT NEW
Auction ends on: 06/02/98 23:39:27 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15408926

15409291: Pac-Man ShrinkyDinks by Colorforms!! ER! ER!
Auction ends on: 06/02/98 23:51:08 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15409291

15409416: Atari 2600 Imagic Subterranea - RARE!
Auction ends on: 06/02/98 23:55:12 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15409416

15409508: Rare Intellivision - Imagic Tropical Trouble!
Auction ends on: 06/02/98 23:59:45 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=15409508

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

19. Ultimate Atari site

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998060122365800.SAA03062@ladder03.news.aol.com>
Source record: 62431

```
Rather check this one out...
It has a variety of things and NEW stuff uploaded quite often...
ftp://matrix.ibb.waw.pl/pub/a8
```

20. Wanted: Atari SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: "J. Reyes" <fixit@fred.net>
Message-ID: <6kvb0jack1@news13.ispnews.com>
Source record: 62432

I want to get a few SIO cables and was wondering if I could get some leads as to where I could find them. Someone in this NG replied to me a while back offering some for free, but after a bad computer crash, I lost his info.

At any rate, any help will be appreciated.

Thanks!

Jay

21. Re: Wanted: Atari SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <6kvcrj$qq@bgtnsc03.worldnet.att.net>
Source record: 62433

Jay,

> I want to get a few SIO cables and was wondering if I could get some
leads
> as to where I could find them. Someone in this NG replied to me a while
back
> offering some for free, but after a bad computer crash, I lost his info.

I have several SIO cables lying around. You can have as many as you like
for $3 each, plus $3 for Priority Mail shipping for the order. Not quite
as good as that 'free' offer you mentioned, but close. ;-)

Sheldon

22. Re: Greatest and Best Atari site is now open for your pleasure

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3573394e.87563206@news.pressenter.com>
Source record: 62434

On 1 Jun 1998 05:20:40 -0600, jeking@xmission.com (James King) wrote:

>SArcher119 <sarcher119@aol.com> wrote:
>: http//members.aol.com/sarcher119
>
>: loads of downloads !!!!
>
>Must be a gag or something, as I found 0 Atari Files, but other junk
>related to TV channels and sex.
>
>Sheesh! The nerve of some people!

It has Atari stuff on it in there somewhere. Check out the guy's call
to prospectant employers.... ouch.

*** Please make sure responses are also sent via email.

23. Re: WTB: Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35743a44.87810009@news.pressenter.com>
Source record: 62535

On Mon, 01 Jun 1998 09:21:09 -0600, nrichar@sun.science.wayne.edu
(Nicholas P. Richardson) wrote:

>I may not even be remembering the title correctly, but I'm looking for the
>game Omnitrend's Universe. I remember playing this for hours as a kid and
>would like to purchase a copy if anyone has one for sale.
>
>I think it came on 4 disks and had a huge manual. Basically it was a
>space-based rpg where you could mine, trade and commit acts of piracy,
>using your earnings to do more mining, trading and piracy.
>
>If anyone has this, or knows where I can find it I'd be most grateful.

Not to be off topic here but... have you ever played the game called
"Elite" on any computer? It sounds like a game you would like. You
can get Elite for free for most platforms it was released for. I
forget the page that has it. Post back if it sounds interesting.

*** Please make sure responses are also sent via email.

24. Re: Pc dir to XL/XE .atr image

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35753b9d.88154468@news.pressenter.com>
Source record: 62536

On Mon, 01 Jun 1998 21:04:11 GMT, stack@xs4all.nl (Bo Schreurs) wrote:

>Hi ALL,
>
>just wanted to let you all know that I've just placed a new version
>of DIR2ATR and XDIR on my homepage.
>DIR2ATR converts a pc directory into one or more .ATR disk images.
>It now has a graphical user interface, and supports 3 disk images.
>
>XDIR version 07.02.00 has some sligtht bug fixes.
>XDIR let you access .XFD and .ATR disk images and let you
>extract those XL/XE files from them.
>It now supports 4 disk image types, single, medium, enhanced
>and double density disks.
>
>Let me know what you think of them.
>Bo.

Great but.... what is the URL to your homepage?

*** Please make sure responses are also sent via email.

25. Re: DIR2ATR and XDIR v7.02.00

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35763bbd.88186501@news.pressenter.com>
Source record: 62537

On Mon, 01 Jun 1998 21:08:40 GMT, stack@xs4all.nl (Bo Schreurs) wrote:

>Oops,
>just forgot to mention my URL.
>My homepage for the XL/XE is:
>http://www.xs4all.nl/~stack/atarixle.html
>
>Sorry 'bout that.
>Bo.

Nevermind my posting asking for this info. :)

*** Please make sure responses are also sent via email.

26. Re: Newbie ?, Atari emulator formats *.ROM *.bin *.exe ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0106982107490001@port119.bitstream.net>
Source record: 62538
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <6kn11f$bc0$1@clarknet.clark.net>, John Kwiatkowski
<johnmk@shell.clark.net> wrote:

> I had an Atari 800 for many years and just discovered the wonderful
> emulators for PC, fantastic!
>
> I'm a little confused on formats though. I understand the disk images
> are *.XFD and *.ATR and ROMS are *.ROM.
>
> Are the *.bin files for the 5200 ?
> What are the *.exe files?

.bin and .exe files are executable Atari files from Atari disks or disk
images. The .exe (and also .com) files were usually used with third-party
DOSes that had command-line interfaces, but can be run from Atari DOS
using the Load Binary command. (Don't try to run the .exe files from
MS-DOS, though ;-)

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984
---

27. Re: 5"14 Drives to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: Ra&#65533;l Andr&#65533;s <raulandres@usa.net>
Message-ID: <3573711D.C4EB7F53@usa.net>
Source record: 62539

LWhite6497 wrote:

> A PC can supposedly read 128 byte sectors, BUT it has to be MFM (as in
> enhanced density, I believe). They just won't read FM (single density.) I
> don't know how reliable the 128 byte sector read is, all I have ever done is in
> D/D. And formating the disk
> on the PC or an XF551 makes thing work much better.
> LW

And what program have you used for this? where can i get it?

28. Game Roms

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: Ra&#65533;l Andr&#65533;s <raulandres@usa.net>
Message-ID: <3573730D.A6F591D7@usa.net>
Source record: 62540

Anybody knows were to find ATR roms of games?
I have only found in strange formats, or compresed ina "Gzip" that seems
to not decompress well.

Thanks,
Raul.

29. Re: Syquest EZ-Flyer 135

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35737D9A.5192@pacbell.net>
Source record: 62541

LWhite6497 wrote:
>
> Bob-
> Going to put this in AC as part of the IDE project write-up?
> Have you tried a 120 MB IDE "Super Floppy" with your mod?
> Larry White

The SyQuest is a drop-in for an IDE drive - the Atari does not know from
removable. Other IDE drives seem to be ATAPI interfaces, which I do not
think will work. I think the ATAPI drivers follow some other protocol
using the IDE h/w buss.

Bob

30. Re: Leave it on or turn if off?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3573807E.1A45@pacbell.net>
Source record: 62542

Fernando Ortiz wrote:

> If that was posted as humor, then it worked. It brought tears to my eyes
> :-)
>
> OTOH, if it was posted as a serious reply to "Leave it on or turn it off?"
> then its total crap. Not only have I never heard of this in 15+ years of
> working with different hardware, but it has many holes in it. Hard drives
> with vents? No such thing. Simply because they are sealed air-tight...any
> dust specs on a hard drive platter is large enough to crash a drive because
> the head travels so close to the platter that a single spec of dust can
> crash the drive. Gunk on the head? Where does this gunk come from? Run
> the drive at slow speeds??? Where do I find the speed adjustment on this
> magic drive?
>
> :-)

I don't want to start a war here.... but I can certainly show you the vents in the drives if you care to come out here and look. Without equalizing the pressure in the inside of the drive, the whole head carriage and platters get tweaked out of alignment. The drive runs at low speed while stopping and starting, of course. The gunk is an accumulation of lubricant, water vapor and other volatiles that collect in the HDA. I have a number of drives that exhibit this condition that I keep around for old times sake. I don't know what you have been doing for 15 years, but I have spent the last 28 years working with customers who get hit with just this problem. Like I said, there are a lot of HDA engineers out there that wish this problem did not exist!

Bob

31. Re: 5"14 Drives to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-01 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <357382F3.1B58@pacbell.net>
Source record: 62543

LWhite6497 wrote:
>
> A PC can supposedly read 128 byte sectors, BUT it has to be MFM (as in
> enhanced density, I believe). They just won't read FM (single density.) I
> don't know how reliable the 128 byte sector read is, all I have ever done is in
> D/D. And formating the disk
> on the PC or an XF551 makes thing work much better.
> LW

The old, old PCs had controllers that would read SD from what I
understand. This was not an option in the BIOS, but you can get under
the OS and make them work. This was back when the PC didn't even have a
floppy unless you paid extra - you got a cassette interface and BASIC in
ROM.....

Bob

32. Re: DIR2ATR and XDIR v7.02.00

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6kvfvv$hh1$1@pale-rider.INS.CWRU.Edu>
Source record: 62544

(Bo S. makes a proggy to make a .atr image out of a pc directory.)
Am I the only one? Maybe someone else wonders. But, anyway,
why would you want to make a .atr image out of a pc directory?
(thinking)....
I put pac man load file in a pc directory. I run this proggy
and now I have a disk image with pac man in it. Wait...
Now I can load my pac man into a emulator. I think.
Is that it?
Russ

33. Re: Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bd8de2$feb768c0$0201010a@g6-300xl>
Source record: 62545

Creating a truetype font is a LOT of work...but if you really want to, get
Corel Draw. Besides being an illustration package, you can draw and save
the characters as TrueType. If you want to save money, check
www.download.com for truetype creation tools...

Eric Sokolowsky <esok@cs.byu.edu> wrote in article
<35730E43.167E@cs.byu.edu>...
> Once upon a time, I created a font that was an exact duplicate of the
> Atari 8-bit system font, using the Resource Editor that came with
> Borland C++ 4.5. However, I never figured out how to make it even a
> bit-mapped font usable in regular Windows programs, let alone a True
> Type font. Is there an Atari 8-bit font for Windows out there
> somewhere? Or instructions on how to finish my little project?
>

34. Re: Game Roms

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Etx3zM.3sE@cix.compulink.co.uk>
Source record: 62546

In article <3573730D.A6F591D7@usa.net>, raulandres@usa.net (Ra&#65533;l Andr&#65533;s)
wrote:

```
> Anybody knows were to find ATR roms of games?
> I have only found in strange formats, or compresed ina "Gzip" that seems
> to not decompress well.
You need GNUZip to unzip gzip files.

**************************************************
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**************************************************
* Analyst Programmer/ Freelance IT writer *
**************************************************
```

35. Activity vs Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: s9700212@llandrillo.ac.uk
Message-ID: <6l0ktu$2nl$1@nnrp1.dejanews.com>
Source record: 62547

Does anyone here know anything about a GUI called Activity that was released in 1984. It ran on an obscure portable computer called the ACT Apricot FP.

The computer itself is Intel based, and it runs MS-DOS. However it also runs the Activity GUI. This is a fairly advanced GUI with some amazing features. It features shortcuts on its desktop, with user definable icons. The GUI includes tools to change Icons.

Also it includes a Mac OS style trash can.

Also it includes basic multitasking if used with CCPM.

It is also color if you plug to into an external VDU, which makes it the first color GUI.

The most amazine feature was its built in voice recognition. This allowed you to define "voice function keys" for applications and then control them by speaking into a microphone.

It is clearly an amazing machine, with an amazing GUI.

Does anyone know how it fits in with the history of Atari?

If you have any information I would love to hear it.

Thanks in advance.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

36. SIO2PC APE cables on sale 3 days only

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6l0l71$96o$1@korweta.task.gda.pl>
Source record: 62548
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

Real bargain:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=16075987

Check it out!

Or contact me directly - i am sure you wont be disappointed.

j131

37. Re: SIO2PC cables on sale again

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6l0m93$96o$2@korweta.task.gda.pl>
Source record: 62549
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

Prawdziwa okazja:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=16075987

dla kupujacych na w Polsce moga byc specjalne upusty....
Kabelki naprawde sliczne i przetestowane.

j131

38. Re: Activity vs Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EtxAsE.3Au@cix.compulink.co.uk>
Source record: 62550

In article <6l0ktu$2nl$1@nnrp1.dejanews.com>, s9700212@llandrillo.ac.uk ()
wrote:

> Does anyone know how it fits in with the history of Atari?
Ermm, it doesn't? What has this machine & OS got to do with Atari?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

39. Re: WTB: Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: Underdog <xxx@xxxx.org>
Message-ID: <3573E300.211A6F0B@xxxx.org>
Source record: 62551

Yea, I have that game. Bought it and never finished it. I think I just got pissed off with it. Was kinda funny seeing that message and having the box sit beside me. Unfortunately I don' t want to sell it

Nicholas P. Richardson wrote:

> I may not even be remembering the title correctly, but I'm looking for the
> game Omnitrend's Universe. I remember playing this for hours as a kid and
> would like to purchase a copy if anyone has one for sale.
>
> I think it came on 4 disks and had a huge manual. Basically it was a
> space-based rpg where you could mine, trade and commit acts of piracy,
> using your earnings to do more mining, trading and piracy.
>
> If anyone has this, or knows where I can find it I'd be most grateful.
>
> --
> Nick Richardson
> Dept. Of Chemistry
> Wayne State University

40. Re: Writing ATARI DS/DD disks on a PC drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: Underdog <xxx@xxxx.org>
Message-ID: <3573E7F3.BB9818F9@xxxx.org>
Source record: 62552

That very well may be true. Back in 89-90. I used to be a compuserve member and had found a file that allowed me to read and write to Atari 8 bit SD disks on my 360 k drive on my XT. Since then I have lost that file and when I tried to get it off of compuserve. The 8 bit files were all gone. I've never seen it since. Can't even remember what the file was called anymore. But damn, it worked and worked well. Only problem was that it could only read and write SD disks and not the enhanced disk. Other then that, using a happy drive was my only other option. But you have to use your PC to format the disk as a 160k SS or was that 180 k? Oh yea, 180 k format from the PC. Then the happy would read and write to it. Think the format command on the PC DOS was "format drive:/F:180. I know this won't work on HD 1.2 drives on a 360k disk. But if you have a DD/DS drive it will work. or was that on a SD disk only. Like I said. Did'nt work to well on my HD drive when I tried it on a DD/DS disk. Oh well.

Eric Sokolowsky wrote:

> I was looking through my Borland C++ DOS reference manual, and came
> across some interesting DOS-only functions that access the PC disk
> directly. I imagine that these could be used quite easily to read/write
> Atari-formatted disks on the PC (which is what UTIL apparantly does). I
> can post more information if there is interest. (I don't do much PC
> hardware programming, but it looks like these DOS functions just
> translate into the proper interrupt calls.)

41. Re: Syquest EZ-Flyer 135

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <357408fb.707704@news.pressenter.com>
Source record: 62553

On Mon, 01 Jun 1998 21:20:42 -0700, Bob Woolley <rwoolley@pacbell.net>
wrote:

>LWhite6497 wrote:
>>
>> Bob-
>> Going to put this in AC as part of the IDE project write-up?
>> Have you tried a 120 MB IDE "Super Floppy" with your mod?
>> Larry White
>----
>The SyQuest is a drop-in for an IDE drive - the Atari does not know from
>removable. Other IDE drives seem to be ATAPI interfaces, which I do not
>think will work. I think the ATAPI drivers follow some other protocol
>using the IDE h/w buss.
>
>Bob

Isn't ATAPI some kind of "SCSI on an IDE interface"?

*** Please make sure responses are also sent via email.

42. Re: WTB: Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: nrichar@sun.science.wayne.edu
Message-ID: <nrichar-ya023580000206980944440001@141.217.1.38>
Source record: 62554

In article <35743a44.87810009@news.pressenter.com>, jmelbo@pressenter.com wrote:

>
> Not to be off topic here but... have you ever played the game called
> "Elite" on any computer? It sounds like a game you would like. You
> can get Elite for free for most platforms it was released for. I
> forget the page that has it. Post back if it sounds interesting.
>

Actually, I think I spent most of my youth playing Elite on either the BBC
Acorn computer (did it come out on this platform first), then the
ZX-Spectrum. Probably one of the greatest games to come out for home
computers, it's a shame there isn't a recent update (Elite 2000 anyone?)

Maybe I'll go back and play that until I can turn up a copy of Universe :)

--
Nick Richardson
Dept. Of Chemistry
Wayne State University

43. Atari-bot upgrading...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <35741a94.0@news3.uswest.net>
Source record: 62555

For anyone who remembers my Atari-bot plight a while back, here I am again. I have a few relatively unrelated questions, so bear with me.

I still need to know, byte for byte, what typically happens at the serial port when one uses the l-print command with a working printer. This is so I can interface the super armatron and use it as a serial device. I could also program the microcontroller to emulate a disc drive or whatever...

When I boot the 'bot now I have to plug it into a disc drive to load the program. How would I go about making a cartridge so the thing will be self contained? Can I use eeproms somehow?

As far as programming goes, I'm not very advanced. I don't know how this higher level stuff goes either, but can I write a program on my pc in fourth or something and compile it in 6502 assembly? What would I do with it then?

Finally, I'm using the XE game system in the thing. It seems to me that I would have some more expansion options if I had a parallel port. I don't know what I would do with one although I remember Best Electronics used to sell an experimenters kit. Forgive me if this turns out to be naive, but aren't most of the lines on the parallel port the same as those on the cartridge port? It might be easier to modify the computer by bringing out the additional lines if I need them, rather than retrofit the thing with another computer, like an XL.

Thanks,

Patrick Robbins
Probb26666@usa.net

44. FS:Atari 130XE,800XL,XE,1040,810,ETC.

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <357423F0.5026@ccnet.com>
Source record: 62556

Check out all the Atrai 8-bit stuff i have on my web page.

--
4Jays Classic Video Games and Old Computers

Buy,Sell,Trade:Atari,Colecovision,Intellivision,Odyssey,
Fairchild,Sega Master Systems,Pongs,Handhelds,Commodore.

http://www.ccnet.com/~4jays

45. Re: Writing ATARI DS/DD disks on a PC drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6l17hm$54q$1@pale-rider.INS.CWRU.Edu>
Source record: 62557

(Bob Woolley (damn I can't remember the spelling), says
it may be possible to 'get under the OS' to read A8 sngl.
dens. disks).
I've heard this may be true, but I sorta doubt it, if
the controller won't handle FM, I don't think any coding
is going to make it do it.
Rick Cortese told me that there is a single 'line' that
is omitted from almost all pc floppy controllers that
could be 'reconnected' to make FM work. Someone also
mentions some C library routines to handle 'unconventional'
disk formats. I suspect those would be calls to the
BIOS disk routines, and again wouldn't overcome the
problem of the controller just doesn't do FM.
I've tried ANADISK on sngle dens disks, it just
won't work, even on the oldest XTs I have. There
may have been early, early pc that would do FM,
but those would be harder to find than the

'catweasle', which is I guess a combination software
and floppy controller.
Like I said earlier, basically sngl density/FM can't
normally be done on a pc. Yes, sngl density MFM,
as somebody mentions, for 'enhanced density' will
sorta work. And you can set a 1.2 meg floppy to
properly read/write in a lower signal level
360k floppy manner, but you have to code to do it.
Russ

46. Re: Greatest and Best Atari site is now open for your pleasure

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3576f150.7252597@news.demon.co.uk>
Source record: 62558

The other Day "Alan Sharkis" <asharkis@erols.com> wrote:

>Hey, the frames are nice, the animation is nice, and the files are
>available, although poorly labeled and described. I know it's bucking a
>trend on the Web, but some little blurbs (even downloadable ones) on each
>megaimage would help guys who surf with PCs.

Totally agreed. Seems most sites prefer to get a banner on and center
the site around them

>Are you listening, SArcher 119?

Time will tell.
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

47. Re: WTB: Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6l1ce2$529$2@flood.xnet.com>
Source record: 62559

Nicholas P. Richardson (nrichar@sun.science.wayne.edu) wrote:
: Actually, I think I spent most of my youth playing Elite on either the BBC
: Acorn computer (did it come out on this platform first), then the
: ZX-Spectrum. Probably one of the greatest games to come out for home
: computers, it's a shame there isn't a recent update (Elite 2000 anyone?)

Actually, enterprising programmers on a number of platforms have actually disassembled the Elite code and have made modifications and enhancements.

The best known is Elite A for the BBC, which is a pretty major overhaul. You can fly different types of ships, buy lots of new types of equipment, run missions, and so forth.

There is also Elite 128 for the C64/128, which has a few less drastic changes but supports such niceties as 2mhz mode for the 128, a frame limiter (so that the game isn't unplayably fast on 20mhz accelerators), "docking service" (a pay-per-use docking computer), missions, and other neat things.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
All complete in the sight... ...of seeds of life with you.

48. Re: Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <35744779.41C6@cs.byu.edu>
Source record: 62560

Silver Surfer wrote:
>
> Creating a truetype font is a LOT of work...but if you really want to, get
> Corel Draw.

Hmm.. I won a copy of that in a programming contest a while back and I
never explored it much.. Perhaps I'll now have to look into making a
True-Type Atari-style font.

49. Re: ATARI800 Emulator: Software Speech?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6l1ned$eue@bgtnsc03.worldnet.att.net>
Source record: 62561

anyone try out tumble bug?? might work... ;) BTW I still even have a alien
Group Voice Box! ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <357424fe.1797691@news.demon.co.uk>...
>The other Day Alan Christie <94chrisv@scar.utoronto.ca> wrote:
>
>>On 29 May 1998, Ulf Petersen wrote:
>>
>>> Hi!
>>>
>>> Although ATARI800 (DOS) already is the best emulator available there is
>>> still something missing. Not a bug actually but a feature: SOFTWARE
>>> SPEECH. 221B BACKER STREET, KENNEDY APPROACH and GHOSTBUSTERS do support
>>> that - but not ATARI800. Does anybody know when this feature is going to
>>> be integrated?
>>
>>To my knowledge NO Atari 8bit emulator can emulate digitized speech/sound
>>properly. (Try running the Antic Sample Processor and sampled music on
>>one of the emulators..)
>>
>>And I don't think any of the emulator authors will get that feature
>>working..
>>
>>but who knows....
>>
>
>I posted this ages ago but I think my ISP is up to its usual stuff on
>the beta line :(
>
>Try running the apma800 (a special version of Atari800 in the recent
>archives) or Atariwin800. Both of those play the speech very well but
>only on a fast machine so Petr told me (me 233MMX)
>
>Berzerk, Whomper stomper etc sound damn good to me :)
>
>I found that the Win version was the only one to play the Ghostbusters
>intro properly?
>--

>.... Paul
>
>www.dellos.demon.co.uk
>
>You're only young once - Its all society can stand!

50. Re: Greatest and Best Atari site is now open for your pleasure

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6l1qhn$g44$1@soap.news.pipex.net>
Source record: 62562

Silver Surfer wrote in message <01bd8d82$e7e43700$0201010a@g6-300xl>...
>Not just the greatest...the best too huh? Hmm...

Okay, forgetting the poor labelling of the files it is one of the best presented and fun sites I've *ever* seen - given all the applets and sound it doesn't take long to download. Really well put together.

Gareth.

51. PC - 8bit: how easy is it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6l1qt6gov1@soap.news.pipex.net>
Source record: 62563

I've read the faqs and I'm a bit disheartened: it doesn't seem at all easy
to transfer files from PC to 8 bit. Has anyone without a great technical
knowledge managed it and if so what exact equipment did they use?

Thanks for your help.

Gareth.
--
(remove _ to reply.)

52. Re: ATARI800 Emulator: Software Speech?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35757226.18302439@news.demon.co.uk>
Source record: 62564

The other Day "GAREEE!" <gareee@worldnet.att.net> wrote:

>anyone try out tumble bug?? might work... ;) BTW I still even have a alien
>Group Voice Box! ;))
>

The classic..."We got cha" is most certainly there Gary :)

Get Atariwin or Atari800 up and running now !! :)
--
.... Paul

www.dellos.demon.co.uk

You're only young once - Its all society can stand!

53. GTIA Register VDLAY ($D01C)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: dmlloyd@earth.execpc.com
Message-ID: <6l206q$lhp@newsops.execpc.com>
Source record: 62565

Does anyone know what the 'VDLAY' register does in the GTIA? My SAM'S book says 'Vertical delay; used for moving players or missles in their 1-line or 2-line resolution formats'. But that doesn't help me much... I've been unable to find a reference to this register in any other of my books.

Also, is there anyplace I can get technical documentation on the specific chips used in various Atari 8-bits (like POKEY, GTIA, ANTIC, and the 7800 graphics chip)? Any help is appreciated.

--
(*) Dave Lloyd
(*) dmlloyd @ execpc.com -- http://www.execpc.com/~dmlloyd/

54. TAF MonSTEr Flea Market July 11th

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <35748fbb.0@diana.idirect.com>
Source record: 62566

SATURDAY, JULY 11TH, 1998 is the date for the Toronto Atari Federation FLEA MARKET! The doors open to the public at 1:00 PM and will remain open until 5:00 PM.

This may be your 'last chance' to come to a bazaar of Atari related pre-owned hardware and software where you may find that peripheral, application or utility for your ST/Mega/TT/Falcon 16/32-bit computer system or your XL/XE 8-bit classic computer system.

Not only is this an opportunity to buy or sell hardware and software for TAF members and other Atarians, this will also be an event whereby you can learn what you can still do with an Atari, including the Internet, Desktop Publishing, Scanning OCR, MIDI, and much, much, more! There is a confirmed Internet Demo (using the suite of available Internet prgs. running under STiNG), Howard Carson of MGI mentioned that he would be showing Calamus SL-98, and Martin Nueland will do a MIDI demo.

If you have original software or hardware that you no longer have any use for, get yourself a half-table and try to sell it! Or find that treasure that you have always wanted. Great deals should be in abundance.

We are anticipating a good turnout and hoping to have some dealers at this event and thus TAF has booked a larger hall to accomadate everyone. To help defray some of TAF's costs of the event, the following will apply:

Half-Table's will be $5.00 or the Full-Table for $10.00 each. Half-Table's are FREE to TAF MEMBERS. Admision is $2.00 per non-member family but if you are selling and have taken a half-table or more, admission is included. Admission for TAF members is, of course, Free.

The Flea Market will run from 1:00 PM to 5:00 PM, with setup commencing for sellors after 12:00 PM, noon, and teardown after 5:00 PM. This should allow enough time for as many people inside and outside Toronto to attend the event.

As usual, piracy cannot and will not be condoned. You must be selling original pre-owned software only. If anyone is caught selling pirated software or stolen hardware, they will be dealt with severely!!

The TORONTO ATARI FEDERATION Flea Market will be held in the "Gold Room" of the North York Memorial Community Hall on the Lower or Concourse Level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkhome Ave. Parkhome is 5 stoplights North of Hwy 401 running East off of Yonge.

Parking garage inside the complex - enter next to the Novotel Hotel on Parkhome Ave. Those comming by public transport can take the TTC's Yonge Subway, North to the North York City Centre Station, then walk through the tunnel into the concourse, down to the food court, turn left and find the Memorial Hall on your right.

Saturday, July 11, 1998, 1pm - 5pm for the TAF "Flea Market. To contact TAF on booking a table or tables:

TAF Voice Telephone Answering Device - (416) 425-5357
Dan Dreibelbis, VP, 416-766-4743 or dreibel@idirect.com
Dave Lee, Treasurer - Sysop TAF ONLINE EMC & BBS (28.8 8-N-1) - 416-421-8999 or dave.lee@taf.ftn.org or
via NetMail at AtariNet 51:5/0 or FidoNet 1:2424/823
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog /atari/phoenix.htm
= 30 =

55. Re: GTIA Register VDLAY ($D01C)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: TJ Edmister <Damage_X@hotmail.com>
Message-ID: <35749df8.0@news10.kcdata.com>
Source record: 62567

dmlloyd@earth.execpc.com (David Lloyd) writes: > Does anyone know what the 'VDLAY' register does in the GTIA? My SAM'S
> book says 'Vertical delay; used for moving players or missles in their
> 1-line or 2-line resolution formats'. But that doesn't help me much...
> I've been unable to find a reference to this register in any other of my
> books.
>
> Also, is there anyplace I can get technical documentation on the specific
> chips used in various Atari 8-bits (like POKEY, GTIA, ANTIC, and the 7800
> graphics chip)? Any help is appreciated.
>
>
> --
> (*) Dave Lloyd
> (*) dmlloyd @ execpc.com -- http://www.execpc.com/~dmlloyd/

All kinds of good info here, including GTIA regs

http://www.xmission.com/~trevin/atari/

56. Re: PC - 8bit: how easy is it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: TJ Edmister <Damage_X@hotmail.com>
Message-ID: <35749f86.0@news10.kcdata.com>
Source record: 62568

"Gareth" <garethd_@dial.pipex.com> writes: > I've read the faqs and I'm a bit disheartened: it doesn't seem at all easy
> to transfer files from PC to 8 bit. Has anyone without a great technical
> knowledge managed it and if so what exact equipment did they use?
>
> Thanks for your help.
>
> Gareth.
> --
> (remove _ to reply.)
>
>
>
I move stuff from my PCs to my Atari disks with the Myutil thing
which you can get at the umich archive. (It tells about it in the
FAQ) It works good for me which may be because (according to GTRPM)
my Indus GT spins at 297 RPMs instead of the normal 288.(just an
educated guess)

57. Re: Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-02 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0206982337590001@port135.bitstream.net>
Source record: 62569

In article <35744779.41C6@cs.byu.edu>, Eric Sokolowsky <esok@cs.byu.edu> wrote:

> Silver Surfer wrote:
> >
> > Creating a truetype font is a LOT of work...but if you really want to, get
> > Corel Draw.
>
> Hmm.. I won a copy of that in a programming contest a while back and I
> never explored it much.. Perhaps I'll now have to look into making a
> True-Type Atari-style font.

Maybe you missed some of the earlier postings on this tread... I'm already
in the middle of creating the Atari TrueType font (with versions for both
Mac and Windows). It should be done within a week. I will post information
on how to get it on this newsgroup when it is ready.

(FWIW--I've done a number of commercial fonts for both Macs and PCs so I
know what I'm doing. This will be a professional quality font.)

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984
---

58. Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: A221 Student Computer <a221@simi.tec.ca.us>
Message-ID: <357619E3.64ED@simi.tec.ca.us>
Source record: 62335

From:
<The@NSA.sucks> Information Security
Organization:
PANIX Public Access Internet and UNIX, NYC
Newsgroups:
alt.fan.traci-lords, comp.sys.atari.8bit
References:
1

In alt.fan.traci-lords kdanner@dem0nlair.org wrote:
: Terry "Orthole" Ortman is fond of claiming he has never been
arrested.

: Funny, the Macon County court records tell a different story. Check
out:

Nicely done.

Terry Letal Ortman is 39 going on 9.

---guy

Macon County Circuit Court

case type descriptions:

CM - Criminal Misdemeanor
F - Family
SC - Small Claims
TR - Traffic

1987 SC 000926 P 001 ORTMAN, TERRY *
1988 SC 001903 D 001 ORTMAN, TERRY
1990 SC 002398 D 001 ORTMAN, TERRY *
1993 F 000053 D 001 ORTMAN, TERRY *
1994 CM 001028 D 001 ORTMAN, TERRY DISORDERLY CONDUCT *

1989 TR 011658 D 001 ORTMAN, TERRY UNSAFE EQUIPMENT/1ST & *
L 2ND

1990 TR 015500 D 001 ORTMAN, TERRY DRIVING ON SUSPENDED *
L LICENSE

1990 TR 015501 D 001 ORTMAN, TERRY DRIV LIC EXPIRED 6 MO *
L OR LESS

1991 TR 013394 D 001 ORTMAN, TERRY OPERATE UNISURED MOTOR *
L VEHICLE

1993 TR 013083 D 001 ORTMAN, TERRY OPERATE UNINSURED MTR *
L VEHICLE

1996 CM 001596 D 001 ORTMAN, TERRY DISORDERLY CONDUCT *
L

1996 CM 001932 D 001 ORTMAN, TERRY HARASSMENT BY *
L TELEPHONE

1993 SC 002348 D 001 ORTMAN, TERRY *
LETAL

****

Record Sheet for: TERRY LETAL ORTMAN

Case:1996 CM 001596 D 001
Litigant:ORTMAN, TERRY L
Closed Date:11/07/1997

Criminal Misdemeanor - Disorderly conduct...public defender needed

Date Remarks

09/17/96 **Complaint filed on 08/08/1996.
09/17/96 People present by Ms. Thomas. Defendant present. Affidavit for
09/17/96 public defender on file. Assistant Public Defender James
Brinkoetter
09/17/96 appointed for the defendant. Plea of not guilty.
09/17/96 Jury pre-trial set for 11/06/1996 at 01:00 in courtroom 9.
09/17/96 Defendant assessed $200 public defender fees to be paid at a
minimum
09/17/96 of $10 every Friday commencing September 27, l996.
11/06/96 Assistant State's Attorney Ericka Thomas present. Defendant
present
11/06/96 and with Assistant Public Defender James Brinkoetter. Plea of
guilty.
11/06/96 Written jury trial waiver on file. Factual basis. Judgment
entered.
11/06/96 Defendant fined $250 plus $20 CVAA fine plus costs. Defendant
placed
11/06/96 on 12 months probation with a condition the defendant have no
contact
11/06/96 with Darrell Parish. $10 monthly probation services fee
assessed.
11/06/96 Time to pay set for 03/06/1997 at 09:00 in courtroom 9.(aw)
03/06/97

03/06/97 People present by Ms. Bolton. Defendant present.
03/06/97 Time to pay set for 06/05/1997 at 09:00 in courtroom 9.
03/06/97

06/05/97 People present by Mr. Foote. Defendant present. People
directed

06/05/97 to file Petition to Revoke for failure to pay.
06/05/97 Arraignment set for 06/26/1997 at 09:00 in courtroom 9.
06/05/97

06/11/97 Petition to Revoke and Terminate Probation on file. cp
06/11/97

06/26/97 People present by Mr. Foote. Defendant present pro se.
06/26/97 Motion to vacate on file June 5, 1997. Finding the motion is
06/26/97 beyond 30 days of judgment, motion is denied.
06/26/97 Motion for public defender taken under advisement.
06/26/97 Motion/continue set for 07/10/1997 at 09:00 in courtroom 9.
06/26/97

07/10/97 People present by Mr. Foote. Defendant present.
07/10/97 Affidavit for Public Defender on file. Public Defender
appointed
07/10/97 James Brinkoetter appointed for the defendant.
07/10/97 Status hearing set for 07/31/1997 at 09:00 in courtroom 9.
07/10/97 Defendant charged $200 public defender fees. Defendant to pay
$30
07/10/97 every week commencing Friday, July 11, 1997.
07/10/97

07/31/97 People present by Mr. Foote. Defendant present. No appearance
by
07/31/97 the public defender.
07/31/97 Petition hearing set for 08/29/1997 at 01:30 in courtroom 9.
07/31/97 People directed to give notice.
07/31/97

08/29/97 People present by Mr. Foote. Defendant present. Finding the
08/29/97 defendant is not paying public defender fees. Appointment of
08/29/97 public defender is vacated. Clerk to delete the public
defender fees
08/29/97 charged on the Petition to Revoke.
08/29/97 Appearance/counsel set for 09/12/1997 at 09:00 in courtroom 9.
08/29/97

09/12/97 People present by Ms. Bolton. Defendant present. Final
continuance
09/12/97 to retain counsel.
09/12/97 Appearance/counsel set for 09/26/1997 at 09:00 in courtroom 9.
09/12/97

09/26/97 People present by Mr. Sauer. Defendant present. Defendant
indicates
09/26/97 he will represent himself. Cause allotted for hearing on the
Petition
09/26/97 to Revoke and Terminate Probation.

09/26/97 Revoke probation set for 10/10/1997 at 01:30 in courtroom 9.
09/26/97

10/10/97 People present by Mr. Sauer. Defendant present.
10/10/97 Cause called for hearing on Petition to Revoke.
10/10/97 Evidence presented. Petition proven. Probation terminated
10/10/97 unsuccessfully. Cause called for new sentencing hearing.
Fines,
10/10/97 court costs, and fees to remain in full force and effect.
Defendant
10/10/97 sentenced to 30 days in the county jail. Stay on the jail
sentence.
10/10/97 Time to pay set for 11/25/1997 at 09:00 in courtroom 9.
10/10/97 Defendant admonished if fines and costs are paid in full, the
jail
10/10/97 sentence will be stricken.
10/10/97

Total fines paid: $490

****

Record Sheet for:

Case:1996 CM 001932 D 001
Litigant:ORTMAN, TERRY L
Closed Date:09/23/1996

Criminal Misdemeanor - Harassment by telephone

Date Remarks

09/23/96 **Complaint filed on 09/23/1996.

09/23/96 People present by Ms. Sayon. Verified Information on file.

09/23/96 Defendant present pursuant to BOND; tendered a copy of the

09/23/96 information; and admonished as to the charges, penalties and

09/23/96 constitutional rights. Defendant's age is 37. Plea of guilty
to

09/23/96 Count I. On motion of the People, Count II is dismissed and
stricken.

09/23/96 Written Jury Waiver on file. Written Waiver of Counsel on
file.

09/23/96 Factual basis presented. Judgment entered. Defendant fined
$200;

09/23/96 $20 CVAA fine; plus costs. Bond is forfeited and applied.
Balance

09/23/96 to be refunded to the defendant. WR

Total fines paid: $350.

****

Criminal Misdemeanor - Disorderly Conduct

Case: 1994 CM 001028 D 001
Litigant: ORTMAN, TERRY
Closed Date: 08/18/1994

Guilty. $363 fines paid.

59. Trouble with E-Bay...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: A221 Student Computer <a221@simi.tec.ca.us>
Message-ID: <35761A01.5F46@simi.tec.ca.us>
Source record: 62336

From:
"Vidar Olavesen" <olavese@online.no>
Organization:
Telenor Online Public Access
Newsgroups:
comp.sys.atari.8bit, rec.audio.marketplace,
rec.photo.marketplace
References:
1

Yes, that happens from time to time when I am searching for stuff! Too
much
pressure on the lines I guess! Take Atarian care everybody!

Austin Franklin <darkroo4m@ix.netcom.com> wrote in article
<01bcdd89$78140fd0$8149bacd@drt1>...
> Has anyone else had this problem...
>
> You try to bid on an item at E-Bay (or even just browse around and see
what
> they have) and their server doesn't respond?
>
> I had this problem twice in the last week with them, and lost out on two
> auctions. But not only did I loose out, but the seller too, because the
> bid I was trying to make when their server failed was higher than what
the
> items sold for!
>
> If you've had this problem, I would like to know...
>
> Thanks,
>
> Austin Franklin
> darkroom@ix.netcom.com
>
> To e-mail a reply to this post, remove the number from the reply address.
>
>

60. Re: Atari-bot upgrading...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: GMenke <nospam@erols.com>
Message-ID: <01bd8e8c$e50f1b20$64646464@gregm_pc>
Source record: 62570

I think you might find answers to both the printing and disk emulation questions by studying the SIO protocol. Its pretty simple, but you could develop both a printer device and a disk emulator in a microcontroller. Frankly, it might be easier to just do all your control logic in the microcontroller anyway, unless you really do just want to have the brains in a Atari (makes sense to me...!)

As far as carts are concerned, yes they use plain old eproms- you can find them from a variety of sources, as well as programmers. Jameco and JDR are 2 such suppliers. One possibility is to get a cart for which you have a duplicate, or one thats dead, unsolder the eprom(s) and replace them with sockets. (Use zif sockets if theres room) Then burn your code in and off you go. There are a couple hurdles in burning your own roms- first is the program- it has to be compiled/assembled to run at an absolute address (which pretty much eliminates Basic unless you do some fancy stuff). If you were on an 800, you could use it to code for the right hand slot with the Assembler/Editor in the left, for example. The problem is then loading the code into the programmer; it could include uploading the code to a PC, formatting it and then burning. It will largely depend upon the capabilites of your eprom burning hardware. This route requires understanding the underlying architecture, as well as a pretty detailed understanding of the Atari memory maps and OS.

Probably the microcontroller route would be easiest.

From a kludgy perspective, you could grab an 850 and send simpler RS232 commands right to your gizmo without messing about with SIO. It still leaves you with the bootup problem however.

Good luck,

Gregm

==========
To reply via email, please replace NOSPAM with MENKESJG. Thanks.
==========

Patrick Robbins <Probb26666@usa.net> wrote in article
<35741a94.0@news3.uswest.net>...
> For anyone who remembers my Atari-bot plight a while back, here I am
again.
> I have a few relatively unrelated questions, so bear with me.
>
> I still need to know, byte for byte, what typically happens at the serial
> port when one uses the l-print command with a working printer. This is
so I

> can interface the super armatron and use it as a serial device. I could
> also program the microcontroller to emulate a disc drive or whatever...
>
> When I boot the 'bot now I have to plug it into a disc drive to load the
> program. How would I go about making a cartridge so the thing will be
self
> contained? Can I use eeproms somehow?
>
> As far as programming goes, I'm not very advanced. I don't know how this
> higher level stuff goes either, but can I write a program on my pc in
fourth
> or something and compile it in 6502 assembly? What would I do with it
then?
>
> Finally, I'm using the XE game system in the thing. It seems to me that
I
> would have some more expansion options if I had a parallel port. I don't
> know what I would do with one although I remember Best Electronics used
to
> sell an experimenters kit. Forgive me if this turns out to be naive, but
> aren't most of the lines on the parallel port the same as those on the
> cartridge port? It might be easier to modify the computer by bringing
out
> the additional lines if I need them, rather than retrofit the thing with
> another computer, like an XL.
>
> Thanks,
>
> Patrick Robbins
> Probb26666@usa.net
>
>
>

61. Re: GTIA Register VDLAY ($D01C)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35753BF4.ED84632E@ix.netcom.com>
Source record: 62571

```
David Lloyd wrote:
>
> Does anyone know what the 'VDLAY' register does in the GTIA? My SAM'S
> book says 'Vertical delay; used for moving players or missles in their
> 1-line or 2-line resolution formats'. But that doesn't help me much...
> I've been unable to find a reference to this register in any other of my
> books.
>
> Also, is there anyplace I can get technical documentation on the specific
> chips used in various Atari 8-bits (like POKEY, GTIA, ANTIC, and the 7800
> graphics chip)? Any help is appreciated.
>
> --
> (*) Dave Lloyd
> (*) dmlloyd @ execpc.com -- http://www.execpc.com/~dmlloyd/

David,
Mapping the Atari (Ian Chadwick) says it is used for one line
resolution movement of players when two line resolution is set. if DMA
is enabled then you can move the bitmap of the object around in memory.
Something like that, anyway.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

62. Re: PC - 8bit: how easy is it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd8f02$3b787ae0$b1c2accf@asharkis.erols.com>
Source record: 62572

It really depends on what you want to do. If you just want the files to go to the PC in their original form, you can use MYUTIL, or UTIL, or SR, depending on the DOS, the density and the arrangement of sides you have. You can also do it by running terminal programs on both machines with a null-modem cable. You can upload the files to a friendly BBS and then download them with the other machine.

If you're looking for .ATR or .XFD images of your files, then you need an SIO2PC cable running SIO2PC or A.P.E. software, or you need something like the A.P.E. PRO cable or the XFormer cable.

It's not a matter of plug it in, press a button and, PRESTO!, but I've managed to do all but the PRO and XFormer cable things, and I'm not a tech genius. The documentation that comes with the hardware/software used in the various methods will help, but you have to read it and follow it step-by-step until you've done it a few times.

Gareth <garethd_@dial.pipex.com> wrote in article
<6l1qt6gov1@soap.news.pipex.net>...
> I've read the faqs and I'm a bit disheartened: it doesn't seem at all
easy
> to transfer files from PC to 8 bit. Has anyone without a great technical
> knowledge managed it and if so what exact equipment did they use?
>
> Thanks for your help.
>
> Gareth.
> --
> (remove _ to reply.)
>
>
>
>

63. Re: Adventure International

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35756a1b.6585856@news.ioa.com>
Source record: 62573

On 29 May 1998 20:25:45 GMT, bostone1@aol.com (Bostone1) wrote:

>BTW, remember that great looking blond in all the print ads? Who was she and
>where is she now?
>
>
>Bostone1@aol.com
>
Ha! I was just conversing with Scott himself about that subject via e-mail.
I'm going to see if he can identify her for you.

Steven

64. Re: Greatest and Best Atari site is now open for your pleasure

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998060316055900.MAA09322@ladder03.news.aol.com>
Source record: 62574

I thought it was pretty nice. I downloaded the megaimages. When you actually get to the download page, it lists whats on the image. The sex banners were a nice touch, but do they make the site unavailable to kids with filters?

Bostone1@aol.com

65. Re: PC - 8bit: how easy is it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <357596FD.167E@cs.byu.edu>
Source record: 62575

I've transferred files from the 8-bit to the PC in a number of ways:

1. Use a serial connection. On the PC end, it requires a terminal program, such as the terminal program that comes with Windows 3.1. Note: I have had much more success with this simple yet functional program than with the "enhanced" program that comes with Win95 or WinNT. On the 8-bit end, it requires a machine with a disk drive and an 850 interface or P:R: connection (or Black Box, or MIO, etc.) for the R: device. Then you need a terminal program on the Atari as well (Bobterm works well). You also need a null modem connector between the Atari and the PC. I have had good success with this method, and it has the advantage that each individual Atari file becomes one file on the PC.

2. Build an APE PRO cable designed by Steven Tucker. On the PC side you need the APE PRO software. On the 8-bit side, you only need an Atari disk drive. You use the PRO cable to connect the Atari disk drive directly to the PC. The PRO software will allow you to create .ATR images from any 8-bit disk, which is helpful for emulators or for using the regular APE software with a real 8-bit. The PRO software will also make backups of copy-protected software.

3. Use the Util, etc. programs mentioned earlier in this thread to read Atari disks directly on a PC floppy drive. (I haven't tried this method.) However, as far as I understand, these programs will only read Atari double-density (256 bytes/sector) disks. It seems more of a pain to copy single-density disk files to double-density disks than to use either of the methods above.

66. Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: zman851014@aol.com
Message-ID: <1998060320005200.QAA05597@ladder01.news.aol.com>
Source record: 62576

```
Wanted a serial interface for Atari Portfolio
```

67. gopher archive file formats?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: golias@aisa.fi.muni.cz
Message-ID: <golias.896906005@aisa.fi.muni.cz>
Source record: 62577

```
Hi,
today I downloades some files from gopher://nic.merit.edu:7055/11/atari/8bit
and I have some problems with them. First of all, some .DCM files don't unpack
- is there newer unpacker than dcm32? Second, there's a lot of files
without extension (starting with 0x1a 0x08) - what can I use to unpack them?
Thanx
R.Golias

--
-----------------------------------------\-----------------------------------
We're not alone, there's someone else, too,| Robert Golias, golias@fi.muni.cz
from the mirror's other side | http://www.fi.muni.cz/~golias
reflecting the cruel part of your soul \-----------------------------------
```

68. HELP: My 1050 does not work!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: Martin Mielke <martin@jaleo.idecnet.com>
Message-ID: <3575BDFD.4D2EE5A8@jaleo.idecnet.com>
Source record: 62578

Hi all!

I need some help with my one of my 1050. I can turn it on, the power LED goes on but the drive doesn't spin when I close the door after inserting a floppy.

Does anybody know what is wrong???

Please email me with your replies, as I don't check the newsgroups very often. Thanks!

Martin (a.k.a. Pimpf)
martin@jaleo.idecnet.com

69. Re: DIR2ATR and XDIR v7.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <896914372@stackbbs.xs4all.nl>
Source record: 62579

-=> Quoting Cb541@cleveland.freenet.e to All <=-

Cb> (Bo S. makes a proggy to make a .atr image out of a pc directory.)
Cb> Am I the only one? Maybe someone else wonders. But, anyway,
Cb> why would you want to make a .atr image out of a pc directory?
Cb> (thinking)....
Cb> I put pac man load file in a pc directory. I run this proggy
Cb> and now I have a disk image with pac man in it. Wait...
Cb> Now I can load my pac man into a emulator. I think.
Cb> Is that it?

Well, hmmmm, you're right and you're wrong.
If you want to run Pacman using an emulator you could load Pacman directly into Xformer directly from your pc directory without even creating a disk. Xformer takes care of that doing it for you.

If you want to run games on your orignal XL/XE, you need to put (pc) Xl/XE files into a disk image first, and load that disk image into SIO2PC or APE or other disk emulator, before you can use it. There are already some .ATR disk images out there, and most of them are just fine. But if you want to make your own disk images, how would you "create" one?
Probably loading multiple disk images in SIO2PC or APE, and use your Atari XL/XE to copy stuff from one disk to another.
If you don't have an original Atari, you probably would use Xformer and load multiple disk images, and then copy stuff around.

If you first use XDIR (an disk image extraction utility), you can place all your favourite games in a directory called GAMES, and then let DIR2ATR create a disk image (or more disk images depending on the amount of data) of it. This way you don't have to load and unload disk images in an emulator and saves you a lot of time.
If you have to convert the Umich archive to disk you'll be glad to have an utility like this ;)

Bo.
___ Blue Wave/386 v2.30

70. Atari 8-bit cartridge W A N T L I S T

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998060323180800.TAA25109@ladder03.news.aol.com>
Source record: 62580

Hi. I'm looking for the following cartridges for the Atari 8-bit computers.
Contact me if you wish to sell any of these cartridges. Here goes:

Bounty Bob Strikes Back - Big Five
Seafox - Broderbund
Monster Maze - Epyx
Boulder Dash - First Star
Bristles - First Star
Flip and Flop - First Star
Tutankham - Parker Bros
Ant Eater - Romox
Attack at EP CYG 4 - Romox
Flapper - Romox
Fortune Hunter - Romox
Princess and Frog - Romox
Spark Bugs - Romox
Starion - Romox
Topper - Romox
Typo - Romox
Whiz Kid - Romox
Super Zaxxon - Sega
Tapper - Sega
Up N Down - Sega
Jawbreaker - Sierra Online
Jawbreaker II - Sierra Online
Oil's Well - Sierra Online
Sammy Lightfoot - Sierra Online
Alpha Shield - Sirius
Capture the Flag - Sirius
Fantastic Voyage - Sirius
Worm War I - Sirius
Chessmaster 2000 - SoftCountry
Frantic Freddie - SpectraVideo
Drelbs - Synapse
The Pharoah's Curse - Synapse
Picnic Paranoia - Synapse
Shadow World - Synapse
Survivor - Synapse
Carnival Massacre - Thorn EMI
Matterhorn - TigerVision

I have NEW Colecovision Super Action Controller packages and NEW Colecovision
Super Roller Controller packages for trade if anyone's interested. Thanks for
looking.

71. Re: PC - 8bit: how easy is it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: mcheca@li.urp.edu.pe
Message-ID: <3575e265.7737800@news.unired.net.pe>
Source record: 62581

On Wed, 03 Jun 1998 12:33:33 -0600, Eric Sokolowsky <esok@cs.byu.edu> wrote:

>3. Use the Util, etc. programs mentioned earlier in this thread to read

>Atari double-density (256 bytes/sector) disks. It seems more of a pain
>to copy single-density disk files to double-density disks than to use

Not when your system has 2 XF551 drives and you have most of your disks
formatted in DS/DD ! The pain is not being able to use more than the first
180K with Util...
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

72. Classic Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: Pete Shay <pshay@primenet.com>
Message-ID: <3575C7E5.7BCF@_ibm.net>
Source record: 62582

I found a shop today that has a ton of classic Atari stuff. Lots of 2600 games NIB. Other items were 5200 games NIB, 5200 joystick controllers NIB, 400/800 software NIB, Intellivision games NIB, wireless 2600 joysticks (used), Atari driving controllers NIB, etc.

Stuff I bought from them today includes:

2600:
Adventure (NIB)
Star Raiders (NIB)

5200:
Gremlins (NIB)

800:
OSS Action! (NIB)

Located in Phoenix, they are an Atari dealer from the very beginning. They are trying to unload all of their classic stuff. If you want a contact name & phone# drop me an e-mail.

thanks....
pete

(remove each _ from the listed e-mail address)

73. ST Informer, Issue 99, June 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0306982033440001@refdesk.library.carleton.edu>
Source record: 62583

ST Informer Online: Issue 99: June 1998

http://www.chatlink.com/~stinformer

Table of Contents

Potpourri
Publisher Rod MacDonald's monthly take on the Atari market

Letters
What people are telling us

New Developments
Find out what is happening in the Atari world!&#65533; It might just be more than
you think!

Copyright Information
Stephen Moss discusses copyrights and how they relate to software

PageStream Tips
By George Iken

XF551 Drive Problems!
Often we've refused to talk about it hoping the problem would never strike
us!&#65533; Bob Klaas, though, takes this issue head on with a story of dread,
terror, and ultimate triumph over the fragile XF551.

Hellgate - A Preview
David Walters, author of a new Doom-like game for the ST/STe/Falcon, gives
us a preview of his shareware game.

The Atari Authors Program
Matthew Bacon talks about Atari Authors - an interesting approach at
supporting those who support the Atari.

Team - Soccer for the STe/Falcon
Review by Scott Tirrell

Ultra Vortek for the Jaguar
Review by Scott Tirrell

Dig Dug for the Atari 7800
A Review of this classic coin-op conversion by Scott Tirrell

The LaST Word
What Hasbro Should Do.... by Scott Tirrell

PD Watch
by Dave Brown

User Groups
Find out if there any Atari-using freaks in your area!

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

74. Re: Atari-bot upgrading...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-03 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <35760e2a.0@news2.uswest.net>
Source record: 62584

Where to begin... First, I remember seeing some technical article on the Sio protocols somewhere but I can't find them again. As for the Atari, I didn't know anything about single chip microcontrollers when I began this project. Now it has become a crusade to give my first computer (literally) a body. I don't think a 68hc11 in single chip mode has enough memory for what I want to do anyway. Oh, I also want to use some speech synthesis software or maybe a Covox Voice Box or whatever. Anybody know about these?

I do have some other options for controlling the arm although I won't bother with the details. If possible I'd like to be able to communicate bi-directionally with the hc11, which is why I mentioned disc emulation. On the other hand, if I can hack my own parallel port I would have alot of more I/O options, wouldn't I?

GMenke wrote in message <01bd8e8c$e50f1b20$64646464@gregm_pc>...
>
>I think you might find answers to both the printing and disk emulation
>questions by studying the SIO protocol. Its pretty simple, but you could
>develop both a printer device and a disk emulator in a microcontroller.
>Frankly, it might be easier to just do all your control logic in the
>microcontroller anyway, unless you really do just want to have the brains
>in a Atari (makes sense to me...!)

75. Re: 5"14 Drives to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: lwalkerN0SpaM@interlog.com
Message-ID: <357ad6f6.106109827@news.interlog.com>
Source record: 62337

On Mon, 01 Jun 1998 21:43:31 -0700, Bob Woolley <rwoolley@pacbell.net>
wrote:

>LWhite6497 wrote:
>>
>> A PC can supposedly read 128 byte sectors, BUT it has to be MFM (as in
>> enhanced density, I believe). They just won't read FM (single density.) I
>> don't know how reliable the 128 byte sector read is, all I have ever done is in
>> D/D. And formating the disk
>> on the PC or an XF551 makes thing work much better.
>> LW
>----
>The old, old PCs had controllers that would read SD from what I
>understand. This was not an option in the BIOS, but you can get under
>the OS and make them work. This was back when the PC didn't even have a
>floppy unless you paid extra - you got a cassette interface and BASIC in
>ROM.....
>
>Bob

I've got an old 5150 with two 5 1/2" full-ht. drives. Where would I
find info on doing this ? If so does this mean I could dispense with
the SIO2PC cable ?

ciao larry

Those who forget history are doomed to repeat it.

76. Using Util to read atari disks on a PC 5 1/4 drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: AKatz712@juno.com
Message-ID: <6l530b$7lg@bgtnsc02.worldnet.att.net>
Source record: 62338

I finally got a 5 1/4 inch floppy drive and used util to read the files onto my hard drive so I could run them in the emulator.

I have alot of original work (mostly in basic) and copied by hand listings from magazines. I can email my list and files to anyone interested.

My question is: I could not recover all my files. I get the message that repeats : 5 times tried and goes on and on and then I have to start over. When I examine the disk with Anadisk I found that the disk had Gaps in sectors. Does anyone know what that is and can it be fixed? Is it due to the extreme age of these floppies (written in 1983 or 1984)? I also read that Atari drives ran at a different speed (I used a Rana 1000). Could that be the reason?

Can binary data be recovered from an anadisk dump?

Note: I also found a program which can be adapted for reading my old cassette tapes by reading a .wav file. It is a tedious prospect. But I think I have most of my floppy stuff on cassettes as well.

- Andy -

77. Re: 5"14 Drives to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998060405182900.BAA10435@ladder03.news.aol.com>
Source record: 62339

Abacus publishing has a series of books on PC Hardware &
systems programming. The first version published was called
PC Systems Programming; the latest version is called PC Intern.

The first book included the DOS/interrupt routines needed to
read/write individual sectors in C, Pascal, and GW Basic. There
are a number of PC references that address this topic, but the
Abacus book presented complete programs to do it. I used the
GW program to R/W Atari disks, but it has been several years,
so I don't remember all the details. I do remember that I had to
add a value to the byte values returned by the PC. "1", I think . You might
try to contact Abacus to check on the availability of the original book/disks.
(I haven't looked for it in the most recent version.) I never did anything
heavy with this, just hacking to
see what could be done.

The only phone number that I have for Abacus is 1-800-451-4319,
which is an order line.
LW

78. Re: GTIA Register VDLAY ($D01C)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: SixFiv0Two@my-dejanews.com
Message-ID: <6l5gp7$1gb$1@nnrp1.dejanews.com>
Source record: 62340

In article <6l206q$lhp@newsops.execpc.com>,
dmlloyd@earth.execpc.com (David Lloyd) wrote:
>
> Does anyone know what the 'VDLAY' register does in the GTIA? My SAM'S
> book says 'Vertical delay; used for moving players or missles in their
> 1-line or 2-line resolution formats'. But that doesn't help me much...
> I've been unable to find a reference to this register in any other of my
> books.
If you are implementing double-line resolution PMG's then this register can
temporarily move the player down by one scan line.
>
> Also, is there anyplace I can get technical documentation on the specific
> chips used in various Atari 8-bits (like POKEY, GTIA, ANTIC, and the 7800
> graphics chip)? Any help is appreciated.
The best source for the custom chips, is the Tech Ref notes. In particular the
Hardware Manual.
If I'm not mistaken, it's available to read online . Try going to the FAQ's
You can still buy it too!

SixFiv0Two :)

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

79. Re: WTB: Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: mhop@snip.net
Message-ID: <35764c12.104014559@news.snip.net>
Source record: 62341

On Mon, 01 Jun 1998 09:21:09 -0600, nrichar@sun.science.wayne.edu (Nicholas P. Richardson) wrote:

>I may not even be remembering the title correctly, but I'm looking for the
>game Omnitrend's Universe. I remember playing this for hours as a kid and
>would like to purchase a copy if anyone has one for sale.
>
>I think it came on 4 disks and had a huge manual. Basically it was a
>space-based rpg where you could mine, trade and commit acts of piracy,
>using your earnings to do more mining, trading and piracy.

Don't forget the mission! To find the Hyperspace Booster because communication wtih earth is mysteriously broken.

>
>If anyone has this, or knows where I can find it I'd be most grateful.

I sorta have it. I have copies of the original 4 disks, and copies of some of the more necessary pages from the manual. I suppose you want the whole thing though. Did you know it is downloadable and runnable using an emulator on a PC? I haven't tried it yet though.

80. Re: Trouble with E-Bay...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd8f97$c3f52ae0$81374382@vidar>
Source record: 62342

What is this ? I never wrote this. Hmmm! This sounds really strange to me.
Anybody knows what's going on ?

A221 Student Computer <a221@simi.tec.ca.us> wrote in article
<35761A01.5F46@simi.tec.ca.us>...
> From:
> "Vidar Olavesen" <olavese@online.no>
> Organization:
> Telenor Online Public Access
> Newsgroups:
> comp.sys.atari.8bit, rec.audio.marketplace,
> rec.photo.marketplace
> References:
> 1
>
>
> Yes, that happens from time to time when I am searching for stuff! Too
> much
> pressure on the lines I guess! Take Atarian care everybody!
>
> Austin Franklin <darkroo4m@ix.netcom.com> wrote in article
> <01bcdd89$78140fd0$8149bacd@drt1>...
> > Has anyone else had this problem...
> >
> > You try to bid on an item at E-Bay (or even just browse around and see
> what
> > they have) and their server doesn't respond?
> >
> > I had this problem twice in the last week with them, and lost out on
two
> > auctions. But not only did I loose out, but the seller too, because
the
> > bid I was trying to make when their server failed was higher than what
> the
> > items sold for!
> >
> > If you've had this problem, I would like to know...
> >
> > Thanks,
> >
> > Austin Franklin
> > darkroom@ix.netcom.com
> >
> > To e-mail a reply to this post, remove the number from the reply

address.
> >
> >
>

81. Atari software & hardware sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: atari400@ehrich.com
Message-ID: <3lud1.90$m4.1899560@news3.voicenet.com>
Source record: 62343

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists for the PC, Amiga, Vic20 C64, TI, COCO
Video Games, Music CD's, Books on Tape, Computer Courses,
and the latest Atari list.

http://www.voicenet.com/~generic

82. Re: Activity vs Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: s9700212@llandrillo.ac.uk
Message-ID: <6l6177num1@nnrp1.dejanews.com>
Source record: 62344

```
In article <EtxAsE.3Au@cix.compulink.co.uk>,
ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:
>
> In article <6l0ktu$2nl$1@nnrp1.dejanews.com>, s9700212@llandrillo.ac.uk ()
> wrote:
>
> > Does anyone know how it fits in with the history of Atari?
> Ermm, it doesn't? What has this machine & OS got to do with Atari?
>
> ************************************************
> * Iain R Laskey * ilaskey@cix.compulink.co.uk *
> ************************************************
> * Analyst Programmer/ Freelance IT writer *
> ************************************************
>

I was wondering how it fitted with the atari OS. Which came first etc.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading
```

83. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6l5uukemj1@star.cs.vu.nl>
Source record: 62345

What the hell is this? I don't know Terry Ortman and I don't give a rat's ass whether he paid a few hundred dollars worth of fines. Don't know about the US, but I think it's illegal to publish this type of information in public. I have informed your sysop/postmaster. Now, go back to that rock you crawled under from.

-- Ivo

84. Re: Activity vs Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Eu11qw.FJz@cix.compulink.co.uk>
Source record: 62346

In article <6l6177num1@nnrp1.dejanews.com>, s9700212@llandrillo.ac.uk ()
wrote:
> > > Does anyone know how it fits in with the history of Atari?
> > Ermm, it doesn't? What has this machine & OS got to do with Atari?
> I was wondering how it fitted with the atari OS. Which came first etc.
From memory I think GEM was first shown about around 1983 or so. The ST
had in in 1985 and the PC just before. The Mac would have been around this
time. Plus there were a few DOS GUI type things that multitasked and
simulated windows via character based graphics. Of course, Xerox had full
GUI systems long before. When did the Xerox Star come out? Late 70's?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

85. Re: Amiga and Atari (was Re: names of chips)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: stirrell@portland.com
Message-ID: <stirrell-0406980843080001@portland15.portland.com>
Source record: 62347

In article <6kovg5$r67@news.acns.nwu.edu>, sjudd@tired.of.spam.nwu.edu (Stephen Judd) wrote:

>Not quite...

>As the computer progressed and the team ran out of money, Atari made some >ridiculously low offers for the company, but at the last minute Commodore >made a much more generous offer and they went with C=. With lots of new >cash they were able to finish up the computer we all know and love.

From what I've heard, Amiga owed Atari money so this is why Atari made low offers. Besides, Atari was developing the ST and had no need for a second 68000 computer. If Amiga defaulted on the loan, the Amiga would have been Atari's.

Am I way off here? I kind of want to get the real story behind this and there are tons of variations floating around.

-scott tirrell

--
* Scott Tirrell stirrell@portland.com *
* Web Editor, ST Informer Magazine *
* http://www.chatlink.com/~stinformer *
* "Have you played your Atari today?" *

86. Re: Game Roms

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: Dave <nospam@nospam.net>
Message-ID: <6l678macd1@ins8.netins.net>
Source record: 62348

>Anybody knows were to find ATR roms of games?
>I have only found in strange formats, or compresed ina "Gzip" that seems
>to not decompress well.
>
>Thanks,
>Raul.
>

Try:

ftp://ftp.sodre.net/pub/users/cmwagner/atari8/mirrors/ftp.hackerz.com/

These are in ATR format, so they're not compressed, but you should get
similar
compression from your modem (use Windows sysmon and you'll see what I mean).

87. Re: Atari-bot upgrading...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: GMenke <nospam@erols.com>
Message-ID: <01bd8fc3$485708a0$64646464@gregm_pc>
Source record: 62349

You are right, a 68hc11 would likely not have enough on-chip resources to handle both disk emulation and robot control. There are lots of alternatives which might suit your task. We use Blue Earth Micros a lot (www.blueearthresearch.com), they are 8052 based SBCs, lots of RAM onboard, hardware uart, programmable in basic and assembly with lots of public domain tools available, and you won't need an eprom burner. There are others with similar capabilities.

You could operate the SIO hardware directly from Atari assembly or Basic (or other languages if you want), to implement your own protocols, but you would still have to deal with bootup- either you add a floppy drive in place or learn the floppy protocols and write an emulator, theres not much choice there.

Hacking a parallel port does give you greater flexibility. With an 600/800XL, you could add a bunch of digital I/O lines directly addressable in the Atari address space- you'll need to understand the Atari memory architecture (not to complicated, however) and learn some digital electronics (address decoding, chip selection, read/write strobes), but all in all, it leaves your software complexity in the Atari instead of splitting it between both the Atari and your uController. Consider an 8255- its a single chip I/O device, it offers 24 digital I/O lines, each is configured in software as input or output. Its an old design and shows it in several ways, but it is convienent and appropriate for the scale of your robot. It was originally an Intel design, but is manufactured by lots of companies, Jameco and JDR (likely Mouser also) carry it.

Gregm

==========
To reply via email, please replace NOSPAM with MENKESJG. Thanks.
==========

Patrick Robbins <Probb26666@usa.net> wrote in article
<35760e2a.0@news2.uswest.net>...
> Where to begin... First, I remember seeing some technical article on the
> Sio protocols somewhere but I can't find them again. As for the Atari, I
> didn't know anything about single chip microcontrollers when I began this
> project. Now it has become a crusade to give my first computer
(literally)
> a body. I don't think a 68hc11 in single chip mode has enough memory for
> what I want to do anyway. Oh, I also want to use some speech synthesis
> software or maybe a Covox Voice Box or whatever. Anybody know about
these?
>
> I do have some other options for controlling the arm although I won't

bother
> with the details. If possible I'd like to be able to communicate
> bi-directionally with the hc11, which is why I mentioned disc emulation.
On
> the other hand, if I can hack my own parallel port I would have alot of
more
> I/O options, wouldn't I?
>
>
> GMenke wrote in message <01bd8e8c$e50f1b20$64646464@gregm_pc>...
> >
> >I think you might find answers to both the printing and disk emulation
> >questions by studying the SIO protocol. Its pretty simple, but you
could
> >develop both a printer device and a disk emulator in a microcontroller.
> >Frankly, it might be easier to just do all your control logic in the
> >microcontroller anyway, unless you really do just want to have the
brains
> >in a Atari (makes sense to me...!)
>
>
>
>

88. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998060414580300.KAA04363@ladder03.news.aol.com>
Source record: 62350

In article <6l5uukemj1@star.cs.vu.nl>, ipoorten@cs.vu.nl (Ivo van Poorten)
writes:

>What the hell is this? I don't know Terry Ortman and I don't give a
>rat's ass whether he paid a few hundred dollars worth of fines. Don't
>know about the US, but I think it's illegal to publish this type of
>information in public. I have informed your sysop/postmaster. Now, go
>back to that rock you crawled under from.
>
>

A little background might be in order here. After reading this newsgroup for a
while, if I remember correctly, Terry Ortman's name crops up from time to time
as someone who posts things for sale, takes money, then sends the items which
sometimes get lost in the mail. If you're out there, Terry, is this about
right?

Anyway, if Terry's record is a public record, then I'd think nothing is wrong
with posting it. Any lawyers out there?

Bostone1@aol.com

89. Re: Atari 8-bit cartridge W A N T L I S T

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998060414580400.KAA08509@ladder01.news.aol.com>
Source record: 62351

In article <1998060323180800.TAA25109@ladder03.news.aol.com>, swozniak@aol.com (Swozniak) writes:

>Hi. I'm looking for the following cartridges for the Atari 8-bit computers.
>Contact me if you wish to sell any of these cartridges. Here goes:
>
>(list of carts here)

I don't have any of those, but I DO have a spare ET Phone Home cart I'd be willing to part with... :)

OK, OK, I'm kidding. I love my ET cart...

Bostone1@aol.com

90. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: LSDemon <screwyou@fuck-you.spammer.com>
Message-ID: <01bd8fde$499a42c0$ecb82599@main>
Source record: 62352

Ivo van Poorten <ipoorten@cs.vu.nl> wrote in article
<6l5uukemj1@star.cs.vu.nl>...
> What the hell is this? I don't know Terry Ortman and I don't give a
> rat's ass whether he paid a few hundred dollars worth of fines. Don't
> know about the US, but I think it's illegal to publish this type of
> information in public. I have informed your sysop/postmaster. Now, go
> back to that rock you crawled under from.
>
> -- Ivo

Well, you're just wrong, idiot!

The fact is Terry's rap sheet can be accessed by anyone with world wide web
access. His convictions are a matter of public record.

91. help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: jturner329@aol.com
Message-ID: <1998060417535800.NAA23066@ladder01.news.aol.com>
Source record: 62353

```
can anyone tell me when th atari 2600
was released in uk
asap please urgently req
```

92. Re: PC - 8bit: how easy is it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: Eric Sokolowsky <esok@eel.cs.byu.edu>
Message-ID: <Pine.SGI.3.94.980604121719.12068A-100000@eel.cs.byu.edu>
Source record: 62354

On Wed, 3 Jun 1998, JTKirk wrote:

> Not when your system has 2 XF551 drives and you have most of your disks
> formatted in DS/DD ! The pain is not being able to use more than the first
> 180K with Util...

Hmm.. I didn't think of this (I don't have an XF551). Perhaps I can come
up with a small program that will allow reading from both sides of one
of these DS/DD disks.

93. Emualtor Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: mystic@hawk.phantasy.com
Message-ID: <6l6qj1$pv6$1@news3.alpha.net>
Source record: 62355

Im sure any and all of you frequenting this news group have heard this plea before. Where is there and is there a good Atari 800 XL Emu for IBM-PC? I was just wondering cuz I dont know how long my councel will hang on. Also just for curiosity sake what is all this stuff worth? I have two Atari 800XL councels one works the other one has a bad RF converter. I also have two of the 1050 disk drives and many software titles.
Any replies will be greatly apreciated!!!

Mystic

94. FS:Atari 1200XL,800XL,800,More,Etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <3576FFB1.6EB2@ccnet.com>
Source record: 62356

Check out my Web Page Below for Atari 8-Bit Systems,Game carts and Asc.
--
4Jays Classic Video Games and Old Computers

Buy,Sell,Trade:Atari,Colecovision,Intellivision,Odyssey,
Fairchild,Sega Master Systems,Pongs,Handhelds,Commodore.

http://www.ccnet.com/~4jays

95. Re: Atari-bot upgrading...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: Mark Keates <Mark@mkeates.force9.co.uk>
Message-ID: <01bd8ff8$ed5d0680$02010171@iss>
Source record: 62357

I worked with an 8-bit Mitsubishi M37450 Microcontroller and did think it would make a nice replacement CPU to base a Atari 8-bit around. On-board facilities such as Serial I/O, D/A and A/D converters, 16 and 8 bit hardware timers could be well utilised and it runs upto 12.5Mhz. Its instruction set is 6502 based with additional instructions such as multiply and divide. Has anyone else seen these?

96. Beginner needs help with SIO2PC cable and APE!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: "J. Reyes" <fixit@fred.net>
Message-ID: <6l79g6jrm1@news12.ispnews.com>
Source record: 62358

I just downloaded the APE shareware program and installed it on my 486DX4 100 MHZ PC. Using the schematics provided at the APE web site I built a cable, checked the connections and the pinouts with my DVM and everything checked out, at least the physical connections on the cable.

I am running APE, configured the COM port, set it to 1 chip version. Then I try to find the ATR file the APE documentation claims is included, but it's not there. I load up a PRO file on my APE drive 1 and connect both computers and power up and absolutley nothing happens.

Is there some tricks or tips to building this cable that I am overlooking? Does anybody have a tutorial that step by step tells you how to set up APE (The instructions included are not exactly user friendly). I should mention that I have a college degree in electronics so I have double checked the cable I built and as far as voltages, continuity and pinouts, everything's hooked up right, so I would appreciate input other than "... are your wires hooked up right?". I have checked all the obvious things.

Any ideas?!?

Thanks for any help you guys (and/or gals) can provide!

J.

97. TAF MonSTEr Flea Market J

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <897002260@stackbbs.xs4all.nl>
Source record: 62359

-=> Quoting Dreibel@idirect.com to All <=-

Dr> SATURDAY, JULY 11TH, 1998 is the date for the Toronto
Dr> Atari Federation FLEA MARKET! The doors open to the
Dr> public at 1:00 PM and will remain open until 5:00 PM.

Sigh. I wish I could attend it!
I guess the $600 airplane ticket prevents me from doing it,
and probable the travel time of 12 or so hours... ;)

Regards, Bo.
ps,
I hope the market is going to be a blast.
Let us Europeans know how it was...
Thanks.
___ Blue Wave/386 v2.30

98. atari800win sound?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-04 00:00:00 UTC
From: Gregory P Bylenok <gb2r+@andrew.cmu.edu>
Message-ID: <4pRnOae00WB90pWJc0@andrew.cmu.edu>
Source record: 62360

Hello,

I'm wondering if anyone else had any trouble getting sound under
Atari800win. I'm running Atari800win v1.9b2 with a Soundblaster 16 PnP.
It works great, but no sound! Do you need to run the soundcard with
specific settings? Just for reference, my soundcard is set up as follows:

set BLASTER A220 I5 D1 H5 P330 T6

And yes, I have the "Disable all sounds" option unchecked.

Thanks for any help or leads.

Greg

99. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <357ff11b.3804015@news.demon.co.uk>
Source record: 62285

The other Day ipoorten@cs.vu.nl (Ivo van Poorten) wrote:

> Still, I think it's a Bad Thing to post somebody's criminal record
>to a public forum. No matter whether it's legal, it's against the
>netiquette.

The only good purpose it will serve is if Mr Ortman does another
scam-advert. At least someone can now say "have a search on Dejanews
and read his rap sheet before ordering"...
--
.... Paul

www.dellos.demon.co.uk (At last readable with IE4)

ICQ No: 105793

100. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: LSDemon <screwyou@fuck-you.spammer.com>
Message-ID: <01bd90dd$39860ae0$4eb92599@main>
Source record: 62286

James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote in article
<6l99q9mgc1@pale-rider.INS.CWRU.Edu>...
>
> (About somebody posting a 'rap sheet' for Terry Ortman)
> Ivo is probably correct. It is a crime of some sort to
> access court records, I'm not sure, but I think court records
> of the type posted are supposed to be more secure than
> ,say , financial information on a person. I don't agree
> with the law, but I think that is the law.

No, the records can be seen by anyone with world wide web access. See the
original message for the URL.

101. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: af332@james.hwcn.org
Message-ID: <6l9i3n$oeq@james.hwcn.org>
Source record: 62287

In <6l5uukemj1@star.cs.vu.nl>, ipoorten@cs.vu.nl (Ivo van Poorten) wrote:
: What the hell is this? I don't know Terry Ortman and I don't give a
: rat's ass whether he paid a few hundred dollars worth of fines. Don't
: know about the US, but I think it's illegal to publish this type of
: information in public. I have informed your sysop/postmaster. Now, go
: back to that rock you crawled under from.

: -- Ivo

Well, you should know who he is. He spams this newsgroup every 6 months
with things like...."Atari 400 for sale.....$75.. Original COST....$399!!"
and other such nonsense. He does not have a good reputation for sending
product which people do get duped into purchasing. Although, he recently
sent a gentleman in Norway a portion of what he purchased for a high price.

Do a search on Terry Ortman with Deja News before you start flying off the
handle. You will see that it is indeed useful to know how many times Terry
has been in trouble with the law before you send this individual your hard
earned money.

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

102. Atari Portfolio Serial Interface FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6l9idefgu1@mohawk.hwcn.org>
Source record: 62288

I have a Portfolio Serial Interface I will sell for $20 US plus shipping
from Canada. New in box, untested, AS IS.

103. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.LNX.3.95.980605213457.6418B-100000@moose.erie.net>
Source record: 62289

This is public information in the United States. We already
give criminals way more protection than they deserve, but hiding their
identitity is, fortunately, not part of that protection.

On 5 Jun 1998, James R. Gilbert wrote:

>
> (About somebody posting a 'rap sheet' for Terry Ortman)
> Ivo is probably correct. It is a crime of some sort to
> access court records, I'm not sure, but I think court records
> of the type posted are supposed to be more secure than
> ,say , financial information on a person. I don't agree
> with the law, but I think that is the law.
>
>

104. assembler for 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: Kris Desrochers <kdesroch@uoguelph.ca>
Message-ID: <3578CE94.4019@uoguelph.ca>
Source record: 62290

I have an old atari 800 computer parts. Can anyone tell me where I can get a cross- assemble for the mpu and where I can get more inf about the rest of the chips on the boards.

Thank you

105. assembler for 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: Kris Desrochers <kdesroch@uoguelph.ca>
Message-ID: <3578CF14.1FE7@uoguelph.ca>
Source record: 62291

I have old atari 800 computer parts. Can anyone tell me where I can
get a cross-assembler for the mpu and where I can get more info. about
the rest of the chips on the boards.

sorry about the spelling in the first posting.

Thank you

106. XL-it 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: David Austin <daustin@avnet.co.uk>
Message-ID: <6lbp64$o46$1@supernews.com>
Source record: 62292

Wonder if anyone can help me with a small problem.

I have downloaded and used Markus Gietzen's XL-it emulator. It truly is excellent, and works no problem when run from the DOS prompt within WIN95.

I then tried to run it under DOS as it was a bit slow for some games under windows. I do not have DOS installed on my PC at all (I cannot boot using F4 at startup for DOS as I have only ever had WIN95). I have booted the system from a DOS 6.22 boot floppy. In every respect this works except that when XL-it initiallises it says "error initialising soundcard" and I get no sound and no joystick control. Does anyone know what to put into my autoexec.bat in order to get it to see the soundcard/joystick controller.

PC is 486 133MHz, soundcard is third party with ESS chipset (ES688/968). I have no manual for the soundcard, but ESS say that this chipset requires no driver to work under DOS.

Hoping for an answer so that I can re-live the 80's! (800XL and 1050s are still packed away after moving house. Desperate for a fix of Dropzone!).

107. Re: Syquest EZ-135

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <6l7serctf1@news.umbc.edu>
Source record: 62361

Jim,

I have been using an external/turned internal Syquest EZ-135 SCSI drive
for sometime now with my other Black Box.

I did have to get internal board terminators from Syquest (for free in an
envelope) for the EZ-135. It is my only SCSI device.

Works great for me. I have several partitions formatted with a couple
of them at almost 16megs each.

Want my numbers?

Tom

James King (jeking@xmission.com) wrote:
: Again, I'll ask.. I'm trying to use a Syquest SCSI2 EZ-135 internal
: removable drive in my Atari.

: I'm using a BlackBox.. The scsi drive has 16 heads, 512 cylinders.

: However, when I try to configure the BB for 16 heads, it puts a 0 in its
: place. It seems the BB will only go up to 15 heads.

: Given this information, is there another formula for calculating
: heads/cylinders, or am I simply out of luck?

: --
: @ @ @ ------------------------------------ @ @ @
: @ @ @ James King - jeking@xmission.com @ @ @
: @ @ @ ------------------------------------ @ @ @
: Atari 8bit Hobbyist by choice, IT Professional by Accident!

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

108. Re: Greatest and Best Atari site is now open for your pleasure

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <35778C9A.A4D787FB@iwaynet.net>
Source record: 62362

SArcher119 wrote:
>
> http//members.aol.com/sarcher119
>
> loads of downloads !!!!

Where?

I went on there and the "contents" frame was the only thing to have
anything meaningful in it.But all the hyper-links are zero characters
long.So I just see:

[LINK]

[LINK][LINK][LINK][LINK][LINK][LINK][LINK]

[LINK]

As you can see,Lynx shows zero-size hyper-links
(that is,hyper-links that have to text to them)
as "[LINK]".I guess you just have to experiment to find things...

109. Re: Greatest and Best Atari site is now open for your pleasure

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <35778F27.2CFC2ED@iwaynet.net>
Source record: 62363

Paul Irvine wrote:
>
> The other Day jeking@xmission.com (James King) wrote:
>
> >SArcher119 <sarcher119@aol.com> wrote:
> >: http//members.aol.com/sarcher119
> >
> >: loads of downloads !!!!
> >
> >Must be a gag or something, as I found 0 Atari Files, but other junk
> >related to TV channels and sex.
> >
> >Sheesh! The nerve of some people!
>
> He *has* files on there IIRC *BUT* they are just the megaimages from
> Yogi's site. He hasn't even given a breakdown of whats on each so its
> a gamble that you get a game you wanted.

huh?
I didn't see any files.I even used that Lynx thing to emulate NetScape
as far as comments/remarks are concerned,
(press ' to see what I mean)
in case it was a place like www.scifi.com where half the stuff is
commented out,and STILL didn't see any files.

110. Re: Activity vs Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <357797D1.234F0379@iwaynet.net>
Source record: 62364

>
> I was wondering how it fitted with the atari OS. Which came first etc.

The Atari OS was first seen in 1979.
It beats MS-DOS in that DOS can be loaded as a simple device handler.The
MS-DOS network re-director does this to some extent,
but you can only do what is possible with MS-DOS.Just look at
MSCDEX.Long filenames have to be converted to 12 (11 with FCBs)
characters.And all files have to look like they're write-protected for
some reason.

Now look at SpartaDOS and all the features it introduces like more
attributes for the files and longer filenames.
(to indicate file location within the directory tree)
And no direct-access FCBs to complicate everything.
And real wildcard support,which SpartaDOS takes advantage of.
(only available using direct-FCBs under MS-DOS,the new UNIX interface
introduced with MS-DOS 2 doesn't allow wildcards)

Now if only the SpartaDOS bugs were fixed in SpartaDOS X...
(and disk SpartaDOS?)

111. Re: Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <35779E75.3624D808@iwaynet.net>
Source record: 62365

Mark L. Simonson wrote:
>
> In article <35744779.41C6@cs.byu.edu>, Eric Sokolowsky <esok@cs.byu.edu> wrote:
>
> > Silver Surfer wrote:
> > >
> > > Creating a truetype font is a LOT of work...but if you really want to, get
> > > Corel Draw.
> >
> > Hmm.. I won a copy of that in a programming contest a while back and I
> > never explored it much.. Perhaps I'll now have to look into making a
> > True-Type Atari-style font.
>
> Maybe you missed some of the earlier postings on this tread... I'm already
> in the middle of creating the Atari TrueType font (with versions for both
> Mac and Windows). It should be done within a week. I will post information
> on how to get it on this newsgroup when it is ready.
>
> (FWIW--I've done a number of commercial fonts for both Macs and PCs so I
> know what I'm doing. This will be a professional quality font.)

Hey,how about a 8x8 and 8x16 character-set for us Commies,Amigos,ST'ers
and IBM'ers and Linux'ers?

112. Re: Writing ATARI DS/DD disks on a PC drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <3577A158.5B805E62@iwaynet.net>
Source record: 62366

James R. Gilbert wrote:
>
> (Bob Woolley (damn I can't remember the spelling), says
> it may be possible to 'get under the OS' to read A8 sngl.
> dens. disks).
> I've heard this may be true, but I sorta doubt it, if
> the controller won't handle FM, I don't think any coding
> is going to make it do it.
> Rick Cortese told me that there is a single 'line' that
> is omitted from almost all pc floppy controllers that
> could be 'reconnected' to make FM work. Someone also
> mentions some C library routines to handle 'unconventional'
> disk formats. I suspect those would be calls to the
> BIOS disk routines, and again wouldn't overcome the
> problem of the controller just doesn't do FM.
> I've tried ANADISK on sngle dens disks, it just
> won't work, even on the oldest XTs I have. There
> may have been early, early pc that would do FM,
> but those would be harder to find than the

Any DOS calls go through the BIOS unless you've loaded a floppy device handler that doesn't.Of course it would appear as drives other than A and B since a new disk-drive handler can't replace a existing drive letter.
Anyway,the BIOs doesn't have a option for single density,whether the controller supports it or not.

> 'catweasle', which is I guess a combination software
> and floppy controller.
> Like I said earlier, basically sngl density/FM can't
> normally be done on a pc. Yes, sngl density MFM,
> as somebody mentions, for 'enhanced density' will
> sorta work. And you can set a 1.2 meg floppy to
> properly read/write in a lower signal level
> 360k floppy manner, but you have to code to do it.

Single Density IS FM.They mean the same thing.MFM means double density.So "sngl density MFM" is a contradiction in terms.Dual ("enhanced") and double density are the same density,different sector size.And IBM double density is a different sector-size than both Atari's dual and double.That's why you can fit 400k on a 360k floppy.

113. Re: PC - 8bit: how easy is it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <3577A597.3574C42A@iwaynet.net>
Source record: 62367

But BobTerm needs to be able to get the file-size of the file it's sending.Else a 1-byte file will become a 1k file on the IBM.(using Y-MODEM)
This means using SpartaDOS.Perhaps Kermit65 doesn't have this problem but I don't know enough about Kermit to tell you.
The problem is the Y-MODEM is just not very good.It's useless for Atari,Commodore and Apple since it requires knowing the file-size at the beginning of the transfer.But on all our computers you only know the file-size at the end of the transfer.A special transfer protocol is really need.
(maybe Kermit)
Otherwise Y-MODEM will yield files either 1multiple of 128 or 1024 bytes.

One thing that might help is that Z-MODEM is made to send growing files.I've read about that in the Z-MODEM specification but have not heard it mentioned anywhere else.

114. Re: gopher archive file formats?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <3577AA8B.3DF4E09@iwaynet.net>
Source record: 62368

Besides the fact that the files are listed as type 5 (PC Binary) instead of type 9 (Binary),I have no idea.The problem with missing extentions has existed for over a year.You might use WHATIS so that you don't try un-ARCing a DCM file and un-Diskcomming a ARC file.

Remember that when you try to view a file and it actually views it rather than giving you the download prompt,then you can't download it unless it's ASCII text.Forcing a download will just give you a corupted file.

115. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6l8djn$s84$1@star.cs.vu.nl>
Source record: 62369

bostone1@aol.com (Bostone1) writes:

>A little background might be in order here. After reading this newsgroup for a
>while, if I remember correctly, Terry Ortman's name crops up from time to time
>as someone who posts things for sale, takes money, then sends the items which
>sometimes get lost in the mail. If you're out there, Terry, is this about
>right?

I got some emails from others stating the same so I guess it's more or
less the truth. On dejanews I reread some old threads about him which
say almost the same. Still, I think it's a Bad Thing to post somebody's
criminal record to a public forum. No matter whether it's legal, it's
against the netiquette.

>Anyway, if Terry's record is a public record, then I'd think nothing is wrong
>with posting it. Any lawyers out there?

Hmm. Not everything that's publicly available on the net may be reproduced
without permission.

--Ivo

116. Re: Using Util to read atari disks on a PC 5 1/4 drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998060509324700.FAA24753@ladder01.news.aol.com>
Source record: 62370

>I examine the disk with Anadisk I found that the disk had Gaps in sectors.
What version of Anadisk are you using? I have not seen one
that directly lists support for the Atari in the Docs. Do you tell
it some other type of disk that works?
Larry

117. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6l8ds8soc1@star.cs.vu.nl>
Source record: 62371

"LSDemon" <screwyou@fuck-you.spammer.com> writes:

>Well, you're just wrong, idiot!

How constructive. You should take a look at the other posting, that's
something that gives information without being rude. OK, my posting was
a bit of a flamebait but it was _not_ directed towards you, so what's
your problem, child?

--Ivo

118. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: LSDemon <screwyou@fuck-you.spammer.com>
Message-ID: <01bd9070$a5b0b480$ba89c998@main>
Source record: 62372

> How constructive. You should take a look at the other posting, that's
> something that gives information without being rude. OK, my posting was
> a bit of a flamebait but it was _not_ directed towards you, so what's
> your problem, child?

The problem is your condescending attitude, Mr. Adult Fucking Know It All.

You didn't even bother to perform a simple check by verifying that a
convicted felon's record is public knowledge before you reacted and fired
off an email to someone's ISP.

Go back to your crib where you belong!

119. Re: Trouble with E-Bay...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6l8j84mhj1@newsd-122.bryant.webtv.net>
Source record: 62373

Austin:

The eBay service is almost useless during weeknights 7 to 10 EST or so.
There is a huge amount of traffic, and their servers are overloaded!

They should buy some new servers.

vs

120. Re: Trouble with E-Bay...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6l8nmk$bum@freenet-news.carleton.ca>
Source record: 62374

>> I had this problem twice in the last week with them, and lost out on two
>> auctions. But not only did I loose out, but the seller too, because the
>> bid I was trying to make when their server failed was higher than what
> the
>> items sold for!
>>
>> If you've had this problem, I would like to know...

The only time this was ever a problem for we was when I tried to bid during
the last minutes/seconds of an auction. I usually just do myself the
favor of using thier proxy bid system, and entering what im willing
to pay early in the auction.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

121. Re: Greatest and Best Atari site is now open for your pleasure

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3577e907.78350677@news.ioa.com>
Source record: 62375

On Fri, 05 Jun 1998 02:13:47 -0400, The Doctor <dklugh@iwaynet.net> wrote:

>I went on there and the "contents" frame was the only thing to have
>anything meaningful in it.But all the hyper-links are zero characters
>long.So I just see:
>
> [LINK]
>
>[LINK][LINK][LINK][LINK][LINK][LINK][LINK]
>
> [LINK]
>
>As you can see,Lynx shows zero-size hyper-links
>(that is,hyper-links that have to text to them)
>as "[LINK]".I guess you just have to experiment to find things...

It comes from an overzealous GUI web developer who doesn't know the first thing about the ALT= tag.

I use GUI editors for web stuff too, and my advice to anyone who wants to create Atari sites is to make sure that EVERY graphic has an ALT= tag to textually explain what the graphic was. A lot of Atari fans actually USE the Atari to surf the net, so they'll never see the graphics. Atari website designers should get a copy of the Lynx browser for their respective platform; it's free, and it's the same thing most (if not all) Atari webbers are using. Lynx will definitely change the way you look at web design, as long as you're willing to do it. IMHO, if your target audience is Atari 8-bit computer users, you're better off creating a site that Atari 8-bit computers can view. (And don't listen to the BS that Lynx doesn't handle frames. On my DOS version, at least, it handles frames just fine, as long as you give the frame an ALT= tag).

Stay tuned for the address for my Lynx-capable 8-bit site. As soon as I work out a TABLE problem I'll post the address here.

Steven

122. Re: atari800win sound?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3577f866.82286045@news.ioa.com>
Source record: 62376

On Thu, 4 Jun 1998 20:07:02 -0400, Gregory P Bylenok <gb2r+@andrew.cmu.edu>
wrote:

>Hello,
>
>I'm wondering if anyone else had any trouble getting sound under
>Atari800win. I'm running Atari800win v1.9b2 with a Soundblaster 16 PnP.
>It works great, but no sound! Do you need to run the soundcard with
>specific settings?

I'm not positive, but I think you'll need the DirectX 5.0 drivers from
www.microsoft.com; if that doesn't work, I'm not sure what else to try. I had
some problems myself, and here's how I configured mine (using a SoundBlaster
AWE64):

Playback rate: 31.920 Khz
Playback method: Use DirectSound
Force Primary mode: checked
Volume: FULL BLAST!!!

One other thing to check is your Wave volume control. The volume setting in
Atari800win is a percentage of your volume setting in the control panel (i.e.
If your main volume is set at 50%, and your A8win volume is set at 50%, your net
volume is 25%, not 50%).

I hope this helps,
Steven

123. Re: Beginner needs help with SIO2PC cable and APE!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3577f950.82520399@news.ioa.com>
Source record: 62377

On Thu, 4 Jun 1998 19:09:57 -0500, "J. Reyes" <fixit@fred.net> wrote:

>Is there some tricks or tips to building this cable that I am overlooking?
>Does anybody have a tutorial that step by step tells you how to set up APE
>(The instructions included are not exactly user friendly). I should mention
>that I have a college degree in electronics so I have double checked the
>cable I built and as far as voltages, continuity and pinouts, everything's
>hooked up right, so I would appreciate input other than "... are your wires
>hooked up right?". I have checked all the obvious things.
>
>Any ideas?!?

I also know quite a bit about electronics, so please don't be offended by this question: Are you SURE you have the correct pinouts on the SIO end of the cable?

If you have a 130XE, the manual shows you the pinouts for the SIO port on the Atari. Unfortunately, they aren't numbered consecutively, which can lead to a major headache. This was my number one problem with getting the wiring right. If you need the diagram, please let me know, and I'll try to scan it in for you.

I use SIO2PC myself, and I had a few software problems that might be worth mentioning. The first problem is that you can't run SIO emulation in Windows, especially on a 486DX4 100Mhz (that's the same machine I use for this, so I know). You didn't say whether you were trying to run APE in Windows or not, but definitely DON'T. The SIO port on the Atari has very critical timing, and multitasking OS's wreck this timing, so boot to DOS for sure (of course, that ruins your long file name stuff). The other thing that may be a factor is your COM port. If you set your port to 1 and it didn't work, try setting it to 3. Likewise, if it's set to 2, try it on 4, and vice versa. Sometimes the system BIOS reads the COM ports differently than Windows sees them, and I've seen cases where a P-n-P modem is read on COM3 in Windows when the BIOS knows it's on COM1. Serial ports can have the same problem. (BTW: I'm not making this up, I'm a network administrator, so I've seen this phenomenon first hand).

Another note: You may want to get one of the Atari emulators for the PC to test your .ATR files. Once you know they're good, that rules out a file problem.

Good luck, and happy 8-bitting!
Steven

124. Re: atari800win sound?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: CopelandR@antispam.lycosmail.com
Message-ID: <357759d6.7625065@news-s01.ny.us.ibm.net>
Source record: 62378

Gregory P Bylenok <gb2r+@andrew.cmu.edu> wrote:

>Hello,
>
>I'm wondering if anyone else had any trouble getting sound under
>Atari800win. I'm running Atari800win v1.9b2 with a Soundblaster 16 PnP.
>It works great, but no sound! Do you need to run the soundcard with
>specific settings? Just for reference, my soundcard is set up as follows:
>
>set BLASTER A220 I5 D1 H5 P330 T6
>
>And yes, I have the "Disable all sounds" option unchecked.

I did something once that caused sound to be turned off, and I
couldn't get it turned on again even though I had the "Disable all
sounds" option unchecked. I finally had to use regedit to go into the
registry and turn it back on. Search for "atari800win" and make sure
the soundstate is 0x0000001.

Ron

125. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6l91qq$4li$1@star.cs.vu.nl>
Source record: 62379

"LSDemon" <screwyou@fuck-you.spammer.com> wrote (and forgot to quote
properly) :

>> How constructive. You should take a look at the other posting, that's
>> something that gives information without being rude. OK, my posting was
>> a bit of a flamebait but it was _not_ directed towards you, so what's
>> your problem, child?

>The problem is your condescending attitude, Mr. Adult Fucking Know It All.

Condescending attitude? O please. I just got pissed because somebody
found it necessary to post over 8KB's of useless data which could also
be said in 5 lines of text. That's why I reacted the way I did.

>You didn't even bother to perform a simple check by verifying that a
>convicted felon's record is public knowledge before you reacted and fired
>off an email to someone's ISP.

Why should I check if it's public knowledge? I know almost for sure that
it's illegal in The Netherlands to intrude somebody's privacy in such
a way. That's why I stated "I don't know about the US, but...". Reread
my post. And a lot of people kindly provided me the information by email
and didn't lower theirselves to your level. Now please leave your fathers
email account alone.

--Ivo

126. Re: Using Util to read atari disks on a PC 5 1/4 drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bd90a2$9fb9d660$0201010a@g6-300xl>
Source record: 62380

Anadisk is listed in the FAQ as a way to transfer data from Atari using PC drives.

LWhite6497 <lwhite6497@aol.com> wrote in article <19980605093247_00.FAA24753@ladder01.news.aol.com>...
> >I examine the disk with Anadisk I found that the disk had Gaps in sectors.
> What version of Anadisk are you using? I have not seen one
> that directly lists support for the Atari in the Docs. Do you tell
> it some other type of disk that works?
> Larry
>
>

127. Re: Atari-bot upgrading...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <35782783.0@news2.uswest.net>
Source record: 62381

I had to run when I tried to reply before so I dispensed with the usual pleasantries. Internet Explorer said it was rude for 80% of my message to be quoted from yours so I made liberal use of the delete key. I hope the frivolity of this paragraph isn't against proper netiquette.

For now I'll try to get the arm going. I'll worry about the boot up problem when I have a program worth it. Maybe I can turn my bad XF551 into a 3.5" drive and have the computer lug that around. That sounds good because then I'd be able to store sensor information on the nonvolatile disc so it won't forget everything. Now how would I store and retrieve generic information like that? I think I saw something about advanced disc drive usage in basic but I don't remember where it is either.

Thanks for the help.

Patrick Robbins
Probb26666@usa.net

GMenke wrote in message <01bd8e8c$e50f1b20$64646464@gregm_pc>...
>
>I think you might find answers to both the printing and disk emulation
>questions by studying the SIO protocol. Its pretty simple, but you could
>develop both a printer device and a disk emulator in a microcontroller.
>Frankly, it might be easier to just do all your control logic in the
>microcontroller anyway, unless you really do just want to have the brains
>in a Atari (makes sense to me...!)

128. Re: PC - 8bit: how easy is it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: jaltman@watsun.cc.columbia.edu
Message-ID: <6l99bm$g3g$1@apakabar.cc.columbia.edu>
Source record: 62382

In article <3577A597.3574C42A@iwaynet.net>,
The Doctor <dklugh@iwaynet.net> wrote:
: But BobTerm needs to be able to get the file-size of the file it's
: sending.Else a 1-byte file will become a 1k file on the IBM.(using
: Y-MODEM)
: This means using SpartaDOS.Perhaps Kermit65 doesn't have this problem
: but I don't know enough about Kermit to tell you.
: The problem is the Y-MODEM is just not very good.It's useless for
: Atari,Commodore and Apple since it requires knowing the file-size at the
: beginning of the transfer.But on all our computers you only know the
: file-size at the end of the transfer.A special transfer protocol is
: really need.
: (maybe Kermit)
: Otherwise Y-MODEM will yield files either 1multiple of 128 or 1024
: bytes.
:
: One thing that might help is that Z-MODEM is made to send growing
: files.I've read about that in the Z-MODEM specification but have not
: heard it mentioned anywhere else.

Kermit Protocol does not require that the file size be known. This
is because Kermit was designed to be used in a cross platform environment
from the very beginning. In a cross platform environment there is
no guarrantee that the size of a file on one system will be the same
as the file size on another. This is particularly true when sending
files in TEXT mode or when transfering to/from operating systems that
have multiple record formats.

Jeffrey Altman * Sr.Software Designer * Kermit-95 for Win32 and OS/2
The Kermit Project * Columbia University
612 West 115th St #716 * New York, NY * 10025
http://www.kermit-project.org/k95.html * kermit-support@kermit-project.org

129. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6l99q9mgc1@pale-rider.INS.CWRU.Edu>
Source record: 62383

(About somebody posting a 'rap sheet' for Terry Ortman)
Ivo is probably correct. It is a crime of some sort to
access court records, I'm not sure, but I think court records
of the type posted are supposed to be more secure than
,say , financial information on a person. I don't agree
with the law, but I think that is the law.

130. Re: Greatest and Best Atari site is now open for your pleasure

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-05 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <357eeff1.3506155@news.demon.co.uk>
Source record: 62384

The other Day The Doctor <dklugh@iwaynet.net> wrote:

>I didn't see any files.I even used that Lynx thing to emulate NetScape
>as far as comments/remarks are concerned,
>(press ' to see what I mean)
>in case it was a place like www.scifi.com where half the stuff is
>commented out,and STILL didn't see any files.

From memory there was a set of links on the left (might have been in a
frame) with Emulators then there was a link from there.

Don't worry, you didn't miss anything. The same files with lists are
on other sites that are standard FTP. ie not accessible to all :)
--
.... Paul

www.dellos.demon.co.uk (At last readable with IE4)

ICQ No: 105793

131. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: LSDemon <screwyou@fuck-you.spammer.com>
Message-ID: <01bd90dd$ed309c40$4eb92599@main>
Source record: 62293

Ivo van Poorten <ipoorten@cs.vu.nl> wrote in article
<6l91qq$4li$1@star.cs.vu.nl>...

> Why should I check if it's public knowledge? I know almost for sure that
> it's illegal in The Netherlands to intrude somebody's privacy in such
> a way.

Yes, you wouldn't even think of doing that because you are so ignorant. To you, the world must revolve around the Netherlands.

Terry Ortman lives in the USA and swindled numerous people over more than ten years. If you don't want to be bothered with his record, then just get lost. No one is asking you to be concerned with American justice or the Freedon of Information Act.

Now get off your parents' computer, child. You've done enough damage for one night. Your mama has your baby bottle all warmed up for you, Ivo van Poorten

132. Re: Atari800 TrueType font

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: Bauhaus <bauhaus@adni.SPAMTRAP.net>
Message-ID: <01bd90e1$190f0ce0$8c7dcecf@920148124worldnet.att.net>
Source record: 62294

>>> Silver Surfer wrote:
>>>>
>>>> Creating a truetype font is a LOT of work...but if you really want to, get Corel Draw.

Well, as a graphic designer/Art director who is an atari buff AND has created fonts I just want to post some of my humble opinions on this matter...

First off...I LOVE CorelDraw. One of the, if not THE best vector drawing programs ever created....

That said, You know I am not railing against a program i don't like when I say CORELDRAW SUCKS for creating fonts.

Draw the characters in Corel, yes! But to make the finished file, rely on somthing like Fontographer from Macromedia. Corel made TTF files tend to be unstable and just are not very good. Acceptable though it is for symbol and wingding and dingbat faces.

---Bauhaus

133. Datestones or Ryn

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: Bauhaus <bauhaus@adni.SPAMTRAP.net>
Message-ID: <01bd90e1$62fc86c0$8c7dcecf@920148124worldnet.att.net>
Source record: 62295

A favor to ask...

I am trying to write a PC port of Dunjonquest:Datestones of Ryn

Since I used to know Atari Basic, that would be a great listing to go from.

Can someone email (or snail mail) me a listing of the program? It was only
an 8k program. Thanks...

---Bauhaus

bauhaus@adni.net

134. Emulator Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: Bauhaus <bauhaus@adni.SPAMTRAP.net>
Message-ID: <01bd90e1$a514ff60$8c7dcecf@920148124worldnet.att.net>
Source record: 62296

I am running a 300mhz PentII with Win95 and 128megs of RAM

What would be a good emulator for me (Preferably shareware or freeware)

Also is there one that will let me dump to my laserjet?

Thanks

--Bauhaus

135. Re: Atari-bot upgrading...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: GMenke <nospam@erols.com>
Message-ID: <01bd90e6$c4344680$64646464@gregm_pc>
Source record: 62297

The storage depends pretty much on how much data you want to record. I'm an 8 bitter myself, with orthodox hardware so I'm not familiar with the XF551. Assuming I needed to save LOTS of data, I would take an IDE hard disk (even a laptop sized one), build an interface to the 800xl bus, and write a couple assembly routines (in page 6, of course... ;) , so read/write sectors. The IDE protocol is very simple and is well suited for direct microprocessor interface. Essentially you treat it as a couple poke/peek locations. To read a sector, you poke the sector number, and read command- then wait for the command to complete (watch the interrupt line), then peek it 512 times- once for each byte. Then its up to you to set up a bit of a filesystem so you can record lots of data. I suppose you could have your program read it back out and thru a serial port to a PC or something similar. There are a few IDE faqs out there which explain it pretty well. These guys (http://www.allelec.com/) have a matchbook sized 20 meg hard disk. You could likely power it right from the 800xl bus connector.

If your data storage needs are smaller, you might consider hooking up some large static ram chips in the same manner, but bank switching 256 or larger chunks into the Atari address space. You can get 256k nonvolatile static ram chips from Dallas Semiconductor- the 800xl could probably use 120ns or greater chips- to reduce costs.

But this leaves you with a rudimentary interface in Basic- you have to work with reading and writing 512 byte chunks, which is not conducive to data streams or random lookups, or files for that matter. But, it has the advantage of being relatively easy to implement hardware-wise, and you don't have to pull your hair out writing nifty filesystems. If you persisted, it might be possible to patch DOS 2 to work with your hardware, so at least you could get a familiar (if rather small) filesystem. This is all using older "standard" hardware, it seems like there are modern solutions which might save a bit of work. But, I have to say, cooking up circuits against the 800xl address bus is fun.

The reason I lean towards the bus interface is you could include a bunch of digital I/O along with the decoding circuitry for the IDE drive, so you can avoid the microcontroller complications. If you are controlling a robotic arm, timing and measuring movements becomes important, so your program complexity would migrate to the microcontroller- where you can control these things directly. Then you have to deal with some kind of command protocol, on top of whatever communications protocol you implement. Having to do this ends up complicating both the Atari and microcontroller programs because you must spend LOTS of time just on the mechanics of communicating the right stuff at the right time. If you set your Atari up with digital I/O, you can keep all that stuff integrated (in a Basic which handles

strings properly! ;))

Gregm

Patrick Robbins <Probb26666@usa.net> wrote in article
<35782783.0@news2.uswest.net>...
> I had to run when I tried to reply before so I dispensed with the usual
> pleasantries. Internet Explorer said it was rude for 80% of my message
to
> be quoted from yours so I made liberal use of the delete key. I hope the
> frivolity of this paragraph isn't against proper netiquette.
>
> For now I'll try to get the arm going. I'll worry about the boot up
problem
> when I have a program worth it. Maybe I can turn my bad XF551 into a
3.5"
> drive and have the computer lug that around. That sounds good because
then
> I'd be able to store sensor information on the nonvolatile disc so it
won't
> forget everything. Now how would I store and retrieve generic
information
> like that? I think I saw something about advanced disc drive usage in
basic
> but I don't remember where it is either.
>
> Thanks for the help.

136. FS: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: username@no-spam.frontiernet.net
Message-ID: <3579a604.48418296@news.frontiernet.net>
Source record: 62298

```
For sale:

Atari 800, power supply, 48K RAM, TV/video switch, Basic cart, Star
Raiders cart, Defender cart. Shipping not included.

Make offer to cbarrett@frontiernet.net
```

137. Laser Printer w/8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998060606213300.CAA11445@ladder03.news.aol.com>
Source record: 62299

I've been using a HP Deskjet 500 with an Epson Emulation Cart which has worked pretty well with my A8. Is anyone using a laser, downloading Epson fonts or others? If so, how does it work? I would like to quit filling ink carts!
Larry

138. 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: charles <charles@dorsai.org>
Message-ID: <3578DB13.A13E225E@dorsai.org>
Source record: 62300

```
atari 800xl for sale
still in styrofoam box

email offer, shipping is via ups, and will be addtional

thanks
```

139. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <357d0933.1060623@news.demon.co.uk>
Source record: 62301

The other Day Dennis McGuire <sagedm@erie.net> wrote:

> This is public information in the United States. We already
>give criminals way more protection than they deserve, but hiding their
>identitity is, fortunately, not part of that protection.
>
How long before all this turns around and its Terry Ortman for
President...

Its done now folks...move along!
--
.... Paul

www.dellos.demon.co.uk (At last readable with IE4)

ICQ No: 105793

140. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: paulsherma@aol.com
Message-ID: <1998060613570000.JAA04206@ladder01.news.aol.com>
Source record: 62302

>Why should I check if it's public knowledge? I know almost for sure that
>it's illegal in The Netherlands to intrude somebody's privacy in such
>a way. That's why I stated "I don't know about the US, but...". Reread
>my post. And a lot of people kindly provided me the information by email
>and didn't lower theirselves to your level. Now please leave your fathers
>email account alone.
>
>--Ivo

jeez! is this guy for real? "I don't know about the US but.."

convictions are a matter of public record here in the US, you dumb fuck

we don't hide our criminals, as apparently you do in The Netherlands. in fact,
we have a popular and successful TV show that catches some of them every week.

get a life, Ivo. you've been living in a repressed society too long

141. Re: http://www.virtualisys.com/vr/emadej/vrp.html

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <6lbnl3$k67$1@usenet11.supernews.com>
Source record: 62303
Cross-posted to: comp.sys.apple2.comm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.atari.st.tech,comp.sys.cbm

The power of anonymity has overcame another poster. Could you imagine
someone just standing up in the middle of an Apple II user's group meeting
and just start babbling about whatever off-topic came to mind? Now, who is
sitting at home going, "I am glad that guy spammed this newsgroup, I am
going to be rich thanks to his helpful post,"?

Sincerely,
Jason Whorton

Eric Madej wrote in message <35673E9C.FCC874F8@execulink.com>...
> Do you love the Web? Are you creative, innovative, ready
> to take your Internet knowledge one step further? And
> make a lot of money, FAST! Great! We want you on our
> team. There's no fees, no dues, no schedules, no stress,
> all you have to do is sign up.
>
>The VRP is...
> A network of Virtual Resellers (VRs) who sell our
>Virtual Servers.
> A method for anyone to make very good residual income.
> A method for the self-starter to gain financial freedom.
>
> Serious exposure for web designers, CGI authors, and
>HTML authors.
>The VRP is NOT...
> A high pressure sales program!
>
>to join up goto....
>
>http://www.virtualisys.com/vr/emadej/vrp.html
>

142. FS/T console games for Atari Ultimas

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: tommage@aol.com
Message-ID: <1998060615455100.LAA13351@ladder01.news.aol.com>
Source record: 62304

Hi!!! I will allow $17 in trade for complete Saturn Shining the Holy Ark, $30 in trade for complete 3DO Lucienne's Quest, $30 for complete PSX Breath of Fire 2, $22 for PSX Final Fantasy Tactics or Saga Frontier. Also might be interested in Rise of the Phoenix for SNES, if it is an RPG?? Also looking for complete Ultima 1(I really want Ultima 1 for Atari 8-bit) or 2 for ANY computer as long as it is original and in good shape. All my games have boxes, ones with a * have the manual too

Here is the list:

Arcade Classics Sega * $22
Madden 98 * $20
Thomas the Tank Pretty rare, great Kid's game $20
Barney, great Kid's game * $25
Jurassic Park Rampage Edition $14
Dune * $32
Williams Arcade * $18
Side Pocket * $20
Uncharted Waters, New Horizions * $25
Theme Park rare game, great for kids * $22
Lemmings 2 * $16
Shining Force 2 * $25
PGA Tour III * $22
Phantasy Star 4 * $24
Virtual Bart * $22
Bass Masters Classic $16

SNES

Utlima Runes II $28
Arkanoid Doh it Again * $21
BOF 1 * $25
DKCountry 2 * $20
MegaMan 7 * $28
DKC 3 * $30
Boogerman $25
The Mask $18
Jungle Book $15
Earthworm Jim 2 $18
Kirby's Dream Course $17
Bust a Move * $26
Tetris/Dr. Mario * $27
Paladin's Quest RPG * $27
Jeopardy Deluxe $20
Qbert 3 $24

Breath of Fire 2 xerox $37
Lufia 2 * $37
Ultima Black Gate not sure about selling this one
Williams Arcade * $21
Mario RPG * $22
Bass Masters Pro Edition $23
Family Feud $22
Ninja Gaiden Trilogy * $27
Sim Ant $22
Civilization $33
Secret of Evermore $17
Secret of Mana complete $35
Mario Paint * no mouse $12
Super Mario World 2 Yoshi's Island * $21
Secret of Mana 3 * $32
Zelda * $20
Lufia 1 * $30
FF3 complete even the map $45
Kirby's Avalanche new $16

NES

Ultima Exodus complete (kind of, the box is cut to fit a big plastic case, one side and the top and bottom are missing $15
Ultima Quest of the Avatar with box $17
Star Wars complete $23

Thanks and please email me with any questions!!! Oh, I think shipping is $3 for up to 4 games, probably $1 more for each one or two above that.

143. Great Hardware!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: awill12@sun308.ccs.bbk.ac.uk
Message-ID: <357965e3.27461017@nntp-server.bbk.ac.uk>
Source record: 62305

Hi all,

I've tried posting this message twice b4, so third time lucky?

How do I get my Atari Touch Tablet to work with my PC?

Many Thanks in advance,

Dwen

144. Re: Syquest EZ-135

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <6lbsgt$o12$1@xmission.xmission.com>
Source record: 62306

phd posi <tdrake1@umbc.edu> wrote:

: Works great for me. I have several partitions formatted with a couple
: of them at almost 16megs each.

: Want my numbers?

Yeah, give me any information you have. What is the head/cylinder system
you're using? What are the Syquest terminator part numbers?

Thanks!~

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

145. Re: Emulator Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6lc122dud1@soap.news.pipex.net>
Source record: 62307

Bauhaus wrote in message
<01bd90e1$a514ff60$8c7dcecf@920148124worldnet.att.net>...
>
>
>I am running a 300mhz PentII with Win95 and 128megs of RAM
>
>
>What would be a good emulator for me (Preferably shareware or freeware)
>
>Also is there one that will let me dump to my laserjet?
>
>
>
>Thanks
>
>--Bauhaus

I find XL-IT! to be by far the best Atari emulator available (for free anyway!) although it isn't perfect. The pay ones are Rainbow and XF (?) and as far as I know nobody knows how they perform as nobody seems to have bought the full versions!

I'm pretty sure that XL-IT! does let you use a PC printer - either that or Pokey (which isn't much cop now) or XF25 (which isn't that great either.) Try http://www.davesclassics.com for all sorts of emus - they have a good Atari section (under Atari 5200) and pretty fast download times.

Gareth.

146. Re: http://www.virtualisys.com/vr/emadej/vrp.html

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6lc14s$e06$1@soap.news.pipex.net>
Source record: 62308
Cross-posted to: comp.sys.apple2.comm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.atari.st.tech,comp.sys.cbm

Jason Whorton wrote in message <6lbnl3$k67$1@usenet11.supernews.com>...
>The power of anonymity has overcame another poster. Could you imagine
>someone just standing up in the middle of an Apple II user's group meeting
>and just start babbling about whatever off-topic came to mind? Now, who is
>sitting at home going, "I am glad that guy spammed this newsgroup, I am
>going to be rich thanks to his helpful post,"?
>
>Sincerely,
>Jason Whorton

The problem is that most good news servers have filters in place which stop this trash from appearing. By replying to the post all you do is make sure that more people get the message - people who otherwise wouldn't see it.

Gareth.

147. Re: Laser Printer w/8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: cdyson@redshift.com
Message-ID: <35798f31.2904431@news.nowhere.net>
Source record: 62309

lwhite6497@aol.com (LWhite6497) wrote:

>I've been using a HP Deskjet 500 with an Epson Emulation Cart which has worked
>pretty well with my A8. Is anyone using a laser, downloading Epson fonts or
>others? If so, how does it work? I would like to quit filling ink carts!
>Larry

I do it in a round about way. I load an Epson to PS tsr in DOS then
run APE and print to my LJ4M. A lot ot hardware just to print but it
does work.

clarence

148. Re: Amiga and Atari (was Re: names of chips)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: Dan Mazurowski <smedley@gte.antispam.net>
Message-ID: <3579A5BB.3F54@gte.antispam.net>
Source record: 62310

Scott Tirrell wrote:
>
> >As the computer progressed and the team ran out of money, Atari made some
> >ridiculously low offers for the company, but at the last minute Commodore
> >made a much more generous offer and they went with C=. With lots of new
> >cash they were able to finish up the computer we all know and love.
>
> From what I've heard, Amiga owed Atari money so this is why Atari made low
> offers.

I never heard anything about Atari offering to buy the company, but I do know Atari and Amiga struck a licensing deal for the chipset which Atari was to use "for videogames" for one year. I don't know if this meant arcade or home console applications. After that year Atari would be allowed to use the chips in computers as well.

If Atari was making lowball offers, it was because BOTH companies were in financial dire straits.

> Besides, Atari was developing the ST and had no need for a second
> 68000 computer.

I don't know the exact timing, because much of this happaned over the course of only a couple months. But here is the chronology as I understand it:

1 - Commodore boots CEO Jack Tramiel, supposedly cuz Jack wants to spend a ton o' bucks developing a 68000 based computer.
2 - Jack froms Tramiel Technologies and hires away much of the R&D staff at Commodore. They start work on the ST.
3 - Jack finds out Warner Communications wants to dump Atari. He buys Atari's consumer businesses (computers & game consoles) mostly for the Taiwan plant and dealer network. He fires most of the employees and cancels many projects to stop the massive outflow of money.
4 - Now that Jack has the means to manufacture and distribute his next gen design, Commodore gets worried. So they buy Amiga to counter this threat, and cancel the Atari license.
5 - Atari gets irritated at losing this technology and goes to court.

> If Amiga defaulted on the loan, the Amiga would have been
> Atari's.

I'm not sure when this loan would have defaulted (before or after Jack took over). I also do not know the final outcome of the lawsuit (I think

it was kept secret), and I'm not 100% sure that Commodore bought Amiga AFTER Jack bought Atari. Does anybody have the exact DATES that some of these events took place?

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ISP address.

149. Re: Activity vs Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: kames@dxnet.com
Message-ID: <f5O4dXX6MbiT-pn2-eZQ6QwPlHz1f@localhost>
Source record: 62311

On Fri, 5 Jun 1998 07:01:38, The Doctor <dklugh@iwaynet.net> wrote:

> >
> > I was wondering how it fitted with the atari OS. Which came first etc.
>
> The Atari OS was first seen in 1979.
> It beats MS-DOS in that DOS can be loaded as a simple device handler.The
> MS-DOS network re-director does this to some extent,
> but you can only do what is possible with MS-DOS.Just look at
> MSCDEX.Long filenames have to be converted to 12 (11 with FCBs)
> characters.And all files have to look like they're write-protected for
> some reason.
>
> Now look at SpartaDOS and all the features it introduces like more
> attributes for the files and longer filenames.
> (to indicate file location within the directory tree)
> And no direct-access FCBs to complicate everything.
> And real wildcard support,which SpartaDOS takes advantage of.
> (only available using direct-FCBs under MS-DOS,the new UNIX interface
> introduced with MS-DOS 2 doesn't allow wildcards)
>
> Now if only the SpartaDOS bugs were fixed in SpartaDOS X...
> (and disk SpartaDOS?)

What bugs are you referring too? Many were fixed with X32c many years
ago.

150. Re: XL-it 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3579c473.1590487@news.demon.co.uk>
Source record: 62312

The other Day "David Austin" <daustin@avnet.co.uk> wrote:

>PC is 486 133MHz, soundcard is third party with ESS chipset (ES688/968). I
>have no manual for the soundcard, but ESS say that this chipset requires no
>driver to work under DOS.
>
>Hoping for an answer so that I can re-live the 80's! (800XL and 1050s are
>still packed away after moving house. Desperate for a fix of Dropzone!).
>
I think its a painful answer...

99% of emu writers code so its for a soundblaster chipset. And most
require the set blaster line to be in there.

Seems that you might have to invest a very small amount of cash in a
real soundblaster card...
--
.... Paul

www.dellos.demon.co.uk (At last readable with IE4)

ICQ No: 105793

151. Re: Atari-bot upgrading...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <357a0342.0@news2.uswest.net>
Source record: 62313

I think I'll go with the hc11 for the arm so it can handle the limit switches or whatever. I've always wanted to use an hc11 for something anyway. Everything is modular so if I still had an 8-bit club in my area I could unscrew the arm and take it to the meeting, as a complete serial device. I just want to lprint to it, so are these the right sio protocols?

1. Command bytes from computer, including ID for printer ($40).
2. ACK from arm ($41).
3. Data frame from computer.
4. Complete from arm ($43).

I'm still thinking about the parallel port. Have any idea how to add one to the XE GS? Am I right about being able to get most of what I need from the cartridge port? I don't think I'm up to building an IDE interface, although that would depend on whether or not I end up with a parallel port. How would I use the port for I/O?

Of course, I'm still open to suggestions about things I haven't asked about. What can I do about speech synthesis or recognition? Anything else?

Thanks,

Patrick Robbins
Probb26666@usa.net

152. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-06 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <xzWrvjE.tandrews16@delphi.com>
Source record: 62314

(Various examples of vulgar language quoted but then deleted in disgust. I WILL NOT put such garbage in a message I write.)

All right, guys--if I want to read language like that I can go to one of the alt.sex newsgroups. I don't need it here. All it indicates when used here is the unimaginative, immature mind of the poster.

Please, all of you who are not from the U.S., most of us aren't as crude and arrogant as this guy seems to be. I'm a New Yorker, and I'm appalled by his comments concerning the Netherlands. Just because something is done in the U.S. doesn't mean it's done that way elsewhere--or should be. We aren't doing such a good job, either. Ever hear of Jonesboro? Could be we could learn something from the way others do things.

TJ

153. Re: Amiga and Atari (was Re: names of chips)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-07 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6lcvpq$ek8$2@flood.xnet.com>
Source record: 62315

Dan Mazurowski (smedley@gte.antispam.net) wrote:

: I never heard anything about Atari offering to buy the company, but I do
: know Atari and Amiga struck a licensing deal for the chipset which Atari
: was to use "for videogames" for one year. I don't know if this meant
: arcade or home console applications. After that year Atari would be
: allowed to use the chips in computers as well.
:
: If Atari was making lowball offers, it was because BOTH companies were
: in financial dire straits.

According to RJ Mical of the original Amiga Inc., what happened was Jack Tramiel reduced his offer every time the subject came up. (in other words, rather the opposite result one expects when trying to bargain towards a midpoint.)

: I'm not sure when this loan would have defaulted (before or after Jack
: took over). I also do not know the final outcome of the lawsuit (I think
: it was kept secret), and I'm not 100% sure that Commodore bought Amiga
: AFTER Jack bought Atari. Does anybody have the exact DATES that some of
: these events took place?

Tramiel was most certainly at Atari before the Commodore acquisition.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/

154. Most powerful 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-07 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <357A183E.BA9@pilot.msu.edu>
Source record: 62316

What is the most powerful Atari computer that will play 8-bit cartridge based games?

-Tempest

reicher6@pilot.msu.edu

155. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-07 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <357d89dd.7683139@news.demon.co.uk>
Source record: 62317

The other Day Thomas J. Andrews <tandrews16@delphi.com> wrote:

>Please, all of you who are not from the U.S., most of us aren't as crude
>and arrogant as this guy seems to be. I'm a New Yorker, and I'm appalled
>by his comments concerning the Netherlands.

Snip....

Not being rude but lets not start a massive argument with flame stuff
like this. I know its not mean't to be flame stuff but it is. Not all
of us are bigots so lets get back to Atari matters...

Time for a spot of Jumpman or Rescue on fractulas :)
--
.... Paul

www.dellos.demon.co.uk (At last readable with IE4)

ICQ No: 105793

156. Wizards Crown/Eternal Dagger options Native vs Emu

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-07 00:00:00 UTC
From: Richard Mauren <silvadel@eclipse.net>
Message-ID: <357AC133.2A3F2242@eclipse.net>
Source record: 62318

I recently lucked into an atari 8-bit Eternal Dagger game MIB(Had to pay $16 for it tho). I remember looking for this game years ago for the PC. Unfortunately my party that I would want to import into ED is from the PC version of wizards crown <on a machine that might not work<my 386 machine in the basement>> More realistically I would want to either locate a wizards crown for atari and play through it to move the party to eternal dagger, or play on some form of emulator on the PC. If you are wondering why I do not just start a new party on Eternal Dagger -- I resent the fact that new parties in eternal dagger can only have 3 priests. My parties in WC were multiclassed to the hilt and 3 priests/3 sor max in 8 chars rankles me. I guess with the wiz crown I would need to locate some reliable blank disks to play on//make backups//etc. Happily I own a copy of both(Wiz crown for PC, ED for Atari, so no copyright problems are breached in either method).

157. Apshai Add-ons

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-07 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <357AC881.5256@pilot.msu.edu>
Source record: 62319

I am looking for Temple of Apshai and all of its add-ons (upper reaches, temple of Ra, ect.) If anyone has these for sale or trade ON TAPE let me know.

-Tempest

reicher6@pilot.msu.edu

158. Gif decoding routine in machine-code or Action!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-07 00:00:00 UTC
From: SysopTXG@underground.demon.nl
Message-ID: <357ad5d2.3114155@news.demon.nl>
Source record: 62320

Hi,

Is there anybody who has a Gif decoder source for me in Machine
language or Action!

Gtx,
Sysop*TXG

Email: SysopTXG@underground.demon.nl

159. WTB: Diamond OS with docs

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-07 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <357AE3E8.B6B50853@total.net>
Source record: 62321

Subject says it all - I'd like to buyt a Diamond cart with docs. I'd prefer 3.0, but I'd accept the 2.0 revision as well.

Email me with your offers.

160. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd9252$ea1d3c40$e6c2accf@asharkis.erols.com>
Source record: 62322

Paul Irvine <mclane@dellos.demon.co.uk> wrote in article
<357d89dd.7683139@news.demon.co.uk>...
> The other Day Thomas J. Andrews <tandrews16@delphi.com> wrote:
>
>
> >Please, all of you who are not from the U.S., most of us aren't as crude
> >and arrogant as this guy seems to be. I'm a New Yorker, and I'm
appalled
> >by his comments concerning the Netherlands.
>
> Snip....
>
> Not being rude but lets not start a massive argument with flame stuff
> like this. I know its not mean't to be flame stuff but it is. Not all
> of us are bigots so lets get back to Atari matters...
>
> Time for a spot of Jumpman or Rescue on fractulas :)
> --
> .... Paul
>
> www.dellos.demon.co.uk (At last readable with IE4)
>
> ICQ No: 105793
>

Yeah, play nice, children.

On the other hand, why should we deny poor Terry the chance to gloat over
all the fuss (dripping sarcasm intended?)

161. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-07 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <358204d8.4287291@news.demon.co.uk>
Source record: 62323

The other Day "Alan Sharkis" <asharkis@erols.com> wrote:

>> Snip....
>>
>> Not being rude but lets not start a massive argument with flame stuff
>> like this. I know its not mean't to be flame stuff but it is. Not all
>> of us are bigots so lets get back to Atari matters...
>>
>> Time for a spot of Jumpman or Rescue on fractulas :)

>Yeah, play nice, children.
>
we will :)

>On the other hand, why should we deny poor Terry the chance to gloat over
>all the fuss (dripping sarcasm intended?)

I think you will still need the flame retardant pants Alan :)
--
.... Paul

www.dellos.demon.co.uk (At last readable with IE4)

ICQ No: 105793

162. Anyone heard of TOP DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-07 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <6lf3j7$5tu$1@supernews.com>
Source record: 62324

Hello. I am wondering if anyone has heard of TOP DOS for Atari 8-bit? If so, I would appreciate any comments. Thank you.

Sincerely,
Jason Whorton

163. Re: Atari-bot upgrading...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-07 00:00:00 UTC
From: GMenke <nospam@erols.com>
Message-ID: <01bd9262$ddbaa950$64646464@gregm_pc>
Source record: 62325

Without respect to timing constraints, you are right about the protocol. You may have to work with time delays between the incoming commands from the Atari and the responses back. They are one the order of a millisecond or two. With single byte responses you might not have to consider it at all. You will likely have to respond to the general status request which the Atari OS sends out to check for device presence. The command is documented in the various Atari faqs out there. If you are going to wait for the arm to complete its task between steps 3 and 4, then send the complete code, that gives basic feedback and might be good enough.

Your protocol approach is adequate for sending commands but not for retrieving feedback- which limits the functional use of of your arm and indicates most of your complexity will be in the hc11. The Atari's only role will likely be sending general commands to do things- and even then you might have trouble figuring out when the hc11 is ready for the next command- or what the result was of the last one. You will likely have an easier time by using an 850 with the RS232 driver loaded. Then you have a bidirectional channel where you can control all aspects of the command protocols.

As far as parallel ports are concerned, an IDE port is just about only that- except it needs bidirectional and a couple control lines added in. Irregardless, the port will appear as a poke location. You poke 128 into it, and output lines 1 thru 7 go low and 8 goes high. Reading depends largely upon your implementation. A simple approach might be to have 2 ports, one output and the other input. Both decode to the same memory address on the Atari bus. When you poke, the output latch takes the data from the bus and when you peek the input latch drives its data onto the bus and you get the value. The R/W pin identifies what a given memory cycle is- your decode logic would use that to enable the correct port. The address is up to you.

I don't know much about speech recognition, but there is a program called SAM which is an all software speech synth which runs out of an AUTORUN.SYS. Quality-wise, it is as good as many synths you hear today and better than some. It can accept ascii text and speak it, but performs better with phonetically spelled words. It didn't run on my 800xl, but might with the translator loaded. I've no idea how to find a copy but there must be some around. There are some speech synth chips you could address similarly to the port above, but I don't know of their tradeoffs or capabilities.

Gregm

Patrick Robbins <Probb26666@usa.net> wrote in article
<357a0342.0@news2.uswest.net>...
> I think I'll go with the hc11 for the arm so it can handle the limit

> switches or whatever. I've always wanted to use an hc11 for something
> anyway. Everything is modular so if I still had an 8-bit club in my area
I
> could unscrew the arm and take it to the meeting, as a complete serial
> device. I just want to lprint to it, so are these the right sio
protocols?
>
> 1. Command bytes from computer, including ID for printer ($40).
> 2. ACK from arm ($41).
> 3. Data frame from computer.
> 4. Complete from arm ($43).
>
> I'm still thinking about the parallel port. Have any idea how to add one
to
> the XE GS? Am I right about being able to get most of what I need from
the
> cartridge port? I don't think I'm up to building an IDE interface,
although
> that would depend on whether or not I end up with a parallel port. How
> would I use the port for I/O?
>
> Of course, I'm still open to suggestions about things I haven't asked
about.
> What can I do about speech synthesis or recognition? Anything else?
>
> Thanks,
>
> Patrick Robbins
> Probb26666@usa.net
>
>
>

164. Looking for Lucasarts game

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-07 00:00:00 UTC
From: Trask <trask1@home.com>
Message-ID: <357B1ACA.70018B35@home.com>
Source record: 62326

I'm looking for an old Lucas arts game for Atari 8 bit called
The Ediolon? Im not sure if that's the correct spelling but its
a first person game that came on disk for 64k atari, you drive
around caverns killing creatures with fireballs, you also capture
fireballs for energy and on each level you face a dragon.
If anyone has this for sale or trade please contact me.
I have a lot of stuff for trade if your interested.
Thanks
Randy Buss
trask1@home.com

165. Bounty Bob Strikes Back for TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-07 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <357B4024.4ED3@pilot.msu.edu>
Source record: 62327
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,alt.atari.2600alt.atari.2600.vcs

I have a copy of BBSB for the Atari 400/800 for trade. The cart has a few minor scratches (the kind you see when you hold it up to a light) but is in good condition. Its a fun game, but its diving me crazy so for my mental health, I have decided to trade it. I am looking for ER Atari 400/800 and especially any ER Atari 2600 games not on my list at:

http://pilot.msu.edu/user/reicher6/atari.htm

I went through hell to find this game, so a few Uncommons and Rares won't get it.

-Tempest

P.S. Yes I did finally beat it!

166. Re: Anyone heard of TOP DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980607230113.6326I-100000@fissure.scar>
Source record: 62328

On Sun, 7 Jun 1998, Jason Whorton wrote:

> Hello. I am wondering if anyone has heard of TOP DOS for Atari 8-bit? If
> so, I would appreciate any comments. Thank you.

hi!

I have TOP DOS 1.3.. nice dos.. had some nice features like support for ds/dd drives and other goodies like online help. Worked well with the 400/800 OS which was a bright spot if you use a ds/dd drive on an old 400/800...

(most SpartaDos versions only ran on the XL/XE OS)

TOP DOS is a dos 2.x derivative was DOS.SYS and DUP.SYS.. I dont think it became very popular though. I used to collect Atari DOS' at one time.. I think I had just about everything except BIBI-DOS and Super Dos.. (and any other Dos created overseas!)

167. trackball

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-07 00:00:00 UTC
From: highland@t-online.de
Message-ID: <6ledv0$4u0$1@news00.btx.dtag.de>
Source record: 62329

Hi all ...

I have a trackball for ATARI 7600/XL/XE. Now I want to use it an an ST. Who knows what I have to do that it works?

Gtx. Raimund

EMAIL: highland@t-online.de

www.t-online.de/home/highland/home.html

und jetzt auch:

www.atari-computer.de/highlander

168. FS: SIO2PC (APE) cables CHEAP!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6lg0qd$9k3$2@korweta.task.gda.pl>
Source record: 62135

Check it out.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=16773104

If you think of transfering files petween a PC and an 8bit Atari - this is by
far the simpliest solution!

j131

169. Re: Activity vs Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <357BA0F6.F4700EA4@iwaynet.net>
Source record: 62136

kames@dxnet.com wrote:
>
> On Fri, 5 Jun 1998 07:01:38, The Doctor <dklugh@iwaynet.net> wrote:
>
> > >
> > > I was wondering how it fitted with the atari OS. Which came first etc.
> >
> > The Atari OS was first seen in 1979.
> > It beats MS-DOS in that DOS can be loaded as a simple device handler.The
> > MS-DOS network re-director does this to some extent,
> > but you can only do what is possible with MS-DOS.Just look at
> > MSCDEX.Long filenames have to be converted to 12 (11 with FCBs)
> > characters.And all files have to look like they're write-protected for
> > some reason.
> >
> > Now look at SpartaDOS and all the features it introduces like more
> > attributes for the files and longer filenames.
> > (to indicate file location within the directory tree)
> > And no direct-access FCBs to complicate everything.
> > And real wildcard support,which SpartaDOS takes advantage of.
> > (only available using direct-FCBs under MS-DOS,the new UNIX interface
> > introduced with MS-DOS 2 doesn't allow wildcards)
> >
> > Now if only the SpartaDOS bugs were fixed in SpartaDOS X...
> > (and disk SpartaDOS?)
>
> What bugs are you referring too? Many were fixed with X32c many years
> ago.

Well Atari Rogue,under SpartaDOS X,will cause the save file to become as
big as there is room for.AROGUE keeps all saved characters in one
file.When you load a character it opens the AROGUE.SAV file for both
reading AND writing.And then it reads throuh all the records,looking for
the name matching what you typed.IF it finds it then it loads the data
and deletes the record.
(so you can't cheat)
Otherwise it eventually reaches the end of the file and that's the
problem.There's no such thing as a end-of-file if a file is opened for
reading & writing.It seems like the file goes on for ever.And it DOES
because every read past the end of file causes a write past the end of
file.So the file eats up all disk space.This seems to be connected to
the bug where reading a sparse file causes the un-allocated parts to be
allocated.Thus having the AROGUE.SAV file on a DOS 2 disk would probably
fix the problem.Which is why it's a good idea to put a MYDOS file system

on your hard disk.
(at least a small one for data files)

There's also the fact that it gets the sector-count wrong on a DOS 2
disk.
(do a DIR to see what I mean)
And sparse files will get a wrong sector-count in a DIR as well.

Oh,to get a sparse file,open a new file,POINT to some huge number ,
(1 million should be enough)
and then write a byte and go back to DOS.You'll see a million byte file
fit on a 90k floppy.But NEVER try to TYPE it as it will fill up your
whole disk.
(and TYPE will probably give you a buffer-full error under disk
SpartaDOS)
This is because SpartaDOS will try to turn it into a real file.See a
UNIX man page about lseek(2) to learn about sparse files.
(type "man 2 lseek")

170. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6lgaqr$n3k$1@star.cs.vu.nl>
Source record: 62137

"LSDemon" <screwyou@fuck-you.spammer.com> writes:

>Yes, you wouldn't even think of doing that because you are so ignorant. To
>you, the world must revolve around the Netherlands.

That's not what I said and not what I intended to say. I think we better
quit now. I don't want to get into a country-dick-size-war.

--Ivo

171. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6lgb0o$n57$1@star.cs.vu.nl>
Source record: 62138

Dennis McGuire <sagedm@erie.net> writes:

> This is public information in the United States. We already
>give criminals way more protection than they deserve, but hiding their
>identitity is, fortunately, not part of that protection.

I would like to know how you think about this when you're an innocent convict who has lost his job and wife because of this. Or even, if you're just a suspect. The public only thinks "well, he's a suspect, so no matter if he's released, he probably had something to do with it". Fortunately, the public tends to forget quickly.

--Ivo

172. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6lgbftndv1@star.cs.vu.nl>
Source record: 62139

paulsherma@aol.com (PaulSherma) writes:

> convictions are a matter of public record here in the US, you dumb fuck

>we don't hide our criminals, as apparently you do in The Netherlands. in fact,
>we have a popular and successful TV show that catches some of them every week.

Crime TV? Have seen that once, laughed pitiful and moved on. Say, when
do you start showing live executions? "Tonight at midnight, live from
the gaschamber, Terry Ortman! Stay tuned 'till after the break."

>get a life, Ivo. you've been living in a repressed society too long

You can't be serious. This coming out of the mouth of somebody who lives
in a country where they still have parts of the population living in
reservations, makes me fall of my chair laughing. Unbelievable.

--Ivo

173. Re: Atari-bot upgrading...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <357BA8FA.7C77F081@iwaynet.net>
Source record: 62140

Mark Keates wrote:
>
> I worked with an 8-bit Mitsubishi M37450 Microcontroller and did think it
> would make a nice replacement CPU to base a Atari 8-bit around. On-board
> facilities such as Serial I/O, D/A and A/D converters, 16 and 8 bit
> hardware timers could be well utilised and it runs upto 12.5Mhz. Its
> instruction set is 6502 based with additional instructions such as multiply
> and divide. Has anyone else seen these?

The Atari has a chip in it called ANTIC.Besides giving you all those
nifty text/graphics modes,it reads video data and sends it to the
graphics (GTIA) chip.
(there's no dedicated video RAM in the Atari)
The problem is that it does this whenever it feels like rather than only
when the CPU is not accessing memory.
(which is 50% of the time)
It can do this because there's a special line on the 6502C (and 6502B)
that lets the ANTIC stop the CPU so that it can access memory.So unless
your chip has a similar feature,it won't work.

One idea that I had was that if ANTIC started with all DMA bits
(playfield,P/M) turned off,then you could use a diagnostic
cartridge,which is a cartridge which gets control before the OS can do
anything.Of course you'd have no picture unless you used a XEP-80.
(which would probably require a custom handler at the increased speed)

And anything that used the secret op-codes of the 6502 would probably
not work.

174. Re: FS/T console games for Atari Ultimas

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <357BAD02.4047063D@iwaynet.net>
Source record: 62141

TomMage wrote:

What's a "console" game? You mean like the Sega Master System's maze
game?

> Hi!!! I will allow $17 in trade for complete Saturn Shining the Holy Ark, $30
> in trade for complete 3DO Lucienne's Quest, $30 for complete PSX Breath of Fire
> 2, $22 for PSX Final Fantasy Tactics or Saga Frontier. Also might be interested
> in Rise of the Phoenix for SNES, if it is an RPG?? Also looking for complete
> Ultima 1(I really want Ultima 1 for Atari 8-bit) or 2 for ANY computer as long
> as it is original and in good shape. All my games have boxes, ones with a *
> have the manual too

Now did you really have to post this big huge list here just because one
item had to do with the Atari.Why not just a sinlge sentence asking for
Ultima?

And you should really get the IBM re-make of Ultima that comes with the
"Ultima Trilogy" package.Or whatever it's called.IT has 16 colours but
the game play is somewhat altered,with respect to fight monsters on the
world map.
And,of course,it's buggy as hell!

175. Re: XL-it 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <357BB50D.8E41372C@iwaynet.net>
Source record: 62142

David Austin wrote:
>
> Wonder if anyone can help me with a small problem.
>
> I have downloaded and used Markus Gietzen's XL-it emulator. It truly is
> excellent, and works no problem when run from the DOS prompt within WIN95.
>
> I then tried to run it under DOS as it was a bit slow for some games under
> windows. I do not have DOS installed on my PC at all (I cannot boot using F4
> at startup for DOS as I have only ever had WIN95). I have booted the system

That doesn't make any sense.You have to have MS-DOS to load Windows 95.
(I doubt that plain DOS would work)
There's no way to directly boot Windows 95.

> from a DOS 6.22 boot floppy. In every respect this works except that when
> XL-it initiallises it says "error initialising soundcard" and I get no sound
> and no joystick control. Does anyone know what to put into my autoexec.bat
> in order to get it to see the soundcard/joystick controller.

Besides the BLASTER variable,there shouldn't be anything.Like most IBM
stuff,everything accesses the sound card directly rather than using a
handler.
(that's why sounds can continue on after the programmes gets killed by
BREAK or a stack error)
Also,I'm not sure how compatible DOS and MS-DOS are.I know that Windows
95 won't work with DR-DOS.

> PC is 486 133MHz, soundcard is third party with ESS chipset (ES688/968). I
> have no manual for the soundcard, but ESS say that this chipset requires no
> driver to work under DOS.

True of most all standard hardware.That's why some old games won't work
with EGA/VGA systems.They want a real CGA card.(try the old StarFlight)
I sure wish I had a 133mhz 80486.I didn't think that they got that
fast.Still not willing to replace everything (but monitor,keyboard and
joysticks) with a PCI system.

> Hoping for an answer so that I can re-live the 80's! (800XL and 1050s are
> still packed away after moving house. Desperate for a fix of Dropzone!).

I miss Xagon and Trilogy of Apshai.

But to really have the TRUE experience,you need a TRUE Atari.Then just
get a SIO2PC cable and APE software and you can use your PC as a giant
floppy drive.
(in that it's as slow as a floppy drive,but really big)

It also has a file server function to access IBMDOS files directly.
(rather than AtariDOS files in a ATR)
But that's rather low-grade at the momment.Like no support for the
protection attribute,which programmes like AMS players need or they
won't recognize the files.Of course the GIGANTIC block size of IBMDOS
makes using ATRs attractive.
(try writing 100 1-byte files to your hard disk and see how much space
it takes up to see what I mean)

For one thing,sampled sound doesn't work in emulators.And modern
(1990's) games will probably have problems as well.Of course for the
full experience you need a Atari with a PAL (non-american) ANTIC chip to
play all the games from places other than the US.And I assume,a Atari
with a NTSC ANTIC,as well,for US games.Maybe someone could supply more
information about using PAL ANTICs in a US Atari and vice versa.

176. Re: Most powerful 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <357BB5C9.3572D484@iwaynet.net>
Source record: 62143

Tempest wrote:
>
> What is the most powerful Atari computer that will play 8-bit cartridge
> based games?

Well they ALL play cartridge games!

Besides having a 64k Atari to play all games,there's really no Atari any
more powerful than any other when you're talking about comercial games.
(read "cartridge games")
I've never heard of a cartridge game using more than 64k of RAM.

177. Re: Most powerful 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Eu8AKI.I2C@iglou.com>
Source record: 62144

On 1998-06-07 reicher6@pilot.msu.edu said:
>What is the most powerful Atari computer that will play 8-bit
>cartridge based games?

There isn't that much difference in power between the various 8-bit systems, but the most powerful, if you could find one, would be the 1450XLD, with its built-in parallel disk drive. Otherwise, the 130XE might be the most powerful, but I don't think any cartridge games use its extra 64k memory. On the other hand, the XE Game System was the only one with a game (Missile Command) built in.
Wait a minute. "Most powerful Atari computer" could be a Falcon or TT running an emulator...

Net-Tamer V 1.08X - Test Drive

178. Re: Looking for Lucasarts game

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: Rieder Rudi <rieder@MAPSONkufgem.at>
Message-ID: <897302215.117790@news.netwing.at>
Source record: 62145

>I'm looking for an old Lucas arts game for Atari 8 bit called
>The Ediolon? Im not sure if that's the correct spelling but its
[...]

"The Eidolon" ...

-rudi

179. WTB: Diamond Operating System (GUI)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: merlancia@aol.com
Message-ID: <1998060810580500.GAA15601@ladder03.news.aol.com>
Source record: 62146

Wanted to buy: Diamond Operating System (GUI). Preffered with: mouse, manuals, and box, but will purchase without. cart or disk version. Any version number! Please e-mail with offers!
merlancia@aol.com

Thanks!

180. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: paulsherma@aol.com
Message-ID: <1998060811030400.HAA19876@ladder01.news.aol.com>
Source record: 62147

>I would like to know how you think about this when you're an innocent
>convict who has lost his job and wife because of this. Or even, if you're
>just a suspect. The public only thinks "well, he's a suspect, so no
>matter if he's released, he probably had something to do with it".
>Fortunately, the public tends to forget quickly.
>
>--Ivo

an "innocent convict"? talk about contradictions! what a mixed-up dumb fuck
you are! the fact is that if the person is convicted by jury, then he is
guilty. the jury aren't composed of tough lawmakers; they're average citizens.

i'm tired of your drivel, Ivo, and won't be reading any more of your foolish
posts. in the end, you're just a dumb fuck who proved his stupidty to the
entire world.

bye-bye

181. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: LSDemon <screwyou@fuck-you.spammer.com>
Message-ID: <01bd92ca$393ba060$843cae98@main>
Source record: 62148

> >Yes, you wouldn't even think of doing that because you are so ignorant.
To
> >you, the world must revolve around the Netherlands.
>
> That's not what I said and not what I intended to say. I think we better
> quit now. I don't want to get into a country-dick-size-war.

Oh, so now it's not what you intended to say, eh? Well, it is in fact what
you said.

As someone else pointed out, you wrote, "I don't know about the US, but..."

You're a liar, plain and simple. You think The Netherlands must set the
standard and "don't know" about the rest of the world.

I've had enough of your ignorant bullshit and won't be back to listen to
your idiotic posts.

IVO VAN POORTEN, YOU ARE AN ASSHOLE!

182. For Sale/Trade...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <6lgif7eil1@xmission.xmission.com>
Source record: 62149

I have the following items for sale or trade. I prefer trades:

4 x Atari SX212 Serial/SIO Modems
4 x Atari XEP80, 80 Column Video Interface
1 x ATR8000 w/Docs and Cables
2 x Atari US Doubled 1050 Disk Drives
1 x Atari Happy 1050
1 x Atari 400 with modified Audio
2 x Atari 850 Serial/Parallel Interface
1 x Atari PR:C Serial/Parallel Interface
10 x Adaptec 4000a/4070 MFM to SCSI conversion cards

Wanted for trade:

Syquest 44mb Removable SCSI drives
Syquest 135/230mb Removable SCSI drives (Internal Only)
100-500mb SCSI1 SCSI drives (3.5 inch size)
Bounty Bob Strikes Back cart.
Miner 2049'er cart.
X11 Remote Control hardware/software

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

183. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Eu8Etp.Kqu@cix.compulink.co.uk>
Source record: 62150

In article <19980606135700000.JAA04206@ladder01.news.aol.com>,
paulsherma@aol.com (PaulSherma) wrote:
> get a life, Ivo. you've been living in a repressed society too long
I think that the Netherlands could show the US a thing or two about NOT
being repressed.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

184. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Eu8Ett.KsD@cix.compulink.co.uk>
Source record: 62151

In article <01bd92ca$393ba060$843cae98@main>,
screwyou@fuck-you.spammer.com (LSDemon) wrote:

> > That's not what I said and not what I intended to say. I think we
> > better quit now. I don't want to get into a country-dick-size-war.

> Oh, so now it's not what you intended to say, eh? Well, it is in fact
> what you said.
Given that English is not his native language, this is plainly a ridiculour comment. Can you speak dutch as well as this guy speaks *you* language. No, thought not. Even if it was his natural language then you're still way off base, don't you ever find what you say isn't what you meant? It's not a LIE (I know you Americans love putting words like that in caps), but an error or a mistake. Slight difference.

> As someone else pointed out, you wrote, "I don't know about the US, but.
> .."
> You're a liar, plain and simple. You think The Netherlands must set the
> standard and "don't know" about the rest of the world.
He never said anything about standards or the rest of the world. Read what he said again but this time without your dick in your hand.

> I've had enough of your ignorant bullshit and won't be back to listen to
> your idiotic posts.

> IVO VAN POORTEN, YOU ARE AN ASSHOLE!
Or not, as the case may be. On the other hand, certain Americans are making themsleves look plain idiotic.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

185. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Eu8Etr.KrF@cix.compulink.co.uk>
Source record: 62152

In article <19980608110304OO.HAA19876@ladder01.news.aol.com>,
paulsherma@aol.com (PaulSherma) wrote:

> an "innocent convict"? talk about contradictions! what a mixed-up dumb
> fuck you are! the fact is that if the person is convicted by jury, then
> he is guilty.
Boy, you have a lot to learn. If Jury's get it right so much, how come so many appeals work? How come so many people get freed because it turns out the police fabricated the evidence? How come witnesses come back years later and say they lied? Ditto for victims? What about scientific evidence that later turns out to be wrong due to lack of understanding? What if the case is complex and the jury didn't understand it?

> you're just a dumb fuck who proved his stupidty to the entire world.
And you're just another yank that proves that the US thinks the whole world is like it (and right too). When you learn to walk without dragging your knuckles, come back to us.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

186. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6lgs0d$r8f$1@star.cs.vu.nl>
Source record: 62153

"LSDemon" <screwyou@fuck-you.spammer.com> writes:

>Oh, so now it's not what you intended to say, eh? Well, it is in fact what
>you said.

>As someone else pointed out, you wrote, "I don't know about the US, but..."

>You're a liar, plain and simple. You think The Netherlands must set the
>standard and "don't know" about the rest of the world.

When I state "I don't know about the US, but in country X ...", I merely say that I know how it's done in country X, so it might be the case that it's done the same in the US. All other people interpretted (sp?) it that way. Call me a liar if you want, I don't care. In fact, you're a liar yourself if you say (I quote): "To you, the world must revolve around the Netherlands." and "Well, it is in fact what you said." I have never said or even implied that. But I'll forgive you, you can't help it that your IQ isn't much higher than your shoesize.

>I've had enough of your ignorant bullshit and won't be back to listen to
>your idiotic posts.

>IVO VAN POORTEN, YOU ARE AN ASSHOLE!

Yeah, yeah. You know all about assholes, don't you?

--Ivo

187. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6lgsei$ra3$1@star.cs.vu.nl>
Source record: 62154

paulsherma@aol.com (PaulSherma) writes:

>Ivo van Poorten wrote:
>>I would like to know how you think about this when you're an innocent
>>convict who has lost his job and wife because of this. Or even, if you're

>an "innocent convict"? talk about contradictions! what a mixed-up dumb fuck
>you are! the fact is that if the person is convicted by jury, then he is
>guilty. the jury aren't composed of tough lawmakers; they're average citizens.

You're so ignorant. Because he's convicted, he's guilty. The jury never
fails, right? I won't even start giving you counter examples, but there
are lots of them so you can probably come up with one yourself. Average
citizens make mistakes now and then.

>i'm tired of your drivel, Ivo, and won't be reading any more of your foolish
>posts. in the end, you're just a dumb fuck who proved his stupidty to the
>entire world.

Yeah right. I wonder, why is it, that the 'smart guys' always have to lower
themselves to abusive language to make their point?

--Ivo

188. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998060814435800.KAA28093@ladder03.news.aol.com>
Source record: 62155

This whole thread has become *QUITE* unpleasant. Why don't both of you just stop replying and just end this silliness. I always felt that csa8 was one of the only newsgroups left that discussed games and such in a mature manner. Resorting to cursing each other out in print is just childish and ridiculous. (I can understand cursing in the middle of a heated argument when it's pretty much impulse, but to resort to it in print when you've had time to think about what you're going to write just seems lame.) Come on, guys...Don't turn this newsgroup into rec.games.video.nintendo!
We're all adults here, right? :)

189. Re: Most powerful 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: ziggy29@u1.netgate.net
Message-ID: <6lh2sr$klf@ss.netgate.net>
Source record: 62156

Tempest (reicher6@pilot.msu.edu) wrote:
: What is the most powerful Atari computer that will play 8-bit cartridge
: based games?

Well, that depends. Really, any machine with at least 64K can run
pretty much all the commercial software; unless you have your own
application which can use more than 64K effectively, a simple, cheap
and readily available 800XL (usually around $20, give or take a few)
will be just fine...

I don't know of any cartridge game which uses more than 64K.

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours... Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

190. Re: Most powerful 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6lh2i8sol1@star.cs.vu.nl>
Source record: 62157

ziggy29@u1.netgate.net (Tim Irvin) writes:

>I don't know of any cartridge game which uses more than 64K.

I think there are one or two 130XE only carts but can't recall any names.
Into the eagle's nest?

--Ivo

191. Re: Is it OK to hook old computers' composite out to Sony TV?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6lh2eu$naf@freenet-news.carleton.ca>
Source record: 62158

Tiger (Tiger@nospam.com) writes:
> x-no-archive: yes
>
> I hope this is not too ignorant a question, but long ago I was told by
> a couple people that it was a bad idea to hook up a TV such as a 27"
> Sony Trinitron XBR to the composite output from old computers such as
> an Apple IIe, Atari 130XE, Commodore 64, or TI-99/4A.

I purchased a few 13" Sony Trinitron tv's at garage sales a few years ago,
fixed them, and they make perfect tv/monitors for my classic systems.

> I was told it would work, but that the composite video output was more
> poorly regulated on computers and that high contrast levels and fast
> moving sprites could permanently damage the TV set. So I never once
> dared to hook any computers to my Sony TV.

Nonsense, they produce normal composite video just like your VCR and
other video accessories.

> So I'd like to know for sure if it's 100% safe to hook up any of these
> computers directly to my TV. If it is, I'll feel like a dope for
> depriving myself of large screen computer enjoyment for so many years.

It's 100% safe. Have a good time!

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

192. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: "b@a.org" <a@x.org>
Message-ID: <357C1C3B.4AF@x.org>
Source record: 62159

Iain Laskey wrote:
>
> In article <1998060613570000.JAA04206@ladder01.news.aol.com>,
> paulsherma@aol.com (PaulSherma) wrote:
> > get a life, Ivo. you've been living in a repressed society too long
> I think that the Netherlands could show the US a thing or two about NOT
> being repressed.
>
> **
> * Iain R Laskey * ilaskey@cix.compulink.co.uk *
> **
> * Analyst Programmer/ Freelance IT writer *
> **

OK, why can't all of us, the Americans, British, and Dutch, get
together? I mean, why don't we join forces and gang up on, say,
Brazilians? Or the French? Surely these people are worthy of far more
ridicule than any our our respective groups.

So let's join in! The French smell badly due to lack of regular body
washings! The Brazilian's. . .uh. . .sugar cane output is sorely
lacking!

Hah! That'll show 'em!

p.s.: To any French or Brazilians who may have read this message, I'm
only joking. Brazil's sugar cane is some of the best in the world and
France's personal hygiene is above reproach.

193. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <357c2086.8482731@news.demon.co.uk>
Source record: 62160

The other Day swozniak@aol.com (Swozniak) wrote:

>This whole thread has become *QUITE* unpleasant. Why don't both of you just
>stop replying and just end this silliness.

Seems they like doing it as I tried a similar post the other day...

>We're all adults here, right? :)

Seems not sadly...
--
.... Paul

www.dellos.demon.co.uk (At last readable with IE4)

ICQ No: 105793

194. Re: Emulator Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: john1539@yahoo.com
Message-ID: <6lhfr0$q8f$1@nnrp1.dejanews.com>
Source record: 62161

In article <6lc122dud1@soap.news.pipex.net>,
"Gareth" <garethd_@dial.pipex.com> wrote:
>
>
> Bauhaus wrote in message
> <01bd90e1$a514ff60$8c7dcecf@920148124worldnet.att.net>...
> >
> >
> >I am running a 300mhz PentII with Win95 and 128megs of RAM
> >
> >
> >What would be a good emulator for me (Preferably shareware or freeware)
> >
> >Also is there one that will let me dump to my laserjet?
> >
> >
> >
> >Thanks
> >
> >--Bauhaus
>
> I find XL-IT! to be by far the best Atari emulator available (for free
> anyway!) although it isn't perfect. The pay ones are Rainbow and XF (?) and
> as far as I know nobody knows how they perform as nobody seems to have
> bought the full versions!
>
> I'm pretty sure that XL-IT! does let you use a PC printer - either that or
> Pokey (which isn't much cop now) or XF25 (which isn't that great either.)
> Try http://www.davesclassics.com for all sorts of emus - they have a good
> Atari section (under Atari 5200) and pretty fast download times.

The best Atari 800 emulator is Atari800 (dos or windows version) it is
available from http://cas3.zlin.vutbr.cz/~stehlik/a800.htm xlit is an old
emulator that was nice for its time, but there was never source code for it,
and the author seems to have abandoned it. It was only for Dos and very
buggy under windows 95. Atari800 is a GPL Program with source code
available, and it has almost full compatability with a real Atari. Also it
is under active development and new versions are released often.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

195. Re: XL-it 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: james1249@my-dejanews.com
Message-ID: <6lhgklrek1@nnrp1.dejanews.com>
Source record: 62162

In article <357BB50D.8E41372C@iwaynet.net>,
The Doctor <dklugh@iwaynet.net> wrote:
>
> David Austin wrote:
> >
> > Wonder if anyone can help me with a small problem.
> >
> > I have downloaded and used Markus Gietzen's XL-it emulator. It truly is
> > excellent, and works no problem when run from the DOS prompt within WIN95.
> >
> > I then tried to run it under DOS as it was a bit slow for some games under
> > windows. I do not have DOS installed on my PC at all (I cannot boot using F4
> > at startup for DOS as I have only ever had WIN95). I have booted the system
>
> That doesn't make any sense.You have to have MS-DOS to load Windows 95.
> (I doubt that plain DOS would work)
> There's no way to directly boot Windows 95.
>
> > from a DOS 6.22 boot floppy. In every respect this works except that when
> > XL-it initiallises it says "error initialising soundcard" and I get no sound
> > and no joystick control. Does anyone know what to put into my autoexec.bat
> > in order to get it to see the soundcard/joystick controller.
>
> Besides the BLASTER variable,there shouldn't be anything.Like most IBM
> stuff,everything accesses the sound card directly rather than using a
> handler.
> (that's why sounds can continue on after the programmes gets killed by
> BREAK or a stack error)
> Also,I'm not sure how compatible DOS and MS-DOS are.I know that Windows
> 95 won't work with DR-DOS.
>
> > PC is 486 133MHz, soundcard is third party with ESS chipset (ES688/968). I
> > have no manual for the soundcard, but ESS say that this chipset requires no
> > driver to work under DOS.
>
> True of most all standard hardware.That's why some old games won't work
> with EGA/VGA systems.They want a real CGA card.(try the old StarFlight)
> I sure wish I had a 133mhz 80486.I didn't think that they got that
> fast.Still not willing to replace everything (but monitor,keyboard and
> joysticks) with a PCI system.
>
> > Hoping for an answer so that I can re-live the 80's! (800XL and 1050s are
> > still packed away after moving house. Desperate for a fix of Dropzone!).
>

> I miss Xagon and Trilogy of Apshai.
>
> But to really have the TRUE experience,you need a TRUE Atari.Then just
> get a SIO2PC cable and APE software and you can use your PC as a giant
> floppy drive.
> (in that it's as slow as a floppy drive,but really big)
> It also has a file server function to access IBMDOS files directly.
> (rather than AtariDOS files in a ATR)
> But that's rather low-grade at the momment.Like no support for the
> protection attribute,which programmes like AMS players need or they
> won't recognize the files.Of course the GIGANTIC block size of IBMDOS
> makes using ATRs attractive.
> (try writing 100 1-byte files to your hard disk and see how much space
> it takes up to see what I mean)
>
> For one thing,sampled sound doesn't work in emulators.And modern
> (1990's) games will probably have problems as well.Of course for the
> full experience you need a Atari with a PAL (non-american) ANTIC chip to
> play all the games from places other than the US.And I assume,a Atari
> with a NTSC ANTIC,as well,for US games.Maybe someone could supply more
> information about using PAL ANTICs in a US Atari and vice versa.

Sampled sound does work in the Atari800 emulator. I suggest the person try using Atari800 it is available from http://cas3.zlin.vutbr.cz/~stehlik/a800.htm Atari800 is a Free program with source code available. It can emulate sampled sound in most programs and can run most newer programs and demos. New versions are often available. Xl-it seems to have been discontinued.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

196. FS: 600XL / Indus GT combo

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: SRipkowski@my-dejanews.com
Message-ID: <6lho6a$7g2$1@nnrp1.dejanews.com>
Source record: 62163

Visit eBay if interested.

Item #16802745

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

197. OIDS - where is it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: Kurt Pfeifer <kurtp@accessone.com>
Message-ID: <6lhmtm$34k$1@supernews.com>
Source record: 62164

Anybody seen an image for the old ST game "oids"? Cool game kinda like Gravitar that you rescued little hostages on the mountain sides with your spaceship.

Thanks!

198. Re: XL-it 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: David Austin <daustin@avnet.co.uk>
Message-ID: <6lho5g$51q$1@usenet11.supernews.com>
Source record: 62165

The Doctor wrote in message <357BB50D.8E41372C@iwaynet.net>...

>That doesn't make any sense.You have to have MS-DOS to load Windows 95.
>(I doubt that plain DOS would work)
>There's no way to directly boot Windows 95.

My hard drive was pre-loaded with WIN95 when I got it. I have always assumed that WIN95 was installed from scratch i.e. not as an upgrade from MS-DOS, and that this was the reason that I have never been able to boot into MS-DOS by holding down F4 on boot up. Is this an incorrect assumption?

>Besides the BLASTER variable,there shouldn't be anything.Like most IBM
>stuff,everything accesses the sound card directly rather than using a
>handler.

Exactly what form does the BLASTER variable take, e.g. is it case sensitive, and what are the parameters? I think I have tried setting this, but maybe I am formatting it incorrectly.

>>I sure wish I had a 133mhz 80486.I didn't think that they got that
>fast.

PC has one of the last 486 motherboards made. Jetway/Jetboard J446A with SIS chipset. CPU is non-intel, an AMD 5x86/133 P75, supposedly equivalent in speed to P75, though probably not. Board is also PCI.

Maybe someone could email me with an exact copy of the "set blaster" command that they use to get their soundcard working under MS-DOS. I still wonder if maybe I have not got the format correct. Any comments gratefully received!

199. Re: Gif decoding routine in machine-code or Action!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <6li6ph$ruj@bgtnsc03.worldnet.att.net>
Source record: 62166

Rene de Bie wrote:

> Is there anybody who has a Gif decoder source for me in Machine
> language or Action!

I do. I wrote the APACVIEW and JVIEW programs to decode GIF, in 6502 assembler. What do you want to do?

Jeff Potter

200. FS: All systems! Prices have been lowered AGAIN!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: "Marlin Bates, IV" <mbates4@gte.net>
Message-ID: <6liak8$bt6$1@gte2.gte.net>
Source record: 62167
Cross-posted to: rec.games.video.marketplace,rec.games.video.intellivision,rec.games.video.3do,rec.games.video.cdi,rec.games.video.atari,comp.sys.atari.8bit

Hokay, things are winding down. I still have a lot left so I lowered prcies again. If you want to know what is left as of June 8, 1998 go check out...

http://home1.gte.net/mbates4/

Everything has been lowered. If you want it for lower make an offer!

If it is not on the web page I do NOT HAVE IT!

I will also consider trades for original or import PlayStation games.

Thanks

-Marlin

201. Re: VGA monitor for 8bit (was Atari 8bit monitor question)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <6lijhu$8he$1@sirius.cs.pdx.edu>
Source record: 62168

lmcclure@ibm.net (Lonnie McClure) writes:
>If you have a Best Buy store in your area, look in the PC
>video section for a device called "Instant TV". Unlike your typical TV
>card for a PC, this is a free-standing device, and requires no PC to
>be present. Plug it in to any monitor that accepts VGA input, and you
>can plug any composite or S-video source into the Instant TV, and
>display it on the VGA monitor. Oh, it also includes its own remote
>controlled TV tuner, for those times when you want entertainment of
>the non-interactive variety. <grin>
>
>Cost is about $100-$130. There are other similar devices in the same
>price range on the market, including one that I have only seen at
>larger Computer City stores, and a unit sold by AVer Media.

What is the picture quality like with one of these, compared to a good
monitor with split chroma/luma inputs like a C= 1702?

--
Alex Chamberlain |___/|
|o o |
chambera@cs.pdx.edu ==T==
http://www.cs.pdx.edu/~chambera ^^^

202. FS: 8-Bit/2600 Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <357CC46E.2E5608F7@mail.bcpl.lib.md.us>
Source record: 62169

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 410 Program Recorder (HongKong) $10
(2) Ataru 1030 300 Baud Direct Connect modems {each}$10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 w/ power supply $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

Prices do not include shipping
Reply to: jholford@bcpl.net
Feel free to ask any questions
```

203. PC - 8bit: how easy is it

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <897693766@stackbbs.xs4all.nl>
Source record: 62170

```
< great techninal knowledge / what kind of equipment to transfer files >

1 IC 7400
1 ZenerDiode 5v1
2 Resistors 1000 Ohm

I won't call that "great technical knowledge"...

Sysop Fox-1 (fox-1 AT dds DOT nl)
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---

204. sx212 power supply specs?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: michael@janus.oit.umass.edu
Message-ID: <357b5d17.0@oit.umass.edu>
Source record: 62330

What are the specs for a sx212 power supply, and what is the tip
polarity?

Any info will be appreciated.

-- Michael Kieras ---
michael@oit.umass.edu http://www-unix.oit.umass.edu/~michael/

205. Re: Is it OK to hook old computers' composite out to Sony TV?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bd9294$5ecf4920$0201010a@g6-300xl>
Source record: 62331
Cross-posted to:
alt.games.video,alt.video.games,rec.games.video.misc,rec.video,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Tiger <Tiger@nospam.com> wrote in article
<3580423c.5414451@news.silcom.com>...
> x-no-archive: yes
>
> I hope this is not too ignorant a question, but long ago I was told by
> a couple people that it was a bad idea to hook up a TV such as a 27"
> Sony Trinitron XBR to the composite output from old computers such as
> an Apple IIe, Atari 130XE, Commodore 64, or TI-99/4A.
>
> I was told it would work, but that the composite video output was more
> poorly regulated on computers and that high contrast levels and fast
> moving sprites could permanently damage the TV set. So I never once
> dared to hook any computers to my Sony TV.

That is probably the first "old wives tale" I heard about the early game systems/computers. Yes, it is false and you *can* hook up those old computers with any TV/composite display and you will get no damage. That is what they were designed for.

What began this tale was when the original pong-like games hit the arcades, they were black&white (high contrast) and were left on for many hours. These games usually had non-moving white bars on the display (down the middle, across the sides), so after a few weeks or months, this white image would burn into the tube and resulted in what eventually fueled this about home computers.

The home computers were designed to prevent this in home TV's. They had built in "attract modes" so that if you left the computer on for more than a few minutes without activity, the colors on the screen would begin to change and prevent this burn-in. Besides that, its very unlikely that anyone would leave their computer on a single display for weeks anyway :-)

206. Re: Is it OK to hook old computers' composite out to Sony TV?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6lfs26$m1p$1@flood.xnet.com>
Source record: 62332
Cross-posted to:
alt.games.video,alt.video.games,rec.games.video.misc,rec.video,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

```
Silver Surfer (SilverSurfer@HalleBoppe.com) wrote:
: The home computers were designed to prevent this in home TV's. They had
: built in "attract modes" so that if you left the computer on for more than
: a few minutes without activity, the colors on the screen would begin to
: change and prevent this burn-in. Besides that, its very unlikely that
: anyone would leave their computer on a single display for weeks anyway :-)

Even Combat on the Atari 2600 had anti-phosphor burn code.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
```

207. Re: sx212 power supply specs?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.980608020646.11586A-100000@home.ptd.net>
Source record: 62333

On 8 Jun 1998, Michael Kieras wrote:

> What are the specs for a sx212 power supply, and what is the tip
> polarity?
>
> Any info will be appreciated.
>
> -- Michael Kieras ---
> michael@oit.umass.edu http://www-unix.oit.umass.edu/~michael/
>
Just so happens, I have one laying on the stand right beside
me.
Atari part# CO16353-101
9V @500ma

Polarity? The tip is positive, shenk is negative. Also, doubles
as a power supply for xep80.........

Paul Clark

208. Re: Anyone heard of TOP DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-08 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd92a5$b4557340$f2374382@vidar>
Source record: 62334

I used it all the time, when my MIO was without a HD. But, it doesn't support HD's I believe. I used a ver. 1.5 I think. But, if anybody knows how to get it working with large HD partitions, I'll switch back anyday. I liked it a lot!

Jason Whorton <jason@microxl.com> wrote in article <6lf3j7$5tu$1@supernews.com>...
> Hello. I am wondering if anyone has heard of TOP DOS for Atari 8-bit? If
> so, I would appreciate any comments. Thank you.
>
> Sincerely,
> Jason Whorton
>
>
>
>
>

209. character disk/Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: Henriette <Henriette_Christina@sci.com>
Message-ID: <357C6BA5.480A@sci.com>
Source record: 62171

Hi All, I'm using xlit020 to play Alternate Reality. Somehow I can save my character on the image dungchar.atr but if I try to retrieve the character the screen says "checking character disk..." and that's it, eternally.
Can anybody help?
Henriette/Germany

210. Re: XL-it 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Eu9GH0.5o9@iglou.com>
Source record: 62172

On 1998-06-08 dklugh@iwaynet.net said:
>Also,I'm not sure how compatible DOS and MS-DOS are.I know that
>Windows 95 won't work with DR-DOS.
I believe "DOS 6.22" can only be MS-DOS. "DOS" is a generic term that includes MS-DOS, PC-DOS, DR-DOS and FreeDOS (not to mention Atari DOS, Apple DOS, or IBM System/360 DOS.) Windows 95 includes its own disk operating system, which some refer to as DOS 7.

>> PC is 486 133MHz, soundcard is third party with ESS chipset
>>(ES688/968). I have no manual for the soundcard, but ESS say that
>>this chipset requires no driver to work under DOS.
>True of most all standard hardware.That's why some old games won't
>work with EGA/VGA systems.They want a real CGA card.(try the old
>StarFlight) I sure wish I had a 133mhz 80486.I didn't think that
>they got that fast.Still not willing to replace everything (but
>monitor,keyboard and joysticks) with a PCI system.
>> Hoping for an answer so that I can re-live the 80's! (800XL and
>>1050s are still packed away after moving house. Desperate for a
>fix of Dropzone!).
>I miss Xagon and Trilogy of Apshai.
>But to really have the TRUE experience,you need a TRUE Atari.Then
>just get a SIO2PC cable and APE software and you can use your PC as
>a giant floppy drive.
>(in that it's as slow as a floppy drive,but really big)
>It also has a file server function to access IBMDOS files directly.
>(rather than AtariDOS files in a ATR)
>But that's rather low-grade at the momment.Like no support for the
>protection attribute,which programmes like AMS players need or they
>won't recognize the files.Of course the GIGANTIC block size of
>IBMDOS makes using ATRs attractive.
>(try writing 100 1-byte files to your hard disk and see how much
>space it takes up to see what I mean)
>For one thing,sampled sound doesn't work in emulators.And modern
>(1990's) games will probably have problems as well.Of course for the
>full experience you need a Atari with a PAL (non-american) ANTIC
>chip to play all the games from places other than the US.And I
>assume,a Atari with a NTSC ANTIC,as well,for US games.Maybe someone
>could supply more information about using PAL ANTICs in a US Atari
>and vice versa.

Net-Tamer V 1.08X - Test Drive

211. Re: OIDS - where is it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6li6jkqed1@pale-rider.INS.CWRU.Edu>
Source record: 62173

I know the general locale of 'oids'. Preparaton 'H' might help.

212. Re: Atari 8bit monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <357ca10d.9945051@news2.ibm.net>
Source record: 62174

On 21 May 1998 05:48:18 GMT lwhite6497@aol.com (LWhite6497) wrote:

>This brings up an old question of mine (and I'm sure a few others)
>If you can take the individual RGB signals off the Atari, could they
>be run directly to a VGA multisync monitor?

The first problem with that is that the signals do not exist at any point inside the Atari 8-bit in pure RGB form. Even the "RGB mod" for the A8 (which is actually intended for CGA monitors) cheats by stealing digital signals for only the luminance values (resulting in some weird color schemes if you use the hookup for game play).

>If I remember, the horizontal frequency of VGA is about double the Atari,
>so could a circuit be designed to double the output frequency of the Atari?
>Any thoughts, speculation, etc.?

Such a circuit has existed for some time now as an off-the-shelf solution. If you have a Best Buy store in your area, look in the PC video section for a device called "Instant TV". Unlike your typical TV card for a PC, this is a free-standing device, and requires no PC to be present. Plug it in to any monitor that accepts VGA input, and you can plug any composite or S-video source into the Instant TV, and display it on the VGA monitor. Oh, it also includes its own remote controlled TV tuner, for those times when you want entertainment of the non-interactive variety. <grin>

Cost is about $100-$130. There are other similar devices in the same price range on the market, including one that I have only seen at larger Computer City stores, and a unit sold by AVer Media.

==========
lmcclure1@mindspring.com

213. Re: XL-it 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <1998060906234501.CAA17652@ladder01.news.aol.com>
Source record: 62175

In article <357BB50D.8E41372C@iwaynet.net>, The Doctor <dklugh@iwaynet.net>
writes:

>David Austin wrote:
>>
>> Wonder if anyone can help me with a small problem.
>>
>> I have downloaded and used Markus Gietzen's XL-it emulator. It truly is
>> excellent, and works no problem when run from the DOS prompt within WIN95.
>>
>> I then tried to run it under DOS as it was a bit slow for some games under
>> windows. I do not have DOS installed on my PC at all (I cannot boot using
>F4
>> at startup for DOS as I have only ever had WIN95). I have booted the system
>
>That doesn't make any sense.You have to have MS-DOS to load Windows 95.
>(I doubt that plain DOS would work)
>There's no way to directly boot Windows 95.

The only DOS that comes with Win95 is some screwed up version of MS-DOS 7.
Win95 does not run on any installation except for it's internal DOS 7.
DSolimano
Have an Atari Day /|\

214. Re: XL-it 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EuA09E.KGy@cix.compulink.co.uk>
Source record: 62176

In article <6lho5g$51q$1@usenet11.supernews.com>, daustin@avnet.co.uk
(David Austin) wrote:

> My hard drive was pre-loaded with WIN95 when I got it. I have always ass
> umed that WIN95 was installed from scratch i.e. not as an upgrade from
> MS-DOS
Win95 is effectivly MSDOS 7 with a 'win' statement hardcoded into the
autoexec.bat. DOS is most definitely there underneath it all.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

215. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: LSDemon <screwyou@fuck-you.spammer.com>
Message-ID: <01bd9392$863d1420$064ac998@main>
Source record: 62177
Cross-posted to: alt.fan.traci-lords,comp.sys.atari.8bit

> In Ortmanese:
> TERRY ORTMAN is a CONVICTED CRIMINAL and has served JAIL TIME for his
> MULTIPLE OFFENSES!!!!!!!!!!!! He has VIOLATED code BLAH BLAH BLAH
multiple
> times and was FINED and INCARCERATED!!!!!!!!!

I remember this guy from the mid 80's when he was pulling the various scams back then. That was 13+ years ago. Who knows how long he has been at it? Anyone have any idea?

216. atari equipment wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: Dan Willars <dan.willars@dial.pipex.com>
Message-ID: <6lj5i2hmg1@soap.news.pipex.net>
Source record: 62178

hi,
I looking for an atari 800xl with disk drive and apps,utils,games. I live in uk but will consider shipment from abroad. Please get i touch
Thanks
Dan

217. TCL.

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6lji76njg1@nnrp1.dejanews.com>
Source record: 62179

Thanks to David Firth for the TCL Atari language, i've found so far that it is FAST, just like Action!.... If you are like me and enjoy programming the A8, you should get this new addition to the 8bit progamming languages arsenal, and the best of all It's free int David's Home page....THANK YOU DAVID FIRTH.

Javier.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

218. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6ljimo$o6r$1@nnrp1.dejanews.com>
Source record: 62180
Cross-posted to: alt.fan.traci-lords,comp.sys.atari.8bit

In article <01bd9392$863d1420$064ac998@main>,
"LSDemon" <screwyou@fuck-you.spammer.com> wrote:
>
> > In Ortmanese:
> > TERRY ORTMAN is a CONVICTED CRIMINAL and has served JAIL TIME for his
> > MULTIPLE OFFENSES!!!!!!!!!!!! He has VIOLATED code BLAH BLAH BLAH
> multiple
> > times and was FINED and INCARCERATED!!!!!!!!!
>
> I remember this guy from the mid 80's when he was pulling the various scams
> back then. That was 13+ years ago. Who knows how long he has been at it?
> Anyone have any idea?
>
>

Please guys let's talk Atari, so this is the subject of this newsgroup
no??? Also, let's show some respect for those guys who help A8 keep alive,
Bob Wooley, Ivo, Bill Kendrik, Bob Klas, and some others are the kind of
people we need, at least me, i don't have the time to do the things they do,
so when they're gone so great part of the support our A8 get in the net....
Sorry for the Sermon...

J.R.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

219. Monitor connector on back of 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <6ljf1h$ro7$1@supernews.com>
Source record: 62181

Hello. If anyone can give me any information as to which monitor or type of monitor the "MONITOR" connector on the back of the 800xl is for, I would appreciate it. I have not read anything about an Atari 8-bit specific styled monitor. Thank you.

Sincerely,
Jason Whorton

220. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: mrortman@aol.com
Message-ID: <1998060916251700.MAA14311@ladder01.news.aol.com>
Source record: 62182

You guys better stop printing these slanderous lies about me or I WILL SUE EVERY ONE OF YOUR ASSES! I have been forced to change my ISP five times in the last 2 years because of these damn stories. I am an HONEST businessman who has NEVER scammed ANYBODY nor have I EVER been imprisoned for ANY REASON! I DO NOT LIVE with my mother anymore! I have met a beautiful young woman and would like to get on with my life, but you people WON'T LET ME! If one more person posts another LIE about me, I will immediately take legal action! I MEAN IT, YOU DUMBASSES! LEAVE ME ALONE!

-T. Ortman

BTW...I have an Atari 800 for sale for $175.00
It originally sold for $799.00 and is in excellent condition, except for a missing letter "O" key. I will only accept cash. Absolutely no checks or money-orders will be accepted.
I will also throw in an original Pac-Man cartridge (Very Hard to Find) for an additional $17.00
Shipping for this item will be $35.00
First come, first served.

221. Re: Most powerful 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <357D6E04.85C0776C@erols.comX>
Source record: 62183

I think GATO is a 128K cart?

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

Ivo van Poorten wrote:

> ziggy29@u1.netgate.net (Tim Irvin) writes:
>
> >I don't know of any cartridge game which uses more than 64K.
>
> I think there are one or two 130XE only carts but can't recall any names.
> Into the eagle's nest?
>
> --Ivo

222. Re: XL-it 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: jsegur@westelcom.com
Message-ID: <357f88c2.7759417@news.westelcom.com>
Source record: 62184

"David Austin" <daustin@avnet.co.uk> wrote:

>My hard drive was pre-loaded with WIN95 when I got it. I have always assumed
>that WIN95 was installed from scratch i.e. not as an upgrade from MS-DOS,
>and that this was the reason that I have never been able to boot into MS-DOS
>by holding down F4 on boot up. Is this an incorrect assumption?

The F4 key is for booting a previous operating system, so you are
correct that it will not work with your Win95 only system. However, if
you use F8 and choose 'DOS Prompt Only' from the menu, you'll be in an
MS-DOS session. Or you can boot normally into Win95 and later choose
'Restart in MS-DOS Mode' from the shutdown menu.
--
Joe

223. Re: OIDS - where is it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: Kurt Pfeifer <kurtp@accessone.com>
Message-ID: <6ljl2v$1qj$1@supernews.com>
Source record: 62185

Cool and soothing... thanks for the tip!

James R. Gilbert wrote in message <6li6jkqed1@pale-rider.INS.CWRU.Edu>...
>
>I know the general locale of 'oids'. Preparaton 'H' might help.

224. Re: XL-it 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: Wes Hinsley <wes-at-wctzzz@zzz.geocities.com>
Message-ID: <357D3248.41C67EA6@zzz.geocities.com>
Source record: 62186

Hi guys!

The problem with the ESS soundcard?

In fact, the ESS sound-card DOES need a driver to work properly from DOS-mode. I had a similar problem with a friend's computer, which we tried to make run in DOS; there are two files called ESSPNP.EXE and ESSCFG.EXE I think, for different versions of the card. I can't remember where I got them, but it was somewhere on the web. They're freeware driver downloads, so I can upload them to my website (see below) in a day or two, and I'll post where to get them :-) Hopefully that will sort things out properly.

Other than that, I'd normally run XLit from DOS, because Win95 does slow things down in general. However, that said, my PC is a bit old and slow (486 DX 40) to run an emulator at any decent speed, sadly... so not much emulator fun for me... :-(Have to stick with my 800XL I guess!

Also, I've started building a website of atari bits - at the moment, it's YET ANOTHER huge link page - sorry if that's a bit boring, but it's a start! I'll hopefully get time to add more useful - and original - things over the summer holiday.

The front-page (if you can stand some pretty vibrant colours!) is

www.doc.ic.ac.uk/~wrh1/ or for the 8-bit page directly, then:
www.doc.ic.ac.uk/~wrh1/a8b.html

It's also on Geocities, which might be quicker in the USA.

www.geocities.com/SiliconValley/Park/2340/

--
%%%%%%%%%%%%%
Wes =:-)

225. Re: Monitor connector on back of 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998060921480800.RAA15267@ladder03.news.aol.com>
Source record: 62187

The monitor connector is for composite monitors or a TV or VCR that has audio and video inputs. The cable is available at many places including www.myatari.com where B&C Computervisions resides.

Bostone1@aol.com

226. Re: Laser Printer w/8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <357DC229.573@pacbell.net>
Source record: 62188

Clarence Dyson wrote:
>
> lwhite6497@aol.com (LWhite6497) wrote:
>
> >I've been using a HP Deskjet 500 with an Epson Emulation Cart which has worked
> >pretty well with my A8. Is anyone using a laser, downloading Epson fonts or
> >others? If so, how does it work? I would like to quit filling ink carts!
> >Larry
>
> I do it in a round about way. I load an Epson to PS tsr in DOS then
> run APE and print to my LJ4M. A lot ot hardware just to print but it
> does work.
>
> clarence

Why use EPSON emulation? My laser works on the Atari OK..... Just for
graphics? (I kinda got in the middle here)

Bob

227. Question: Dumping Atari 8 bit ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-09 00:00:00 UTC
From: David Boyer <dboyer@NOSPAMncn.net>
Message-ID: <6lkrd6$lf9$1@ins8.netins.net>
Source record: 62189

I've noticed disk images for Atari 400/800, etc., but
what about cartridges?

Is there a device I can use to dump the ROMs from
my 8 bit carts?

228. Oh Happy Days!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: GMenke <nospam@erols.com>
Message-ID: <01bd9407$93176db0$64646464@gregm_pc>
Source record: 62190

My cousin went on a run to the county dump and found perched on a pile of refuse, an 800, 810, 850 and 300 baud acoustic modem (830) all in fine shape with all cables and power supplies- along with a Basic cart and a Telelink 1 cart (I've never seen it- should be nifty). All were in the original if somewhat threadbare boxes and styrofoam. Now if I can just discover a decent monitor instead of the flea market special green screen beast I'm using now!

I do feel sorry for the benighted soul who threw this stuff away- I could understand tossing a PC or Vic 20 or something equally useless, but an Atari?? I'm shocked....

--
==========
To reply via email, please replace NOSPAM with MENKESJG. Thanks.
==========

229. ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: The Watcher <Use-Author-Address-Header@[127.1]>
Message-ID: <357fe641.8084685@207.126.102.10>
Source record: 62191

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
or best offer. These SELL AT Video 61 for $49.95 used.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
manual, power supply, connecting cables, oil, original cost $399.95.
Also have a non-working 1027, can be fixed at any Atari service center,
both printers cost new $399.95 each, asking $100.00 for both of them.
Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
good condition, like new, supports single and dual density modes,
includes power supply, original cost $179.95, asking $75.00. These
sell at Video 61 for $74.95, same price.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific
programs, already wired for Turbo-816 installation, just need to
re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for
$59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

--
Are you paying more than $9.95 a month for Unlimited Local
Internet Access?

Are you paying extra to have more than 2 Meg of Web Space
for your own Business or Personal Pages?

If you answered YES to one or both of those questions, then
you are paying too much!!

Local Unlimited Internet Access with 10 MEG of storage for
your personal or business web pages, $9.95 a month!!

http://members.xoom.com/tort/vti.htm

230. Re: Laser Printer w/8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998061003072500.XAA28993@ladder03.news.aol.com>
Source record: 62192

Well, the Atari graphics characters do wild things with the HP
PCL, whereas on the Epson, most just print (harmless) italics.
For plain text, no problem, but otherwise can start spitting out
page after page with a few characters on it, etc. Atari word processor printer
codes would do the same thing, I think.
The alternative seemed to be to put in an AUTORUN.SYS
file to download the Epson set to the printer at bootup, although
I can't say that I recall seeing an Epson set file. Sound workable?
Thanks,
Larry

231. Re: TCL.

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998061003154500.XAA04494@ladder01.news.aol.com>
Source record: 62193

>...you should get this new addition to the 8bit progamming >languages arsenal,
and the best of all It's free int David's Home >page...

What is the address?

Larry

232. Re: VGA monitor for 8bit (was Atari 8bit monitor question)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998061003574300.XAA10161@ladder01.news.aol.com>
Source record: 62194

>What is the picture quality like with one of these, compared to a good
>monitor with split chroma/luma inputs like a C= 1702?
>
Likewise, has anyone tried the S-video input of a modern
TV-monitor, and how does this compare to the 1702? And
also, is anyone using the 8-bit with a 1084 (I think) Amiga
monitor that is sometimes easier to find than a good 1702 (series).
Larry

233. CARD?/AT Printer Interface for Atari Computers

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: atari7800 <atari7800@yahoo.com>
Message-ID: <Ltnf1.252$Uq1.1263794@newsread.com>
Source record: 62195
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

What is the value of the interface and does it work on all 8-bit Atari Computers? Thanks

234. Re: Is there a utility to read Apple II 5.25 diskettes?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6ll0v1$c67$1@flood.xnet.com>
Source record: 62196

Old Geezer (resting@home.org) wrote:

: I have been searching for about six months to locate information on
: transfering directly to the IBM. This seems to be a loosing battle.

There's a floppy controller card out there called the Catweasel that you
can pop into a PC and read most 8-bit format floppies.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/

235. Re: Most powerful 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: morbid@antispam.best.com
Message-ID: <357e2430.109034939@nntp.best.com>
Source record: 62197

>I think GATO is a 128K cart?

None of the xe carts are 128k'ers... otherwise, how would they work
with the XE game system? ;-)

(btw: for those that don't know already, it should be noted that not
many XE carts require 64k ataris)

236. Re: Most powerful 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6llkn7$4ms$1@star.cs.vu.nl>
Source record: 62198

ipoorten@cs.vu.nl (Ivo van Poorten) writes:

>ziggy29@u1.netgate.net (Tim Irvin) writes:

>>I don't know of any cartridge game which uses more than 64K.

>I think there are one or two 130XE only carts but can't recall any names.
>Into the eagle's nest?

This morning I thought about it once again and I'm wrong here. Into the eagle's nest (or it was called something similar) was a 64K bankswitched cart.

--Ivo

237. Re: Most powerful 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd9460$5cadb0a0$97374382@vidar>
Source record: 62199

```
The Morbid Guy <morbid@antispam.best.com> wrote in article
<357e2430.109034939@nntp.best.com>...
> >I think GATO is a 128K cart?
>
> None of the xe carts are 128k'ers... otherwise, how would they work
> with the XE game system? ;-)
>
> (btw: for those that don't know already, it should be noted that not
> many XE carts require 64k ataris)
>

Well, the cart can be 128K anyway. It's just that not all data is loaded at
once into memory. It probably fetches data when needed.
```

238. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <6llvl6obf1@supernews.com>
Source record: 62200

Hello. The items are priced a little high. I know they are priced that high at Video 61, but that doesn't mean they are selling too many. Good luck.

Sincerely,
Jason Whorton

The Watcher wrote in message <357fe641.8084685@207.126.102.10>...
ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
connector, original cost $599.00, Joysticks $19.95 each, asking $50.00 or best offer. These SELL AT Video 61 for $49.95 used.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center,
both printers cost new $399.95 each, asking $100.00 for both of them. Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00. These sell at Video 61 for $74.95, same price.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for $59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one, or a trak double-sided slave drive.

MAKE OFFERS!!

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

--
Are you paying more than $9.95 a month for Unlimited Local
Internet Access?
Are you paying extra to have more than 2 Meg of Web Space
for your own Business or Personal Pages?

If you answered YES to one or both of those questions, then
you are paying too much!!

Local Unlimited Internet Access with 10 MEG of storage for
your personal or business web pages, $9.95 a month!!

http://members.xoom.com/tort/vti.htm

239. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998061015060600.LAA18469@ladder01.news.aol.com>
Source record: 62201

Why the original prices? History? I remember when disk drives were over a thousand dollars. What does that have to do with today's prices though? Wait a sec. I remember a bunch a newsgroup messages about this guy that scammed a lot of people and one of the things they'd say was that he'd list original prices. Are you he?

Bostone1@aol.com

240. Re: VGA monitor for 8bit (was Atari 8bit monitor question)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998061015060700.LAA14275@ladder03.news.aol.com>
Source record: 62202

I've used my Atari with my Amiga monitor and my only complaint is that it doesn't "artifact" when a game needs it too. A lot of Apple translations, like Conan, use high resolution graphics (graphics 8 in Basic) which is officially a 2 color mode, but can be tricked into more colors by using artifacting. Each pixel takes up only half a color clock on a TV, but the Amiga monitor displays the true high res color. So in the case of Conan, instead of the weird "other world" colors of white, green, and purple, all the stuff is just white on the Amiga monitor.

Bostone1@aol.com

241. Re: Most powerful 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998061015060800.LAA18474@ladder01.news.aol.com>
Source record: 62203

A 128K cart (or 256K or more) can work with 64K XL/XE computers when they use bank selection. For that matter, they could work with a 16K Atari 400 if it can fit in the cartridge slot and the program allows it.

Bostone1@aol.com

242. F/S ATARI 800 ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: prccs1 <prccs1@freewwweb.com>
Message-ID: <357EA16F.9DE42EAE@freewwweb.com>
Source record: 62204

Any market for an orginal ATARI 800 with 48 k of memory ?
But with a lot of extras (hardware) good condition

Also any interest in ATART ST

--

243. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998061015365400.LAA21163@ladder01.news.aol.com>
Source record: 62205

bostone1@aol.com wrote:

<<Wait a sec. I remember a bunch a newsgroup messages about this guy that scammed
a lot of people and one of the things they'd say was that he'd list original prices. Are you he?>>

Nah...you're thinking of the "Ort-Man" himself...Terry Ortman.
He (or an imposter) posted a message recently in the thread titled: "Terry Ortman's Rap Sheet" claiming he would sue anybody else that posted "lies" about him. Since he posted that message, the thread had died, leading me to believe that it was the real Terry Ortman or people just aren't sure and don't want to risk "getting their asses sued" as he put it.

244. Re: TCL.

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6lmdiatgc1@nnrp1.dejanews.com>
Source record: 62206

http://www.signus.demon.co.uk/david/TCL/tcl.htmlIn article
<1998061003154500.XAA04494@ladder01.news.aol.com>,
lwhite6497@aol.com (LWhite6497) wrote:
>
>
> >...you should get this new addition to the 8bit progamming >languages
arsenal,
> and the best of all It's free int David's Home >page...
>
> What is the address?
>
> Larry
>
>

http://www.signus.demon.co.uk/david/TCL/tcl.html
Hope it helps...

Javier

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

245. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6lmc22loe1@flood.xnet.com>
Source record: 62207

Swozniak (swozniak@aol.com) wrote:
:
: Nah...you're thinking of the "Ort-Man" himself...Terry Ortman.

Yes, but this message was from Ortman too, just doing "business" under a
different name.

: He (or an imposter) posted a message recently in the thread titled: "Terry
: Ortman's Rap Sheet" claiming he would sue anybody else that posted "lies"
: about him. Since he posted that message, the thread had died, leading me to
: believe that it was the real Terry Ortman or people just aren't sure and don't
: want to risk "getting their asses sued" as he put it.

I think that post was a fake from someone who used a free signup to AOL to
perpetrate the joke, yes.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/

246. Re: Is there a utility to read Apple II 5.25 diskettes?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6lmc3cloe2@flood.xnet.com>
Source record: 62208

Jason Compton (jcompton@typhoon.xnet.com) wrote:
:
: There's a floppy controller card out there called the Catweasel that you
: can pop into a PC and read most 8-bit format floppies.

In case your search first turns up an Amiga card, yes, there is also an
Amiga Catweasel out there but there is also a PC ISA Catweasel.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/

247. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6lmd1m$qq2$1@pale-rider.INS.CWRU.Edu>
Source record: 62209

```
The for sale is from T. L. Ortman.
I can't believe people don't recognize Terry's style.
And the Starfleet Software.
And the address of his parents.
```

248. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd948e$f9134b20$3e374382@vidar>
Source record: 62210

This just has to be Terry, as this is the address and the company he uses.
I for one, would never deal with him again.

Jason Compton <jcompton@typhoon.xnet.com> wrote in article
<6lmc22loe1@flood.xnet.com>...
> Swozniak (swozniak@aol.com) wrote:
> :
> : Nah...you're thinking of the "Ort-Man" himself...Terry Ortman.
>
> Yes, but this message was from Ortman too, just doing "business" under a
> different name.
>
> : He (or an imposter) posted a message recently in the thread titled:
"Terry
> : Ortman's Rap Sheet" claiming he would sue anybody else that posted
"lies"
> : about him. Since he posted that message, the thread had died, leading
me to
> : believe that it was the real Terry Ortman or people just aren't sure
and don't
> : want to risk "getting their asses sued" as he put it.
>
> I think that post was a fake from someone who used a free signup to AOL
to
> perpetrate the joke, yes.
>
> --
> Jason Compton jcompton@xnet.com
> Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
> http://www.cucug.org/ar/
http://www.xnet.com/~jcompton/
>

249. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <6lmi6g$nl5$1@flood.xnet.com>
Source record: 62211

Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
: This just has to be Terry, as this is the address and the company he uses.
: I for one, would never deal with him again.

I know this is Terry. I'm saying that in the court record post, it was a
fake who replied.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/

250. Re: VGA monitor for 8bit (was Atari 8bit monitor question)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: Sean <sean@SPAMTHIS.thegate.demon.co.uk>
Message-ID: <357E7DA9.MD-0.198.sean@SPAMTHIS.thegate.demon.co.uk>
Source record: 62212

> And also, is anyone using the 8-bit with a 1084 (I think) Amiga
> monitor that is sometimes easier to find than a good 1702 (series).
> Larry
>
Yep, I use a commodore 1084S with my 800XL, the picture is fine.It's
also easy enough to make a cable to connect them.
Sean.
--

251. 4096 Colours?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6lml16$mg6$1@soap.news.pipex.net>
Source record: 62213

Hmm, I read in a faq - can't remember which one - that Atari 8 bits were capable, with special modes, of displaying 4096 colours? Surely this is a mistake - 256 was the max wasn't it???

Gareth.
--
(remove _ to reply.)

252. Re: 4096 Colours?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd94a2$e77291a0$1c374382@vidar>
Source record: 62214

```
Nope, I don't remember which program it was, but I've heard about it too.
The screen flickers a lot though :-(

Gareth <garethd_@dial.pipex.com> wrote in article
<6lml16$mg6$1@soap.news.pipex.net>...
> Hmm, I read in a faq - can't remember which one - that Atari 8 bits were
> capable, with special modes, of displaying 4096 colours? Surely this is a
> mistake - 256 was the max wasn't it???
>
> Gareth.
> --
> (remove _ to reply.)
>
>
>
>
```

253. Re: F/S ATARI 800 ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: georgeh@mail.rlc.net
Message-ID: <357ede8f.0@news.rlc.net>
Source record: 62215

In article <357EA16F.9DE42EAE@freewwweb.com>, prccs1 <prccs1@freewwweb.com> says:
>
>Any market for an orginal ATARI 800 with 48 k of memory ?
>But with a lot of extras (hardware) good condition

Sure, from $50 up, depending on the accessories.

GFH

254. Re: 4096 Colours?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: Sean <sean@SPAMTHIS.thegate.demon.co.uk>
Message-ID: <357EED89.MD-0.198.sean@SPAMTHIS.thegate.demon.co.uk>
Source record: 62216

Was it not called Technicolour Dream?

> Nope, I don't remember which program it was, but I've heard about it too.
> The screen flickers a lot though :-(
>
>
> Gareth <garethd_@dial.pipex.com> wrote in article
> <6lml16$mg6$1@soap.news.pipex.net>...
> > Hmm, I read in a faq - can't remember which one - that Atari 8 bits were
> > capable, with special modes, of displaying 4096 colours? Surely this is a
> > mistake - 256 was the max wasn't it???
> >
> > Gareth.
> > --
> > (remove _ to reply.)
> >
> >
> >
> >

--

255. WANTED: 65c816 SWEET16 or other boards!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: SysopTXG@underground.demon.nl
Message-ID: <357ee4e4.4698297@news.demon.nl>
Source record: 62217

I am looking for a SWEET16 or TURBO816 board or a description how to
build one myself.....

gtx,
Sysop*TXG

Send offers to e-mail: SysopTXG@underground.demon.nl

256. WANTED: SpartaDOS X cart....

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: SysopTXG@underground.demon.nl
Message-ID: <357ee55e.4820439@news.demon.nl>
Source record: 62218

```
Please send offer to e-mail: SysopTXG@underground.demon.nl
```

257. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6lmqtceql1@pale-rider.INS.CWRU.Edu>
Source record: 62219

(I said the for sale was from Terry Ortman).
I retract that. I dunno who posted the threat to sue or
the for sale. Just because it seemed to be Ortman's
style, his StarFleet Software and address, doesn't mean
he might have posted it. It was posted (the for sale) thru
an anonymous mail2news server. The threat to sue was
likewise posted anonymously/bogus. Right now, I doubt
Terry O. has the sophisitcation to do the two types of
'untraceable' posts. Those posts can't sell anything, there
is no way to respond, except just mail the cash and a letter
to the address. Beans on the whole thing.
I've typed Ortman 50 times, 49.5 times too much.
There is a reference in the For Sale one to a location
in The Netherlands. But I haven't the sophisitcation to
say that isn't bogus. The whole thing is bogus.

258. Looking for Covox Info, Brad Stewart, or Don Vaccarino

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: tws <adoyson@nccn.net>
Message-ID: <357EF2B1.44A28AF1@nccn.net>
Source record: 62220

Hi,

I am researching Covox Inc. (makers of audio products for computers)

I am looking for:

COVOX
Contact Info,
Address,
Telephone number,

Brad Stewart
Contact Info,
Address,
Telephone number,

Don Vaccarino
Contact Info,
Address,
Telephone number,

ANY information you could provide me with would be VERY appreciated!

Sincerely,
Sandy
Looking for Covox Info, Brad Stewart, or Don Vaccarino

259. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <6lmskm$5td$1@supernews.com>
Source record: 62221

Hello. Come on now, folks. Nobody even mentioned that the post was a REPEAT. Yes, that same post or one d***similar to it has appeared here before. Surely someone remembers saying to themselves, "MUST SELL? Must hell. Those don't look like 'must sell' prices to me". Come on now, who remembers? Surely someone.

Sincerely,
Jason Whorton

Jason Compton wrote in message <6lmi6g$nl5$1@flood.xnet.com>...
>Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
>: This just has to be Terry, as this is the address and the company he uses.
>: I for one, would never deal with him again.
>
>I know this is Terry. I'm saying that in the court record post, it was a
>fake who replied.
>
>--
>Jason Compton jcompton@xnet.com
>Editor-in-Chief, Amiga Report Magazine VP, Legacy Maker Inc.
>http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/

260. Re: Looking for Covox Info, Brad Stewart, or Don Vaccarino

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: Doug Wheeler <dwheeler@isd.net>
Message-ID: <6ln12b$l6f$1@blackice.winternet.com>
Source record: 62222

I was able to find some information at http://tile.net/vendors/covox.html

Covox, Inc.
Eugene, OR 97402
Sales: 818-446-9932
Tech Support: 818-446-9932
Fax: 818-446- 9842

This data is 4 years old, though.

--Doug

tws wrote in message <357EF2B1.44A28AF1@nccn.net>...
>Hi,
>
>I am researching Covox Inc. (makers of audio products for computers)
>
>I am looking for:
>
>COVOX
>Contact Info,
>Address,
>Telephone number,
>
>Brad Stewart
>Contact Info,
>Address,
>Telephone number,
>
>Don Vaccarino
>Contact Info,
>Address,
>Telephone number,
>
>
>ANY information you could provide me with would be VERY appreciated!
>
>Sincerely,
>Sandy
>Looking for Covox Info, Brad Stewart, or Don Vaccarino
>

261. Re: 4096 Colours?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998061022425200.SAA02334@ladder03.news.aol.com>
Source record: 62223

Was it Bill Kendrick that came up with a routine that would mix colors by alternating the color registers during the vertical blank interrupt, thus allowing 4096 combinations of 64 pseudo-hues and 64 pseudo-luminances?

Bostone1@aol.com

262. Atari 822 printer info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: cdyson@redshift.com
Message-ID: <357f0f70.2310624@news.nowhere.net>
Source record: 62224

Hi all, anybody know where I can get thermal paper for the 822
printer? Just picked one up and would like to try it out.

Thanks,

clarence

263. Re: 4096 Colours?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bd94ca$07e08060$0201010a@g6-300xl>
Source record: 62225

Gareth <garethd_@dial.pipex.com> wrote in article
<6lml16$mg6$1@soap.news.pipex.net>...
> Hmm, I read in a faq - can't remember which one - that Atari 8 bits were
> capable, with special modes, of displaying 4096 colours? Surely this is a
> mistake - 256 was the max wasn't it???

The max colors is 256 colors...the graphic's chip only lets you assemble a
color using 8 bits...there are programs that display more than 256 colors
by flipping pages and turning pixels on & off to simulate more colors...but
they are all based on the limited 8 bit colors.

264. Re: Laser Printer w/8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <357F21C7.5EB50A0A@ix.netcom.com>
Source record: 62226

LWhite6497 wrote:

> Well, the Atari graphics characters do wild things with the HP
> PCL, whereas on the Epson, most just print (harmless) italics.
> For plain text, no problem, but otherwise can start spitting out
> page after page with a few characters on it, etc. Atari word processor printer
> codes would do the same thing, I think.
> The alternative seemed to be to put in an AUTORUN.SYS
> file to download the Epson set to the printer at bootup, although
> I can't say that I recall seeing an Epson set file. Sound workable?
> Thanks,
> Larry

Larry,
Wouldn't it be better to build an HP JP (PCL5) printer driver for AWP or other Atari program? PCL5 code is a bit strange, but does work. We still use dBase III+ at work (we haven't had time to convert to Access or Oracle completely, yet) and had to adjust the basic stuff like Elite, Pica, Condensed and other variations. Pretty simple stuff, actually.
Graphics, and Atari font info nees to be converted or coded on the fly (or buffered and converted) to work under PCL5 to print properly.

265. Re: 4096 Colours?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <357F2593.1193B1AB@ix.netcom.com>
Source record: 62227

Bostone1 wrote:

> Was it Bill Kendrick that came up with a routine that would mix colors by
> alternating the color registers during the vertical blank interrupt, thus
> allowing 4096 combinations of 64 pseudo-hues and 64 pseudo-luminances?
>
> Bostone1@aol.com

All,
No, Not Bill. It was Jeff Potter and the program was Color View. He played with display list interrupts and page flipping and mapping 3- Graphics 9 images in Red, Green and Blue to fake the eye out to view 4096 colors max. on screen. CV is pretty good. I wrote a Basic XL program to print these images on a Star 2420 Rainbow dot matrix printer. Took a while to print a half page picture, (about 1.5 hours) but the results were pretty descent. Someday, I plan to update it (Color Dump 1.03) to Version 2.0 and be able to print to an HP Deskjet and maybe an HP Laserjet 5 Color laser printer. (Similar coding (DJ's use PCL4 and LJs use PCL5 and 6)). BTW, CD1.03 prints in 4 color from the 3 color data file. I generates a black/gray image file OR detects if one already exists in the currect directory. It was/is fully SpartaDOS compatible, too. I believe I posted it on the Umich archive as CDump103.ARC. The file includes the BXL program, an ATASCII listing, variable list, instructions and some sample files.
Anyway, since then, Color Squash View came out which merges the three individual .R, .G. and .B files into one and compresses it into a .RGB file. CSV, decompresses and displayes the image on the fly. Fast too!.

266. Atari Things Wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: blah <doctorx@dallas.net>
Message-ID: <6ln8obhsc1@supernews.com>
Source record: 62228

I am looking for the following.

any bbs software for the 8bit atari or atari ST.

any hacking/phreaking software for the 8bit atari or atari ST.

any messages, newsletters, or cracked games done by the Texas Atarian Pirates (TAP)..

i am also looking for any original atari modems (1030, xm301, sx212, or the acoustic coupler one...)

thanks

allen

267. Re: Atari Things Wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-10 00:00:00 UTC
From: "Stephen M. Stephens" <sstephens@AMERITECH.NET>
Message-ID: <357F3F8C.6753184F@AMERITECH.NET>
Source record: 62229

blah wrote:
>
> I am looking for the following.
>
> any bbs software for the 8bit atari or atari ST.
>
Look at the site below for BBS Express. It's the best one
I've used (8bit or PC) and it's Public Domain.

ftp://closertohome.dyn.ml.org/ftp/pub/Atari_8bit/More_Atari8bit/TELECOM/

268. Anyone remember Hard Hat Willy?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6ln5pb$mg5$1@soap.news.pipex.net>
Source record: 62230

No, not Hard Hat Mack but Hard Hat Willy. Despite sounding like a porno it was in fact a real 8-bit game. Anyone play/remember it?

Also, does anyone know where I can find Hard Hat Mack? I've looked through all of the old Yogi's compilations.

Thanks.

Gareth.
--
(remove _ to reply.)

269. Re: Anyone remember Hard Hat Willy?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6ln66q$n0h$1@soap.news.pipex.net>
Source record: 62231

Woops, just found it at kackerz.com. But anyway, does anyone remember it when it was actually for sale?

Gareth.

270. Re: Anyone remember Hard Hat Willy?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6ln7re$pg5$1@soap.news.pipex.net>
Source record: 62232

Gareth wrote in message <6ln66q$n0h$1@soap.news.pipex.net>...
>Woops, just found it at kackerz.com. But anyway, does anyone remember it
>when it was actually for sale?
>
>Gareth.

I mean hackerz.com - I've got my own thread here! Still, does anyone
remember it in its heydey? ;-)

Gareth.

271. Re: 4096 Colours?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: jdeyoung@vaxxine.com
Message-ID: <357f1931.4338341@news.vaxxine.com>
Source record: 62233

On Wed, 10 Jun 1998 19:58:11 +0100, "Gareth" <garethd_@dial.pipex.com>
wrote:

>Hmm, I read in a faq - can't remember which one - that Atari 8 bits were
>capable, with special modes, of displaying 4096 colours? Surely this is a
>mistake - 256 was the max wasn't it???
>
>Gareth.

There is a program, I think it's called ColorView, or was it Apex,
Can't remember. But it used page flipping to 'create' the effect of
4096 colors, 3 separate pictures flashed quickly. With a little
flickering it produced good quality(for the 8bit)

272. Re: Atari 822 printer info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <1998061101320100.VAA28483@ladder01.news.aol.com>
Source record: 62234

> Hi all, anybody know where I can get thermal paper for the 822
> printer? Just picked one up and would like to try it out.

When I used mine I bought the 8 1/2" wide thermal fax paper and cut it in half.
If you don't mind the rough edge it should work just fine (it did for me
anyway).

273. Re: VGA monitor for 8bit (was Atari 8bit monitor question)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6lnef0$im2$1@dartvax.dartmouth.edu>
Source record: 62235

LWhite6497 writes:

>>What is the picture quality like with one of these, compared to a good
>>monitor with split chroma/luma inputs like a C= 1702?
>>
>Likewise, has anyone tried the S-video input of a modern
>TV-monitor, and how does this compare to the 1702? And
>also, is anyone using the 8-bit with a 1084 (I think) Amiga
>monitor that is sometimes easier to find than a good 1702 (series).
>Larry

I use a 1084. I didn't realize that it was an Amiga monitor; it was a gift from a friend who didn't want to take it back to Hong Kong when he graduated (thanks Kelvin!). I had been using it with composit signals coming from my VCR, to which the Atari's channel 3 signal was routed. Recently, I built a monitor cable for it, and it works great--way clearer than it was with the VCR decoding the signal. I'm still using the composite signal. I've been thinking of making a new cable that will do the split chroma/luma signals, but the current video is so clear that I'm not sure what the point would be.

--PC

--
We're sorry, the .sig you have selected has been deleted or is no longer in service. If you think you have read this .sig in error, please disconnect and try your news reader again. Thank-you.

274. malfunctioning keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: spam@me.not
Message-ID: <357f31c3.20414765@news.uswest.net>
Source record: 62236

I have a 400, and some of the keys aren't working. Specifically, the column that contains 2, W, S, X, and another that seems to contain the Clear, Up-arrow, and the slash/question keys.

Is this fixable? If so, how?

275. Re: Atari 822 printer info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: cdyson@redshift.com
Message-ID: <3580672a.8021034@news.nowhere.net>
Source record: 62237

lenspencer@aol.com (Lenspencer) wrote:

>When I used mine I bought the 8 1/2" wide thermal fax paper and cut it in half.
> If you don't mind the rough edge it should work just fine (it did for me
>anyway).

I never thought of that. I might give it a try..

Thanks

Clarence

276. US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: fripe@my-dejanews.com
Message-ID: <6lo20qkgi1@nnrp1.dejanews.com>
Source record: 62238

Hi,

Something have hapned to my US Doubler ROM circuit, if I change back to the original Atari 1050 ROM then it works, even if I have the FAT ICD inprinted circuit mounted on the MB.
I did try to read the ROM on a EPROM reader but it was blank.
Does anybody have the US Doubler on a BIN file so I could burn my self a new one?

Regards!

Freddie

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

277. Re: Anyone remember Hard Hat Willy?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd9508$fd63e020$12374382@vidar>
Source record: 62239

I have Hard Hat Willy. I think it's a fun game. The graphics and sound are not too exciting, but gameplay is excellent. I played it quite a lot some 10 to 15 years ago

Gareth <garethd_@dial.pipex.com> wrote in article <6ln7re$pg5$1@soap.news.pipex.net>...
>
> Gareth wrote in message <6ln66q$n0h$1@soap.news.pipex.net>...
> >Woops, just found it at kackerz.com. But anyway, does anyone remember it
> >when it was actually for sale?
> >
> >Gareth.
>
>
> I mean hackerz.com - I've got my own thread here! Still, does anyone
> remember it in its heydey? ;-)
>
> Gareth.
>
>
>
>

278. US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: fripe@my-dejanews.com
Message-ID: <6lo1n3$842$1@nnrp2.dejanews.com>
Source record: 62240

Hi,
My 1050 drive with US Doubler is dead.
I changed back to the Atari ROM then it workt, so I read the US Doubler ROM in an EPROM reader, and it's blank.
So I need the BIN file of the US Doubler, do anybody here have it?

Regards!

Freddie

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

279. US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: fripe@my-dejanews.com
Message-ID: <6lo1ll$k91$1@nnrp1.dejanews.com>
Source record: 62241

Hi,
My 1050 drive with US Doubler is dead.
I changed back to the Atari ROM then it workt, so I read the US Doubler ROM in an EPROM reader, and it's blank.
So I need the BIN file of the US Doubler, do anybody here have it?

Regards!

Freddie

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

280. Re: 4096 Colours?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6lo4f2$54n$1@star.cs.vu.nl>
Source record: 62242

jdeyoung@vaxxine.com writes:

>There is a program, I think it's called ColorView, or was it Apex,
>Can't remember. But it used page flipping to 'create' the effect of
>4096 colors, 3 separate pictures flashed quickly. With a little
>flickering it produced good quality(for the 8bit)

A little flickering? Maybe on on an NTSC system, but on PAL it looked
horrible. Only if you turned down the contrast and luminance a lot and
turned off the lights it looked somewhat ok.

--Ivo

281. Re: Beginner needs help with SIO2PC cable and APE!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: "J. Reyes" <fixit@fred.net>
Message-ID: <6lo969$253$1@news2.ispnews.com>
Source record: 62243

My cable is now working fine. I ended up removing everything from the PC board and starting fresh. I had been using several different schematics to wire the cable, but I restarted it using the schematic found in the APE web page. The cable works like a charm, so now all I am doing is exploring APE. I'll have to register APE soon, though, because I love it. It has brought new life to my Ataris!

J.
Steven Posey wrote in message <3577f950.82520399@news.ioa.com>...
>On Thu, 4 Jun 1998 19:09:57 -0500, "J. Reyes" <fixit@fred.net> wrote:
>
>>Is there some tricks or tips to building this cable that I am overlooking?
>>Does anybody have a tutorial that step by step tells you how to set up APE
>>(The instructions included are not exactly user friendly). I should
mention
>>that I have a college degree in electronics so I have double checked the
>>cable I built and as far as voltages, continuity and pinouts, everything's
>>hooked up right, so I would appreciate input other than "... are your
wires
>>hooked up right?". I have checked all the obvious things.
>>
>>Any ideas?!?
>
>I also know quite a bit about electronics, so please don't be offended by
this
>question: Are you SURE you have the correct pinouts on the SIO end of the
>cable?
>
>If you have a 130XE, the manual shows you the pinouts for the SIO port on
the
>Atari. Unfortunately, they aren't numbered consecutively, which can lead
to a
>major headache. This was my number one problem with getting the wiring
right.
>If you need the diagram, please let me know, and I'll try to scan it in for
you.
>
>I use SIO2PC myself, and I had a few software problems that might be worth
>mentioning. The first problem is that you can't run SIO emulation in
Windows,
>especially on a 486DX4 100Mhz (that's the same machine I use for this, so I
>know). You didn't say whether you were trying to run APE in Windows or
not, but
>definitely DON'T. The SIO port on the Atari has very critical timing, and

>multitasking OS's wreck this timing, so boot to DOS for sure (of course,
that
>ruins your long file name stuff). The other thing that may be a factor is
your
>COM port. If you set your port to 1 and it didn't work, try setting it to
3.
>Likewise, if it's set to 2, try it on 4, and vice versa. Sometimes the
system
>BIOS reads the COM ports differently than Windows sees them, and I've seen
cases
>where a P-n-P modem is read on COM3 in Windows when the BIOS knows it's on
COM1.
>Serial ports can have the same problem. (BTW: I'm not making this up, I'm a
>network administrator, so I've seen this phenomenon first hand).
>
>Another note: You may want to get one of the Atari emulators for the PC to
test
>your .ATR files. Once you know they're good, that rules out a file
problem.
>
>Good luck, and happy 8-bitting!
>Steven

282. Re: US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.98Jun11115613@co.umist.ac.uk>
Source record: 62244

```
In article <6lo1ll$k91$1@nnrp1.dejanews.com> fripe@my-dejanews.com writes:
> Hi,
> My 1050 drive with US Doubler is dead.
> So I need the BIN file of the US Doubler, do anybody here have it?

There's a copy of it at http://www.trideja.com/ryan/8bit/
--
--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
```

283. Re: Anyone remember Hard Hat Willy?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <357fc24b.940209@207.97.159.250>
Source record: 62245

On Thu, 11 Jun 1998 00:44:29 +0100, "Gareth" <garethd_@dial.pipex.com>
wrote:

>No, not Hard Hat Mack but Hard Hat Willy. Despite sounding like a porno it
>was in fact a real 8-bit game. Anyone play/remember it?
>
>Also, does anyone know where I can find Hard Hat Mack? I've looked through
>all of the old Yogi's compilations.
>

Hard Hat Mack is on games001 or games002.....

yogi

284. Re: Beginner needs help with SIO2PC cable and APE!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: luis <luis@insc.net>
Message-ID: <3577d546.0@unix1.insc.net>
Source record: 62246

Check to see if the 1489 chip gets hot . If it does most likely you put the SIO end wrong this is the most common mistake.

Remenber the pinn out is as if you were looking athe the computer not the cable.

Luis R. Pena

J. Reyes wrote in message <6l79g6jrm1@news12.ispnews.com>...
>I just downloaded the APE shareware program and installed it on my 486DX4
>100 MHZ PC. Using the schematics provided at the APE web site I built a
>cable, checked the connections and the pinouts with my DVM and everything
>checked out, at least the physical connections on the cable.
>
>I am running APE, configured the COM port, set it to 1 chip version. Then I
>try to find the ATR file the APE documentation claims is included, but it's
>not there. I load up a PRO file on my APE drive 1 and connect both
computers
>and power up and absolutley nothing happens.
>
>Is there some tricks or tips to building this cable that I am overlooking?
>Does anybody have a tutorial that step by step tells you how to set up APE
>(The instructions included are not exactly user friendly). I should mention
>that I have a college degree in electronics so I have double checked the
>cable I built and as far as voltages, continuity and pinouts, everything's
>hooked up right, so I would appreciate input other than "... are your wires
>hooked up right?". I have checked all the obvious things.
>
>Any ideas?!?
>
>Thanks for any help you guys (and/or gals) can provide!
>
>J.
>
>
>

285. Re: malfunctioning keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998061114443201.KAA14388@ladder03.news.aol.com>
Source record: 62247

If you can't fix it, B&C sells replacement membrane keyboards for Atari 400.
Their number is (530)295-9270 and www.myatari.com is the web page.

Bostone1@aol.com

286. FS: Atari Books and Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: ED <eric@ttrout.ecology.uga.edu>
Message-ID: <35801982.599609B3@ttrout.ecology.uga.edu>
Source record: 62248

Mapping the Atari, by Ian Chadwick (A Compute! Book Publication) - $3

Computes First Book of Atari by the Editors of Compute! - $3

User's Handbook to the Atari 400/800 Computers - .99 cents

40 More Great Flight Simulator Adventures - $3

CP/M DataBase Managment Systems - .99 cents

Atari Basic for the 400/800 - $3

I also have the following software:

Hacker - $5

Flight Simulator by Sublogic - $5 (with manuals and original box)

Atari Writer Plus - $5 (With manual)

Thanks for the interest
buyer pays shipping.

287. FS: Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: ED <eric@ttrout.ecology.uga.edu>
Message-ID: <35801919.F97062F7@ttrout.ecology.uga.edu>
Source record: 62249

Hello Atari Enthusiast,

Shipping is not included in these prices, once we have a deal I will go to the Post Office and let you know how much to ship.

Atari 600xl - $15.00
(modified, self installed, new ram chip that brings the machine up to a 64k ram, same as a 800xl I think, keyboard sticks a little but I feel that all the keys can be restored.)

XDM 121 Printer - $10.00
(still works great, letter quality printer, looks like your stuff went through a typewriter, old printer cartridge ribbon but printer works great)

Standard tape drive - $5.00
(Hey what can I say? If you have used em most likely you have cussed at them! This one works fine but has been cussed at.)

All equipment will come with everything needed to make it work and hook up to your Atari or mine. Please respond via email as well as to this list. Thanks for keeping the Atari alive.

ED
eric@ttrout.ecology.uga.edu

288. Re: Looking for Covox Info, Brad Stewart, or Don Vaccarino

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: tws <adoyson@nccn.net>
Message-ID: <35800151.AAF19DE9@nccn.net>
Source record: 62250

please send replies to adoyson@nccn.net

Was there an Atari version of any of the Covox audio products?

Doug Wheeler wrote:

> I was able to find some information at http://tile.net/vendors/covox.html
>
> Covox, Inc.
> Eugene, OR 97402
> Sales: 818-446-9932
> Tech Support: 818-446-9932
> Fax: 818-446- 9842
>
> This data is 4 years old, though.
>
> --Doug
>
> tws wrote in message <357EF2B1.44A28AF1@nccn.net>...
> >Hi,
> >
> >I am researching Covox Inc. (makers of audio products for computers)
> >
> >I am looking for:
> >
> >COVOX
> >Contact Info,
> >Address,
> >Telephone number,
> >
> >Brad Stewart
> >Contact Info,
> >Address,
> >Telephone number,
> >
> >Don Vaccarino
> >Contact Info,
> >Address,
> >Telephone number,
> >
> >
> >ANY information you could provide me with would be VERY appreciated!
> >
> >Sincerely,
> >Sandy

> >Looking for Covox Info, Brad Stewart, or Don Vaccarino
> >

289. ESS drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: Wes Hinsley <wes-at-wctzzz@zzz.geocities.com>
Message-ID: <357FEF07.41C67EA6@zzz.geocities.com>
Source record: 62251

Hiya!

Whoever it was needed drivers for the ESS sound card, try downloading:

www.doc.ic.ac.uk/~wrh1/ESS.ZIP - it's get text files and things to show
how to get it working inside.

They should help when you're in native DOS mode, with Win95. Hope that
helps a lot! Let me know if it works!

--
%%%%%%%%%%%
Wes =:-)

290. Don Langford

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1106981242580001@macmcurrent.library.carleton.edu>
Source record: 62252

The following is a short excerpt from the June 1998 SPACE Newsletter:

On Thursday, June 4th, we lost a very dedicated ATARI Club Member and current President. Don Langford passed away due to a Blood Clot and his loss is going to be hard to digest for sometime to come. Our Prayers and condolences go out to his family.

Thank You Don for that part of your life you shared with us.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

291. Re: VGA monitor for 8bit (was Atari 8bit monitor question)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <35802850.5324695@news2.ibm.net>
Source record: 62253

On 10 Jun 1998 15:06:07 GMT bostone1@aol.com (Bostone1) wrote:

>I've used my Atari with my Amiga monitor and my only complaint is that it
>doesn't "artifact" when a game needs it too.

It sounds as if you are using a chroma/luma hookup. The lack of
artifacting is a feature of the separated chroma/luma hookup, and is
not unique to the Amiga monitor (i.e., you would get the same effect
using a chroma/luma hookup on a 1702).

==========
lmcclure@ibm.net

292. Re: 4096 Colours?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bd9577$95dd5840$0201010a@g6-300xl>
Source record: 62254

Ivo van Poorten <ipoorten@cs.vu.nl> wrote in article
<6lo4f2$54n$1@star.cs.vu.nl>...
> jdeyoung@vaxxine.com writes:
>
> A little flickering? Maybe on on an NTSC system, but on PAL it looked
> _horrible_. Only if you turned down the contrast and luminance a lot and
> turned off the lights it looked somewhat ok.
>

It looked horrible on NTSC too...flipping two pages causes noticeable
flicker...which is ok for games & graphics programs, but unusable for
anything serious...flipping 3 pages will drive you nuts.

293. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_897570017@rtfm.mit.edu>
Source record: 62255
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm
```

294. 1025/ 1029 printers?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: Graeme Fenwick <gfenwick@BYESPAMprimex.co.uk>
Message-ID: <3580477b.0@scooby.nildram.co.uk>
Source record: 62256

I thought about this a while back, but it kind of slipped my mind...

Where was the 1025 dot-matrix printer sold? - it was advertised in the UK press as part of the 600XL range, but I don't ever recall it being sold here. What *was* sold was the 1029, which wasn't available in America apparently- because of this, and the fact it had a nonstandard 7 pins, only custom software supported it. They must have been fairly different printers, but why did Atari do this?

BTW, I thought the 1025 looked like an 800 series peripheral rebadged to go with the XL series- all those curves...

Graeme Fenwick - gfenwickBYESPAM@primex.co.uk
(Remove "BYEPSAM" from address when
replying by mail- this is for reducing Spam)
---

295. Re: VGA monitor for 8bit (was Atari 8bit monitor question)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: Graeme Fenwick <gfenwick@BYESPAMprimex.co.uk>
Message-ID: <358057cd.0@scooby.nildram.co.uk>
Source record: 62257

```
Lonnie McClure wrote in message <35802850.5324695@news2.ibm.net>...
>On 10 Jun 1998 15:06:07 GMT bostone1@aol.com (Bostone1) wrote:
>
>>I've used my Atari with my Amiga monitor and my only complaint is that it
>>doesn't "artifact" when a game needs it too.
>
>It sounds as if you are using a chroma/luma hookup. The lack of
>artifacting is a feature of the separated chroma/luma hookup, and is
>not unique to the Amiga monitor (i.e., you would get the same effect
>using a chroma/luma hookup on a 1702).

Join the club- the PAL Atari users club that is. NTSC artifacting doesn't do
much on PAL
Ataris, it just looks like a load of stupid stripes. I wish American
programmers had taken this
into account when they wrote their games- we've had this stuff for *years*!
BTW, you *can* artifact with PAL, but the shading schemes are totally
different, and you have to adjust it first...

-Graeme Fenwick
```

296. Atari software & hardware sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: atari400@ehrich.com
Message-ID: <EoZf1.78$34.1356355@news2.voicenet.com>
Source record: 62258

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists for the PC, Amiga, Vic20 C64, TI, COCO
Video Games, Music CD's, Books on Tape, Computer Courses,
and the latest Atari list.

http://www.voicenet.com/~generic

297. Re: 4096 Colours?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <358069D9.B80F3D7B@ix.netcom.com>
Source record: 62259

Ivo van Poorten wrote:

> jdeyoung@vaxxine.com writes:
>
> >There is a program, I think it's called ColorView, or was it Apex,
> >Can't remember. But it used page flipping to 'create' the effect of
> >4096 colors, 3 separate pictures flashed quickly. With a little
> >flickering it produced good quality(for the 8bit)
>
> A little flickering? Maybe on on an NTSC system, but on PAL it looked
> _horrible_. Only if you turned down the contrast and luminance a lot and
> turned off the lights it looked somewhat ok.
>
> --Ivo

Ivo,
Heh... Jeff designed it around the NTSC system, being from Florida, USA. There is flicker, but the results are actually rather impressive for an 8-bit machine. When CV came out, PCs were only doing 16 colors (256 if you could get a really good video card). The Amiga was the only one that could actually do real 4096 colors, at that time.

298. Re: 4096 Colours?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-11 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <6lq57r$6ag@bgtnsc02.worldnet.att.net>
Source record: 62260

Robert S Ely wrote:

> Ivo,
> Heh... Jeff designed it around the NTSC system, being from Florida, USA.
> There is flicker, but the results are actually rather impressive for an
> 8-bit machine. When CV came out, PCs were only doing 16 colors (256 if you
> could get a really good video card). The Amiga was the only one that could
> actually do real 4096 colors, at that time.

Yes, I'm still checking this newsgroup.

COLORVIEW did manage to simulate 4096 colors by alternating 3 screens, but tried to limit the flashing to alternate lines. It could also do 64 or 8 colors with more horizontal resolution.

Jeff Potter

299. Miner 2049er Q U E S T I O N . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998061202021200.WAA02674@ladder03.news.aol.com>
Source record: 62261

I want to know which version of Miner 2049er came first. The Atari 400/800 or the 2600 version. I believe the 400/800 version came first because that's how I remember it and it doesn't seem logical to me that the watered-down 2600 version would be the basis for the brilliant 400/800 version. The reason I'm asking is because the editor at www.ultragp.com claims Miner 2049er for the 2600 was the first platform game. (His name is Jaz, and the website is for the now defunct Ultra Game Players magazine.) I wrote in because I thought that the first platform game was Hard Hat Mack by Electronic Arts. Even if I'm wrong, I don't believe the 2600 version of Miner 2049er came before the 400/800 version. So who's right? Which game came first? Miner 2049er or Hard Hat Mack? If it was Miner 2049er, which version came first...the 2600 or the 400/800?

-Scott Wozniak

300. Looking for Atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: SRipkowski@my-dejanews.com
Message-ID: <6lq4la$ip0$1@nnrp1.dejanews.com>
Source record: 62262

If you are looking for Atari 8 bit equipment, see this eBay auction. If you're not a member, sign-up is easy and free...

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=16802745

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

301. Re: Miner 2049er Q U E S T I O N . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bd95b9$01d88f60$0201010a@g6-300xl>
Source record: 62263

Miner 2049er first appeared for Atari 400/800...I remember because the atari magazines like ANALOG and ANTIC made a big deal about it. The programmer (I forget his name) was an Apple programmer and when they were going to introduce the Atari game, everyone was expecting some cheezy watered down game that looked more like an Apple game than something that took advantage of the Atari computers. Anyway, they were surprised and the rest is history.

Swozniak <swozniak@aol.com> wrote in article
<1998061202021200.WAA02674@ladder03.news.aol.com>...
> I want to know which version of Miner 2049er came first. The Atari
400/800 or
> the 2600 version. I believe the 400/800 version came first because that's
how I
> remember it and it doesn't seem logical to me that the watered-down 2600
> version would be the basis for the brilliant 400/800 version. The reason
I'm
> asking is because the editor at www.ultragp.com claims Miner 2049er for
the
> 2600 was the first platform game. (His name is Jaz, and the website is
for the
> now defunct Ultra Game Players magazine.) I wrote in because I thought
that
> the first platform game was Hard Hat Mack by Electronic Arts. Even if
I'm
> wrong, I don't believe the 2600 version of Miner 2049er came before the
400/800
> version. So who's right? Which game came first? Miner 2049er or Hard
Hat
> Mack? If it was Miner 2049er, which version came first...the 2600 or the
> 400/800?
>
> -Scott Wozniak
>
>

302. Temple of Apshai

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <3580B525.6F00@pilot.msu.edu>
Source record: 62264

I'm looking for Temple of Apshai for the Atari 800 on TAPE! If you have
a copy for sale\trade let me know.

-Tempest

reicher6@pilot.msu.edu

303. Atari 800 Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <3580B4EA.27A4@pilot.msu.edu>
Source record: 62265

I have a cart for the Atari 400/800 called Assembler editor. What version of Assembly is this and where can I find something on how to program in it? I'm learning Sparc Assembly but its just not the same.

-Tempest

304. FS: SIO2PC APE cables CHEAP!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6lqmvggip1@korweta.task.gda.pl>
Source record: 62266
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

Check it out or contact me directly:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=17254262

j131
webmaster@cbmpan.gdynia.pl

305. Re: Atari 800 Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EuFKvF.F6r@cix.compulink.co.uk>
Source record: 62267

In article <3580B4EA.27A4@pilot.msu.edu>, reicher6@pilot.msu.edu (Tempest)
wrote:

> I have a cart for the Atari 400/800 called Assembler editor. What
> version of Assembly is this and where can I find something on how to
> program in it? I'm learning Sparc Assembly but its just not the same.
Well, obviously it isn't the same! It's 6502 ASM. You'll also need to know
a lot about the 8bit's architecture to do anything in ASM for it.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

306. Re: Miner 2049er Q U E S T I O N . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd95e5$0a685120$be374382@vidar>
Source record: 62268

The man's behind it, was Bill Hogue. The Bounty Bob Strikes Back cart was totally awesome. Still, Scraper Caper (or something) is missing. Was it made ?

Silver Surfer <SilverSurfer@HalleBoppe.com> wrote in article <01bd95b9$01d88f60$0201010a@g6-300xl>...
> Miner 2049er first appeared for Atari 400/800...I remember because the
> atari magazines like ANALOG and ANTIC made a big deal about it. The
> programmer (I forget his name) was an Apple programmer and when they were
> going to introduce the Atari game, everyone was expecting some cheezy
> watered down game that looked more like an Apple game than something that
> took advantage of the Atari computers. Anyway, they were surprised and
the
> rest is history.
>
>
>
> Swozniak <swozniak@aol.com> wrote in article
> <1998061202021200.WAA02674@ladder03.news.aol.com>...
> > I want to know which version of Miner 2049er came first. The Atari
> 400/800 or
> > the 2600 version. I believe the 400/800 version came first because
that's
> how I
> > remember it and it doesn't seem logical to me that the watered-down
2600
> > version would be the basis for the brilliant 400/800 version. The
reason
> I'm
> > asking is because the editor at www.ultragp.com claims Miner 2049er for
> the
> > 2600 was the first platform game. (His name is Jaz, and the website is
> for the
> > now defunct Ultra Game Players magazine.) I wrote in because I thought
> that
> > the first platform game was Hard Hat Mack by Electronic Arts. Even if
> I'm
> > wrong, I don't believe the 2600 version of Miner 2049er came before the
> 400/800
> > version. So who's right? Which game came first? Miner 2049er or Hard
> Hat
> > Mack? If it was Miner 2049er, which version came first...the 2600 or
the
> > 400/800?

> >
> > -Scott Wozniak
> >
> >
>

307. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: LSDemon <screwyou@fuck-you.spammer.com>
Message-ID: <01bd95ed$97264f60$6e40ae98@main>
Source record: 62269
Cross-posted to: alt.fan.traci-lords,comp.sys.atari.8bit

> Does the word "crosspost" mean anything to you?

Yes. But I guess it means nothing to you!

308. Wanted Wizards Crown

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: Richard Mauren <silvadel@eclipse.net>
Message-ID: <3581253A.E55713C6@eclipse.net>
Source record: 62270

Since I now have eternal dagger for the 8-bit, I now need the much easier to find game Wizards Crown. In this case I can even use a copy of the original disks because I own the game for the PC.

309. Re: Looking for Atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <6lqqgp$m1l$1@supernews.com>
Source record: 62271

Ebay in disguise, doon, de doon, doon, thatsa what you are, are, are.

Sincerely,
Jason Whorton

SRipkowski@my-dejanews.com wrote in message
<6lq4la$ip0$1@nnrp1.dejanews.com>...
>If you are looking for Atari 8 bit equipment, see this eBay auction. If
>you're not a member, sign-up is easy and free...
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=1680
2745
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

310. Re: Miner 2049er Q U E S T I O N . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.897666571@manatee>
Source record: 62272

swozniak@aol.com (Swozniak) writes:

>I want to know which version of Miner 2049er came first. The Atari 400/800 or
>the 2600 version. I believe the 400/800 version came first because that's how I
>remember it and it doesn't seem logical to me that the watered-down 2600
>version would be the basis for the brilliant 400/800 version. The reason I'm
>asking is because the editor at www.ultragp.com claims Miner 2049er for the
>2600 was the first platform game. (His name is Jaz, and the website is for the

First platform for the 2600, or first platform game ever?

>now defunct Ultra Game Players magazine.) I wrote in because I thought that
>the first platform game was Hard Hat Mack by Electronic Arts. Even if I'm

Didn't Donkey Kong precede even Hard Hat Mack?

>wrong, I don't believe the 2600 version of Miner 2049er came before the 400/800
>version. So who's right? Which game came first? Miner 2049er or Hard Hat
>Mack? If it was Miner 2049er, which version came first...the 2600 or the
>400/800?

The 400/800 version definitely came first.

Mario


```
*********************************************************
* ____ ____ ___ *
* __/\__ Mario D'Alessio ((oo)) //oo\\ /o o\ *
* \RUSH/ dalessio@cig.mot.com \__/ \__/ \_O_/ *
* |/\| Work: (847) 632-2323 Moe Larry Curly *
* 9am to 6pm Central Time *
* *
*********************************************************
```

311. Re: Atari 800 Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: GMenke <nospam@erols.com>
Message-ID: <01bd961f$cbf38a50$64646464@gregm_pc>
Source record: 62273

The 6502 and Asm/Ed cart is a great way to learn the basic concepts.
Frankly I suspect it might be more instructive to learn on "little"
processors before getting fancy.

Gregm

--
==========
To reply via email, please replace NOSPAM with MENKESJG. Thanks.
==========

"Iain Laskey" <ilaskey@cix.compulink.co.uk> wrote in article
<EuFKvF.F6r@cix.compulink.co.uk>...
> In article <3580B4EA.27A4@pilot.msu.edu>, reicher6@pilot.msu.edu
(Tempest)
> wrote:
>
> > I have a cart for the Atari 400/800 called Assembler editor. What
> > version of Assembly is this and where can I find something on how to
> > program in it? I'm learning Sparc Assembly but its just not the same.
> Well, obviously it isn't the same! It's 6502 ASM. You'll also need to
know
> a lot about the 8bit's architecture to do anything in ASM for it.
>
> **
> * Iain R Laskey * ilaskey@cix.compulink.co.uk *
> **
> * Analyst Programmer/ Freelance IT writer *
> **
>

312. Re: Atari 800 Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6lrn6r$k8h$1@pale-rider.INS.CWRU.Edu>
Source record: 62274

(Somebody wants to use Assembler Editor)
Right. http://www.en.com/users/russg
Goto INFO directory and download ASMED.TXT.
That might help some. But then, somebody mentions, you need
the 'Mapping the Atari' probably. There is other web
sources for the OS locations and how to do assembler.
I mostly use ASMED for little stuff to put into
BASIC or ACTION! proggys.
Like I say, there are other places (web sites) with
probably better sources of info.
I can think of Ben Smith for the 'Mapping the Atari'
, I think he has it.
Good Luck and drop me a note. My site. I don't know
if it is working, actually. I have no hit counter
or other means of knowing if it is working other
than looking at it myself, so drop me a line if
you go there and get a chance.

313. Re: Is there a utility to read Apple II 5.25 diskettes?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: tws <adoyson@nccn.net>
Message-ID: <3581634F.F49515F4@nccn.net>
Source record: 62275

Send your disks to me. I have a real apple II, and the ability to
transfer filese to my IBM.

For $5 or so, I'll email you your files.

adoyson@nccn.net

Old Geezer wrote:

> A friend has a dying Franklin with a lot of speaches, papers, etc,
> that need to be saved if possible. I can transfer from Atari to IBM
> but cannot read the Apple II diskettes in the IBM (UART vs Z80).
> Can the Atari read the Apple format diskette?
>
> Is it possible to capture the characters from the printer port (ie,
> simulate a printer on the Apple port)? The Franklin doesn't have a
> serial port.
>
> I have been searching for about six months to locate information on
> transfering directly to the IBM. This seems to be a loosing battle.
>
> Thanks!!

314. Re: Miner 2049er Q U E S T I O N . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6lrsnu$4ko$1@soap.news.pipex.net>
Source record: 62276

Vidar "Hawk" Olavesen wrote in message <01bd95e5$0a685120$be374382@vidar>...
>The man's behind it, was Bill Hogue.

I thought someone with the name Cohen was the main prog?

Gareth.

315. Re: Miner 2049er Q U E S T I O N . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd9633$369561e0$cf374382@vidar>
Source record: 62277

Miner 2049'er and Bounty Bob was by Bill Hogue, I am pretty sure of it, but correct me if I am wrong.

Gareth <garethd_@dial.pipex.com> wrote in article
<6lrsnu$4ko$1@soap.news.pipex.net>...
>
> Vidar "Hawk" Olavesen wrote in message
<01bd95e5$0a685120$be374382@vidar>...
> >The man's behind it, was Bill Hogue.
>
> I thought someone with the name Cohen was the main prog?
>
> Gareth.
>
>
>
>

316. Auction for a great condition 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: rwiggum1@aol.com
Message-ID: <1998061219172800.PAA25339@ladder01.news.aol.com>
Source record: 62278

ok people auction for an 800xl, cheaper than everyone else. no box, or controllers, just the system. e-mail me at rwiggum1@aol.com for more information. i will pay shipping if price gets high enough. drop me a line.

rwiggum1@aol.com

317. Re: Miner 2049er Q U E S T I O N . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: Nickolas Marentes <nickm@launch.net.au>
Message-ID: <01bd9637$d293a120$18fa25cb@qmnmaren>
Source record: 62279

I think you are all wrong.

Bill Hogue of Big Five Software designed and wrote the Atari 400/800 version. He was a TRS-80 Model 1 programmer before he moved to the Atari.

The Apple II version of Miner 2049'er came out first only because of a last minute bug found in the Atari version.

I'm not sure of the Atari 2600 version but I know it did come out early in the piece. I'm not sure if it came out before or after the Atari 400/800 version.

Anyone know where I can find the TI/994A and IBM PC version of this classic game?

Nick

318. Re: Miner 2049er Q U E S T I O N . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: Graham Thornton <nero@chicagonet.net>
Message-ID: <01bd963e$5ebc9d40$b0f7c9c7@cct-w95-gtho>
Source record: 62280

Gareth <garethd_@dial.pipex.com> wrote in article
<6lrsnu$4ko$1@soap.news.pipex.net>...
>
> Vidar "Hawk" Olavesen wrote in message
<01bd95e5$0a685120$be374382@vidar>...
> >The man's behind it, was Bill Hogue.
>
> I thought someone with the name Cohen was the main prog?
>
> Gareth.
>
>
>
>

Are you thinking of Frank Cohen? - he did a number of Atari games including
"Beer Belly Bert's Brew Biz".

Miner 2049'er and Bounty Bob Strikes Back were both done by Bill Hogue
AFAIK,
and Miner was announced first for the 400/800. The magazine ads at the time
promoted it as "an original Atari game - NOT an Apple conversion".

Later it was ported to a number of systems, including the TI-99/4A and
VIC-20.

I believe it also inspired the Sinclair Spectrum game "Manic Miner", the
sequel to which was "Jet Set Willy", which was later ported back to the
Atari!.

Graham.

319. Re: Miner 2049er Q U E S T I O N . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <6ls7igora1@nnrp1.dejanews.com>
Source record: 62281

In article <1998061202021200.WAA02674@ladder03.news.aol.com>,
swozniak@aol.com (Swozniak) wrote:
>
> I want to know which version of Miner 2049er came first. The Atari 400/800 or
> the 2600 version. I believe the 400/800 version came first because that's how I

400/800 version definitely came out first.

> The reason I'm asking is because the editor at www.ultragp.com claims Miner
> 2049er for the 2600 was the first platform game. (His name is Jaz, and the website
> is for the now defunct Ultra Game Players magazine.)

That pretty much explains why Ultra Game Players is now defunct. The first
platform game ever was an arcade game called Space Panic (ported to home
computers as Apple Panic).

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today!
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
"Where do you want to play Atari today?"

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

320. Re: Atari-bot upgrading

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <3581b9c1.0@news2.uswest.net>
Source record: 62282

The other messages expired but I have another question. How do I know when the computer is done with the data frame? The tech. manual says something about fixed length but I'm just not sure.

Thanks,

Patrick Robbins
Probb26666@usa.net

321. Atari 130XE For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-12 00:00:00 UTC
From: DAMIR <DAMIR@prodigy.net>
Message-ID: <3581DAE0.58C2@prodigy.net>
Source record: 62283

Due to lack of space I am selling my Atari 130XE system.

This is very clean system in excellent condition.
It includes following:

-Atari 130XE with power supply, TV switch cable, manuals (all in
original box)
-Video cable
-2x Atari 1050 floppy drive with power supply, cable, and manual
-Atari XDM121 matrix printer
-Spare (working) motherboard with shielding for Atari 130XE
-Joystick
-Books (Atari Basic Tutorial and Advanced Atari Basic Tutorial)
-Software (30 floppy disks)

This system is in perfect working condition. It also looks great with no
scratches or other marks. The original box is also in perfect condition,
so this system is ideal as a collector's item. For the whole system I am
asking $65 US. Shipping is not included in the above price. C.O.D. is
available.

Damir Dardagan
23650 Denton Apt# 104-I
Clinton Twsp., MI 48036
e-mail: DAMIR@prodigy.net

322. Re: Miner 2049er Q U E S T I O N . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-13 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6lsdmj$9dq$1@flex.london.pipex.net>
Source record: 62085

halliwee@ts436.dyess.af.mil wrote in message
<6ls7igora1@nnrp1.dejanews.com>...
>In article <1998061202021200.WAA02674@ladder03.news.aol.com>,
> swozniak@aol.com (Swozniak) wrote:
>>
>> I want to know which version of Miner 2049er came first. The Atari
400/800 or
>> the 2600 version. I believe the 400/800 version came first because that's
how I
>
>400/800 version definitely came out first.
>
>> The reason I'm asking is because the editor at www.ultragp.com claims
Miner
>> 2049er for the 2600 was the first platform game. (His name is Jaz, and
the website
>> is for the now defunct Ultra Game Players magazine.)
>
>That pretty much explains why Ultra Game Players is now defunct. The first
>platform game ever was an arcade game called Space Panic (ported to home
>computers as Apple Panic).
>

Don't know about that. Correct me if I'm wrong but there was a whole bunch
of *very* early Vic-20 platform games: Wacky Waiters for example (Imagine
UK?) Space Panic does seem to be the first but surely such a bad (and
difficult) game can't be allowed to claim *that* mantle?

Gareth.

323. XF551 with two drives?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-13 00:00:00 UTC
From: fripe@my-dejanews.com
Message-ID: <6lshheaef1@nnrp1.dejanews.com>
Source record: 62086

Hi,

I have read a lot about the 3 1/2" upgrade for the XF551..
Thanks to Bob Woolley for sharing it with us!!

I have had a little look inside the XF551 and thinking of the
possibility to use it with two drives.
As far as I can se it only uses DISK ID0 pin 10,
And not ID1 pin 12 ID2 pin 14 and ID3 pin 6.

But is it a possibility anyway to conect another drive to the XF551
controller? With a slite wiring modification?

Can the software written for the XF551 handle it?

Regards!

Freddie

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

324. Wanted: Mar Tesoro

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-13 00:00:00 UTC
From: rosborn@geocities.com
Message-ID: <3581d868.2373292@news.mindspring.com>
Source record: 62087

Wanted: Mar Tesoro

I've been looking for this game for nearly 10 years now without
luck. I'll take a copy or anything. I just would like to see it
again, as it used to be one of my favorites. An ATR image would be
fine as well.
In case the name doesn't ring a bell, this was a treasure diving
game. You had to rent diving equipment and a boat then sail out and
dive to find riches. I'm pretty sure it was written in BASIC. I've
been told it was advertised in the first issue of Antic (maybe on one
of the covers).
Please contact me if you can help in any way. Thanks.

--
Ryan Osborn - rosborn@geocities.com
I use my Geocities mail account to route Spam from my permanent address.
My permanent address will be made available during personal transactions.

325. Re: Atari-bot upgrading

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-13 00:00:00 UTC
From: GMenke <nospam@erols.com>
Message-ID: <01bd968f$bf964cf0$64646464@gregm_pc>
Source record: 62088

The answer depends upon which device you are talking to- more precisely the device handler you send data thru imposes both timing constraints and data frame size. The frames are fixed length for each device because there is no provision in the protocol to transmit the data frame length. That doesn't mean all data frames are the same size- just that each device has a specific size.

The operating system manual (CO16555) indicates the maximum delay between the receipt and ack of a command and its response (data or complete) is 255 seconds. The actual timeout is set by the device handler when it submits the command/data frame to SIO. Unfortunately the manual doesn't indicate what the timeouts are for any of the devices.

When the Atari sends a command, your device responds first with ack- indicating a valid command. It then can consume up to 255 seconds- or the timeout set by the driver, whichever is least. Once the command is "done", the device transmits complete and then the data frame back to the Atari.

When the Atari sends a command with data frame, the command is ack'ed as above, then the data frame is received. Once received, it is ack'ed as well. Then your device can process for the 255 sec/driver timeout interval- and then transmit complete.

The Atari appears touchy with respect to timing between transmissions and receipts. The OS manual above indicates some values, but my experience doesn't match (could be bugs in my code- its hard to say yet). You might consider starting with a 1 or 2 ms delay between transmissions/receipts. The SIO UART only has a 1 character receive buffer, so its pretty easy to overwhelm it.

Regards,

Gregm

==========
To reply via email, please replace NOSPAM with MENKESJG. Thanks.
==========

Patrick Robbins <Probb26666@usa.net> wrote in article
<3581b9c1.0@news2.uswest.net>...
> The other messages expired but I have another question. How do I know
when
> the computer is done with the data frame? The tech. manual says
something
> about fixed length but I'm just not sure.
>
> Thanks,

>
> Patrick Robbins
> Probb26666@usa.net
>
>
>

326. Re: Miner 2049er Q U E S T I O N . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-13 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd96b1$fb8c5de0$bf374382@vidar>
Source record: 62089

Well, even if the Atari version of Jet Set Willy is shit, the music is absolutely brilliant.

327. Universal Hero (Patched)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-13 00:00:00 UTC
From: Mark Keates <Mark@mkeates.force9.co.uk>
Message-ID: <01bd96b4$8f979e80$02010171@iss>
Source record: 62090

I've dug out my old disks and transfered them using my ST and the QTU (Quick Transfer Utility) that comes with the XFormer emulator. The QTU program only seems to go upto 96K (or 720 sector disks). Does anyone have a program that goes higher? Or are there any better PC programs that can use the Xformer Cable to read a 1050 drive?

Anyway, now uploaded to ftp.hackerz.com are:

8-BIT ATARI SELECTION DISKS

sel01a - Draconus, Rainbow Walker
sel01b - Universal Hero, Ninja Master
sel06a - Spellbound, Ninja Mission
sel06b - Grand Prix Simulator, The Last V8

These were simply straight tape to disk conversions with no compression, basically just my favourite games done so that I didn't have to wait so long for them to load. Most of these were multi-stage loaders and hence the need to write my own loader. The only exception was disk3 which uses a MultiBoot XL menu which was great for one part exes.

I have a few more images that I can upload but as these games are probably already available this may not be worthwhile (for most these I need the better transfer program):

sel02a - Leaderboard, International Karate
sel02b - Space Hawk, Mousetrap, Zybex
sel03b - Tron, Swat, Hover Bover, Despatch Rider, Alien Swarm, Jawbreaker
sel08a - Feud, Colony, Milk Race
sel10a - (Silicon Dreams) Snowball, Return To Eden, Worm In Paradise
sel10b - Jet Set Willy, Who Dares Wins II, Dizzy Dice
sel12 - Mountain Bike Sim, Cosmic Pirate

(Leaderboard also still requires the joystick key to play and so requires a little hacking to remove the check :-)

The missing disk numbers correspond to disks that now seem to have bad sectors:

sel03a - Colossal Adventure, Forbidden Forest, Eastern Front, Caverns of Khafka, Kid Grid, Galactic Chase
sel04a - Pro Golf (Sunningdale + Pebble Beach), Star Wars (Domark)
sel04b - Ghostbusters, Footballer of the Year
sel05 - was actually just Turbo Basic + some work
sel07a - 180 (Darts), Arkanoid, Fruity Gambler
sel07b - Universal Hero (again?!)
sel08b - Joe Blade, Action Biker, Rescue On Fractalus

sel09a - World Soccer, Fruit Machine Simulator, Dropzone
sel09b - Beer Belly Burt's Brew Biz, Red Max, Thrust
sel11 - Spiky Harold, Microrhythm, Druid

Have fun,

Mark.

328. Re: XF551 with two drives?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-13 00:00:00 UTC
From: nunayur@bidness.com
Message-ID: <6lu1eo$190_004@ambrosia.flash.net>
Source record: 62091

In article <6lshheaef1@nnrp1.dejanews.com>, fripe@my-dejanews.com wrote:
>Hi,
>
>I have read a lot about the 3 1/2" upgrade for the XF551..
>Thanks to Bob Woolley for sharing it with us!!
>
>I have had a little look inside the XF551 and thinking of the
>possibility to use it with two drives.
>As far as I can se it only uses DISK ID0 pin 10,
>And not ID1 pin 12 ID2 pin 14 and ID3 pin 6.
>
>But is it a possibility anyway to conect another drive to the XF551
>controller? With a slite wiring modification?
>
>Can the software written for the XF551 handle it?
>
>Regards!
>
>Freddie

I have that setup. I had CSS do a "dual drive" upgrade to my 551 years ago.
Two warnings however, one: I don't think they ever worked the "high speed"
data xfer problem out, so you are likely to loose that as well as many sector
editors will no longer work (not sure why).
Second: This setup gets VERY hot. I had to remove the cover from my 551 just
to maintain proper operation.

For more info, contact me in e-mail at: whatshisname@NO_SPAM.iname.com
(remove the no_spam)

-*- Tom -*-

329. Atascii Movie site now has movies online!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-13 00:00:00 UTC
From: nunayur@bidness.com
Message-ID: <6lu1m7$190_006@ambrosia.flash.net>
Source record: 62092

Hi, I've been running The 'Break Movie' Warehouse for sometime now, but I only had movies for download to view offline, till now.

If you're using a PC/Mac with the RealMedia plugin, I will upload two movies a month that you can view online!

A real nostagic trip. See you there! -*- Tom -*-

The 'Break Movie' Warehouse
http://www.flash.net/~ambrosia/index2.html

330. Adventure Internatuional Artwork

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-13 00:00:00 UTC
From: Bauhaus <russh@adni.net>
Message-ID: <01bd96e7$a4045100$5f5b39d1@920148124worldnet.att.net>
Source record: 62093

HELP ME PLEASE!

So does anybody still have the color inserts that were in the bags of the old Adventure International games? Good scans would be fine for what I need, but snail-mail of color copies would be better. (I would send you an SASE + the cost of color copies)

I am working on a new front end for the scot adams adventures and thought having the original art would rock. It was really crude, but had real style and really adds to the retro feeling these games now hold.

I have contacted Scott and he does not have any of them any more...oh well...

Any help would be REALLY REALLY REALLY REALLY REALLY REALLY appriciated.

Thanks,

Russ Herschler
russh@adni.net

331. Re : Wanted: Mar Tesoro

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-13 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998061322012800.SAA14468@ladder01.news.aol.com>
Source record: 62094

I know where you can get a copy of this game!
Dean Garraghty Software (http://www.dgs.clara.net) has public domain disks and
I know this title is on one of them; if I remember correctly, this game was
made by Syncro in 81 or so.
Good luck,
Bertrand.

332. WTB: XF551

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-13 00:00:00 UTC
From: Jason Ferenczy-Zumpano <jferencz@mailer.fsu.edu>
Message-ID: <3582FC34.EDDAC29B@mailer.fsu.edu>
Source record: 62095

Wanted: Atari XF551 Disk Drive

(preferably with power cord and serial cable, though these are not necessary)

Please e-mail me directly, as I seldom check newsgroups.

Thanks,
Jason F-Z

333. FS/T: TurboGrafx Atari 8-bit Jaguar Saturn SegaCD SMS CD-i 3DO INTV

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-13 00:00:00 UTC
From: "Marlin Bates, IV" <mbates4@gte.net>
Message-ID: <6lv2ee$3h0$1@news-1.news.gte.net>
Source record: 62096
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.3do,rec.games.video.cdi,rec.games.video.sega,rec.games.video.intellivision,rec.games.video.atari,rec.games.video.classic
Body handling: HTML body converted to readable text

WARNING: long message but VERY VERY LOW PRICES!

Hello again everybody.

I still have quite a bit left here and would like to move it out before the summer is over so I have lowered prices again.

I am also looking for trades this time around and they will have precedence over sales.

If you would rather not trudge through this message (because it is VERY long) you can go to my web site.

http://home1.gte.net/mbates4/

Thanks and feel free to make offers.

-Marlin

****
Cd-i
****

Title Box? Docs? Price
Compton's Interactive Encyc. Y Y $2
Intl Open Tennis (2 plyr) Y Y $2
MegaMaze Y N $2
Seventh Guest DV Y N $2

****
Intellivision Games and Hardware
****

Title Company? Overlays? Box? Docs? Price

Advanced Dungeons & Dragons MA 2 Y Y $2
Advanced Dungeons & Dragons INTV N N N $2
Armor Battle MA 2 Y Y $2
Astrosmash MA 2 Y Y $2
ABPA Backgammon MA 2 Y Y $3
Beauty & The Beast IM N N N $1
Boxing MA 2 Y Y $2
Burgertime INTV N N N $2
Burgertime MA 2 Y N $2
Carnival CO N N Y $2

Donkey Kong CO N/A Y Y $2
Dracula IM N N N $3
Dragonfire IM N N N $2
Electric Company Math Fun MA N N N $1
Electric Compnay Word Fun MA N N N $1
Frogger PB N/A Y Y $2
Horse Racing INTV N N N $2
Horse Racing MA 2 N Y $2
Ice Trek IM N N N $3
Las Vegas Poker & Blackjack MA 2 Y Y $2
Las Vegas Roulette MA 2 N Y $2
Lock 'n Chase MA 2 Y Y $2
Loco-motion MA N N N $2
Major League Baseball MA 2 Y Y $2
Masters of the Universe MA N N N $2
Mission X MA N N N $1
NASL Soccer MA 2 Y Y $2
NBA Basketball MA 2 Y N $2
NFL Football MA 2 Y Y $2
NHL Hockey MA N N N $1
Night Stalker MA 2 Y Y $2
Night Stalker SEARS 2 Y Y $3
Nova Blast IM N N N $3
Pac Man IN N N N $3
PBA Bowling MA 2 Y Y $2
Pitfall AC 2 Y Y $3
Q*Bert PB N N N $3
Reversi MA 2 Y Y $2
Sea Battle MA 2 Y Y $2
Sharp Shot MA N N N $1
Snafu MA N N N $1
Space Armada MA N N N $1
Space Battle SEARS 2 Y Y $3
Space Hawk INTV N N N $2
Space Hawk MA 2 Y Y $2
Space Hawk SEARS 2 Y Y $3
Space Spartans MA 2 Y Y $2
Stampede AC 2 N Y $3
Star Strike MA 2 Y Y $2
Sub Hunt MA 2 Y Y $2
Tennis MA 1 Y Y $2
Triple Action MA N N N $1
Tron Deadly Discs MA N N N $1
Tron Maze-a-tron INTV 2 Y Y $3
Tron Solar Sailor MA N N N $2
Utopia MA N N N $2

HARDWARE

INTV II w/ power supply, controllers, missing overlays on contr. $ 5

Intellivision Master Component - good shape $ 5

INTV Super Pro Action Console, missing one cosmetic button
, otherwise realy good shape $15

Intellevision Computer Component with an Atari p/s Works great $20
Includes keyboard.

****
Sega Master Systems Games
****
Title Box? Docs? Price
AfterBurner Y Y $ 2
Altered Beast Y Y $ 2
Columns Y Y $ 2
F-16 Fighting Falcon Y Y $ 2
Gangster Town Y N $ 2
Missle Defense 3D Y Y $ 2
Out Run Y Y $ 2
Rambo First Blood Part II Y Y $ 2
Thunder Blade Y Y $ 2
Where in World, Carmen Sandiego Y Y $ 4

HARDWARE

Sega Control Stick $ 3
Sega Rapid Fire Device $ 2

****
3DO Software
****

Title Box? Docs? Price
3DO Sampler #4 Y Y $2
Burning Soldier Y Y $4
Crime Patrol Y Y $4
Cyberia Y Y $4
ESPN Baseball Y Y $4
FIFA International Soccer Y Y $4
Flashback Y Y $4
Guardian War Y Y $4
Icebreaker Y Y $4
Interplay 3DO Buffet (Sampler) Y Y $3
Last Bounty Hunter, The Y Y $4
Mad Dog 2: The Lost Gold Y Y $4
Panasonic Sampler CD N/A Y $3
Panzer General Y Y $4
PGA Tour Golf 96 Y Y $4
Sample This! N/A Y $3
Shanghai: Triple-Threat Y Y $4
Shock Wave Y Y $4
Shockwave: Operation Jumpgate Y Y $4
Slayer Y Y $4

Soccer Kid Y Y $4
Space Hulk Y Y $4
Space Pirates Y Y $4
Star Control II Y Y $4
StarBlade Y Y $4
Station Invasion N Y $4
Stellar 7: Draxon's Revenge Y Y $4
Super Street Fighter II Turbo Y Y $6
Twisted Y Y $4
Wing Commander III Y Y $7
ESPN Golf Y Y $4
3DO Sampler #1 N/A N/A $3
3DO Sampler #2 N/A N/A $3
Shelly Duvalli¿½s Iti¿½s A Birdi¿½s Life Y Y $3

HARDWARE

Goldstar Controller, complete in box $ 3
Panasonic Controller in box $ 3
Various controllers, new in box $ 1

****
TurboGrafx-16 / TurboDuo Games for sale
****

Title Case? Box? Docs? Price

---------- ----- ---------- ---- -----

Alien Crush Y N Y $ 7
Ballistix Y N Y $ 5
Blazing Lazers ("Gunhed") Y N Y $ 5
Bloody Wolf Y N Y $ 5
Bonk's Adventure Y N Y $ 5
Bonk's Revenge Y N Y $ 5
Bravoman Y N Y $ 5
Buster Bros. Y TTi Y $ 7
China Warrior Y N Y $ 5
Davis Cup Tennis Y Y Y $ 9
Dead Moon TTi N Y $ 7
Double Dungeon Y N Y $ 5
Fantasy Zone Y N Y $ 5
Fatal Fury 2 Y ACD Y $15
Fighting Street Y N Y $ 5
Final Zone II Y N Y $ 5
Hit The Ice TTi Y Y $ 7
Jack Nicklaus Turbo Golf Y N Y $ 5
J. B. Harold Murder Club Y N Y $ 5
JJ And Jeff Y N Y $ 5
Keith Courage In Alpha Zones Y N Y $ 5
Legendary Axe (The) Y N Y $ 5
Legendary Axe II (The) Y N Y $ 5

Loom Y TTi Y $10
Magical Dinosaur Tour Y N Y $ 5
Magical Saurus Tour N N N $ 5
Military Madness Y N Y $15
Ninja Spirit Y N Y $ 5
Ordyne Y N Y $ 5
Pac-Land Y N Y $ 5
Power Golf Y N Y $ 5
Psychosis Y N Y $ 5
Silent Debuggers Y N Y $ 7
Sim Earth: The Living Planet Y TTi Y $ 7
Sinistron Y N Y $ 5
Sonic Spike Y N Y $ 5
Splash Lake Y TTi Y $ 7
Splatterhouse Y N Y $ 5
Talespin Y N Y $ 7
Tiger Road Y N Y $ 5
Tricky N N N $ 5
Tricky Kick Y N Y $ 5
TV Sports Football Y N Y $ 5
TV Sports Hockey Y N Y $ 5
Victory Run Y N Y $ 5
Vigilante Y N Y $ 5
World Class Baseball N N N $ 5

****
Atari Jaguar Stuff
****

Title Manual? Overlay? Box? Price
------------------------------ ------- -------- ---- -----
Bubsy: Fractured Furry Tales Y N/A Y $ 6
Checkered Flag Y N/A Y $ 6
Club Drive Y N/A Y $ 6
Dragon: The Bruce Lee Story Y N/A Y $ 6
Evolution: Dino Dudes Y N/A Y $ 6
Flip Out! Y N/A Y $ 6
Hover Strike Y Y Y $ 6
I-War Y N/A Y $ 8
Kasumi Ninja Y N/A Y $ 6
Tempest 2000 Audio CD Y N/A Y $ 3
Trevor McFur in the Crescent Y Y Y $ 6
Val d'Isere: Skiing and Snowboar Y N/A Y $ 6
White Men Can't Jump Y N/A Y $ 6
Zool2 Y N/A Y $ 6

****
Sega Saturn Games
****

Sega Saturn Games for Sale

ALL Games are complete (box, docs) unless Noted!

Title Price

Arcade's Greatest Hits / Atari Volume #1 $ 10
Battle Arena Toshinden URA $ 6
Christmas Nights Sampler (generic case) $ 5
Golden Axe $ 6
Mass Destruction $ 6
Nights $ 6
Pandemonium $ 6
Sonic 3d Blast $ 10
Soviet Strike $ 6
Virtual On - Netlink version $ 6

Hardware for sale

Sega Save Game Cartridge (japanese) $ 30
Virtua Stick complete in box $ 10

****
Sega CD & Sega 32X games
****
Sega CD Games for Sale

Title Docs? Box? Price

Adventures of Batman and Robin,The Y Y $ 4
Thunderstrike (AH-3) Y Y $ 4
Amazing Spiderman vs. Kingpin Y Y $ 4
Android Assault Y Y $ 4
Animals!, The Y Y $ 3
AX-101 Y Y $ 4
Battlecorps Y Y $ 4
Bill Walsh College Football Y Y $ 3
Brutal - Paws of Fury Y Y $ 4
Corpse Killer Y Y $ 4
Dungeon Master 2: Skullkeep Y Y $ 4
Ecco the Dolphin CD Y Y $ 4
ESPN Baseball Tonight Y Y $ 3
Fahrenheit (with 32X version) Y Y $ 4
Ground Zero Texas (2 CDs) Y Y $ 4
Heart of the Alien Y Y $15
Lethal Enforcers (with gun) Y Y $ 4
Links: The Challenge of Golf Y Y $ 3
Mad Dog McCree Y Y $ 3
Microcosm Y Y $ 4
Mortal Kombat CD Y Y $ 4
My Paint Y Y $ 7
NFL Trivia Y Y $ 4
Power Factory Y Y $ 3
Power Monger Y Y $ 4
Prize Fighter Y Y $ 4

Revenge of the Ninja Y Y $ 4
Revengers of Vengeance Y Y $13
Rise of the Dragon Y Y $ 4
Samurai Shodown CD Y Y $ 4
Sega Classics 4-in-1 CD Y Y $ 4
Sewer Shark Y Y $ 3
Sherlock Holmes Y Y $ 4
Slipheed Y Y $ 4
Sol Feace Y Y $ 4
Sonic CD Y Y $ 4
Soulstar Y Y $ 4
Stellar Fire Y Y $ 3
Surgical Strike Y Y $ 4
3 Ninjas/ Hook (2 CDs) Y Y $ 4
Terminator Y Y $ 4
Tomcat Alley Y Y $ 3
Wheel of Fortune Y Y $ 4
Wolfchild Y Y $ 4
Wonderdog Y Y $ 4

32X Games

Title Docs? Box? Price

B. C. Racers Y Y $ 4
Cosmic Carnage Y Y $ 4
Doom Y Y $ 4
Golf Magazine:36 Great Holes Y Y $ 4
Knucklesï¿½ Chaotix Y Y $ 4
Metal Head Y Y $ 4
Mortal Kombat 2 Y Y $ 4
NFL Quarterback Club Y Y $ 4
Primal Rage Y Y $ 4
Shadow Squadron Y Y $ 4
Space Harrier Y Y $ 4
T-Mek N Y $10
Tempo Y Y $ 4
Virtua Racing Deluxe Y Y $ 4
WWF Raw Y Y $ 4

****
Atari 8-bit Software and Hardware
****

I have a lot of disk based software that is not listed. Ask if you are looking for anything.

UNLESS MARKED OTHER WISE All carts are $3 each. Unless they have docs (add $1) or box (add $1)

So a cart with box AND docs would be $5 plus shipping

Hardware is after carts. Most items are lower prices.

Title	Manufacturer	Docs?	Box?	Price
3-D Tic-Tac-Toe	Atari	Y	Y	$ 5
Ace of Aces (by Accolade)	Atari	Y	Y	$ 5
Alphabet Zoo	Spinnaker	Y	Y	$ 5
Astrochase	ParkerBros	N	N	$ 3
Atari Artist	Atari	Y	N	$ 4
AtariLab: Light Module	Atari	Y	Y	$ 7
AtariLab: Temperature Module	Atari	Y	Y	$ 7
AtariWriter (version A)	Atari	Y	N	$ 4
AtariWriter (version C)	Atari	Y	N	$ 4
Basic (Rev. A)	Atari	Y	N	
Bezerk	Atari	?	N	
Big Bird's Funhouse	CBS Soft		N	
Big Bird's Special Delivery	CBS Soft	Y	N	
Buck Rogers: Planet of Zoom	Sega	Y	N	
Bug Hunt (Lightgun)	Atari	Y	N	
Caverns of Mars (by APX)	Atari		N	
Choplifter!	Broderbund	Y	Y	
Claim Jumper	Synapse	Y	Y	
Computer War	Thorn EMI		N	
David's Midnight Magic	Atari	Y	N	
Deflektor (proto)	Atari	Y	N	$20
Demon Attack	Imagic		N	
Desert Falcon	Atari	n	N	
Diamond Mine	Roklan	Y	Y	
Dig Dug	Atari		N	
Donkey Kong	Atari	Y	N	
Donkey Kong Jr.	Atari	Y	Y	
E.T. Phone Home	Atari	Y	Y	
Eastern Front (from APX)	Atari	Y	Y	
Educational System Master Cartridge	Atari	n	N	
Facemaker	Spinnaker	Y	Y	
Fight Night (by Accolade)	Atari		N	
Fraction Fever	Spinnaker	Y	Y	
Gato	Atari	Y	N	
Gorf ((c)1981 Midway)	Roklan	Y	Y	
Hardball (by Accolade)	Atari	Y	Y	
Into the Eagles Nest (by Pandora Software)	Atari	Y	Y	
Joust	Atari	N	N	
K-razy Antiks	CBS Soft		N	
K-razy Kritters	CBS Soft		N	
K-razy Shoot-Out	CBS Soft	Y	N	
K-star Patrol	CBS Soft		N	
Linking Logic	FisherPrice	Y	Y	
Math Encounter	Hsu Software	Y	Y	
Math Mileage	CBS Soft		N	
Memory Manor	FisherPrice		N	
Missle Command	Atari	Y	N	
Mountain King	CBS Soft	N	N	
Ms. Pac Man	Atari	Y	N	

Music Composer Atari Y Y
Pitfall Activision n N
Pitstop Epyx n N
Platter Mania Epyx Y Y
Pole Position Atari Y N
Popeye ParkerBros N
Q*Bert ParkerBros N N
Qix Atari N
Real Sports Football Atari Y Y
River Raid Activision N N
Soccer Thorn EMI Y Y
Spider City Sirius Y Y
Star Raiders Atari Y Y
Star Trek Sega Y N
SW: Return, Jedi: Dth Str Btle ParkerBros N
Star Wars: The Arcade Game ParkerBros n N
Tennis Atari N N
Tower Toppler (proto) Atari n N $20
Video Easel Atari N
Wizard of Wor Roklan n N

Atari 8-bit computer Hardware I own

Dust cover, brown, has Atari, fuji and "1010 Recorder" on it $ 5
Dust cover, brown, has Atari, fuji and "1050 Disk Drive" on it $ 5
400/800 Technical Ref. Notes / Atari $ 3
Atari BASIC / Albrecht, Finkel & Brown $ 2
Atari BASIC Reference Manual / Atari $ 1
Atari BASIC Source Book / Compute! $ 3
Atari Games & Recreations / Kohl, Kahn, & Lindsay $ 3
Atari LOGO Introduction to Programming $ 1
Atari LOGO Reference Manual $ 1
Atari Sound and Graphics / Moore, Lower & Albrecht $ 1
Atari Sound and Graphics / Moore, Lower & Albrecht $ 1
BASIC Exercises for the ATARI / Lamoitier $ 2
DOS II Reference Manual $ 1
Free Software for your Atari / Enrich-Ohaus $ 1
Inside Atari DOS / Compute! $ 1
Machine Language for Beginners / Compute! $ 1
Machine Language for Beginners / Compute $ 1
Mapping the Atari / Chadwick $ 2
Mapping the Atari / Chadwick $ 2
Your Atari Computer / Poole $ 1
Your Atari Computer / Poole $ 1
Touch Typing complete in box $ 2
Amdek Amdisk III 3" Disk drive w/ docs RARE $ 90*****LOWER
Astra 1620 Dual Disk Drive AS-IS $ 5
Atari 1010 Recorder no p/s AS-IS $ 5
Atari 1010 Recorder w/ manual no p/s AS-IS $ 5
Atari 1020 Color Plotter , manual & p/s $ 10
Atari 1025 Printer w/ manual p/s $ 15

Atari 1027 printer w/ p/s AS_IS $ 5
Atari 1027 printer w/ p/s AS_IS $ 5
Atari 1030 Modem, manual & p/s $ 10
Atari 130XE Computer, w/ manual, no p/s "AS-IS" $ 15
Atari 400 w/o p/s $ 5
Atari 410 Program Recorder w/ 400/800 manual AS-IS $ 6
Atari 410 Program Recorder w/ XL manual AS-IS $ 6
Atari 410 Program Recorder AS-IS $ 4
Atari 410 Program Recorder AS-IS $ 4
Atari 800 AS IS w/o p/s $ 5
Atari 800 AS IS w/o p/s $ 5
Atari 800 AS IS w/o p/s $ 5
Atari 800 AS IS w/ p/s $ 7
Atari 800XL w/ manual, p/s AS-IS $ 10
Atari 800XL w/ manual, p/s AS-IS $ 10
Atari 800XL, 256k w/ manual, p/s AS-IS $ 15
Atari 800XL, 512k w/ manual, p/s $ 45
Atari CX-70 Light Pen - XL version $ 5
Atari CX853 16k Memory Module $ 1
Atari Touch Tablet w/manual $ 30
Atari XDM121 Printer (Daisy Wheel) $ 15
Atari XEGS Comp. w/ keybd, lght gun, joystk & manuals $ 25****LOWER
Atari XF551 Disk drive AS-IS $ 15
Atari XM301 300 baud modem "AS IS" $ 3
Atari XM301 300 baud modem w/docs "AS IS $ 5
Atari XMM801 Printer (Dot Matrix) $ 15
CSS Black Box w/ manual power supply and cables $ 75****LOWER
20 MB Harddrive Sub system with Adaptec Controller $ 40****LOWER
Commodore 1801 Color COmposite Monitor $ 20
ICD P:R: Connection, complete in box $ 20
Okimate 10 color printer w/ manual & p/s $ 10
Percom Disk Drive $ 10
SyQuest 306R 5MB Hard Drive w/cart (goes in HD system above $ 15
SyQuest removeable 5MB Hard Drive cartridge (have 50) $ 1 ea
Aerobics (disk) complete in box $ 1

334. Re: Miner 2049er Q U E S T I O N . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-13 00:00:00 UTC
From: Embedded MicroSystems <Arudzki@m3.sprynet.com>
Message-ID: <35832972.DBC@m3.sprynet.com>
Source record: 62097

> UK?) Space Panic does seem to be the first but surely such a bad (and
> difficult) game can't be allowed to claim *that* mantle?
>
C'Mon, the apples pulled themselves out of the holes with their leaves!
Definite realism there!! Truely was a bad game, but it was a port from
an apple game wasn't it?

tony

335. Re: Miner 2049er Q U E S T I O N . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-13 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6lsdeq$94f$1@flex.london.pipex.net>
Source record: 62284

Graham Thornton wrote in message
<01bd963e$5ebc9d40$b0f7c9c7@cct-w95-gtho>...
>Gareth <garethd_@dial.pipex.com> wrote in article
><6lrsnu$4ko$1@soap.news.pipex.net>...
>>
>> Vidar "Hawk" Olavesen wrote in message
><01bd95e5$0a685120$be374382@vidar>...
>> >The man's behind it, was Bill Hogue.
>>
>> I thought someone with the name Cohen was the main prog?
>>
>> Gareth.
>>
>>
>>
>>
>
>Are you thinking of Frank Cohen? - he did a number of Atari games including
>"Beer Belly Bert's Brew Biz".

Possibly. Did he play a part in Bounty Bob Strikes Back? I definitely saw a
"Cohen" in the credits somewhere.

>
>I believe it also inspired the Sinclair Spectrum game "Manic Miner", the
>sequel to which was "Jet Set Willy", which was later ported back to the
>Atari!.

The Atari version of that game was not good! ;-(Certainly compared to the
Spectrum version it was diabolical - the Spectrum had this incredible
ability to produce what seemed like bit-mapped graphics. Willy moved with an
icredible smoothness (for the time) and the collision detection was right
on. The Atari version by contrast was un-colourful and blocky/jerky. Better
had it never been done - the thought of what could have been would have been
better than the memory of what is. Boy, I must have had too much too drink!

Gareth.

336. WTB: ATARI Assembler Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-14 00:00:00 UTC
From: alexdover@aol.com
Message-ID: <1998061400111900.UAA28180@ladder01.news.aol.com>
Source record: 62098

WTB: ATARI Assembler Cartridge for 800XL / 130XE. Very flexible on price;
Documentation prefered. E-mail AlexDover@aol.com with your price.

337. Faster than Ultra Speed?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-14 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998061401435000.VAA08174@ladder01.news.aol.com>
Source record: 62099

In the FAQ listing of disk drives, I've seen several Eurpoean Drives listed as transferiing at 67 - 70K (BPS) versus 50-52K for Ultra/Warp speed on US systems. Anyone know what gives here? I thought PAL systems actually ran at a slower clock speed, and I can't see how the slight extra VB time would allow this. (?) Also, does anyone use "Bibo Dos" on US systems? (I read that it has 70K support built in.)
Larry

338. Re: Miner 2049er Q U E S T I O N . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-14 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998061401463000.VAA04368@ladder03.news.aol.com>
Source record: 62100

Hey- Apple Panic had some socially redeeming values. It was good stress relief whacking the little guys with the shovel! :-)
Larry

339. Dos 2.5 on a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-14 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998061411385000.HAA17135@ladder01.news.aol.com>
Source record: 62101

In one of the last Atari 8-bit ZMagazines published (around 205, I think), there
was a note that someone had successfully put Dos 2.5 on a cart, complete
with double density support. The cart could be switched out when not used.

Anyone ever see anything more about this? How about switching the cart out?
I have MyDos 4.5 on a cart. It would be nice to switch it out, after it loads. The
instructions say to pull the cart, but I still don't like inserting/removing carts with
the power on.
Larry

340. Burried Bucks.

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-14 00:00:00 UTC
From: sjosupp@aol.com
Message-ID: <19980614144413900.KAA28026@ladder01.news.aol.com>
Source record: 62102

```
Hi JT,

do you have Burried Bucks.
If you want it, i have it.
Just mail me.

Greetings from Kiel, Germany

HS
```

341. MULE Artwork

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-14 00:00:00 UTC
From: sjosupp@aol.com
Message-ID: <1998061414414100.KAA23973@ladder03.news.aol.com>
Source record: 62103

Hi Dwayne,

please be so kind and send me a copy of it.
Mule was so great. i like to see it again.

Great thanks

Helge

342. More Atari Items F/S

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-14 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3583E516.E85D9189@sisna.com>
Source record: 62104

```
1 each XM301 modem still in box works fine. $15.00

2 each Atari 130XE, comes with video cord and power supply $35.00ea

2 each Atari 800XL, comes with video cord and power supply $25.00ea

4 each Atari 1050 Disk drives, Comes with SIO cable and power $20.00ea

1 each TRAK double density disk drive sio cable and power $30.00

1 each Indus double density disk drive sio cable and power $30.00

2 each Atari 1050 Disk drives US Doubler Double density sio cable
and power supply $30.00ea

2 each Logo Cartridges with 2 seperate manuals $8.00ea

Shipping is included in the price of the above mentioned items.

bob
```

343. Xf551

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-14 00:00:00 UTC
From: somacubed@aol.com
Message-ID: <1998061419452000.PAA29013@ladder01.news.aol.com>
Source record: 62105

I have one I just got it the other day, make me an offer on it.

-David

344. atari-computer.de

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-14 00:00:00 UTC
From: matzi@okay.net
Message-ID: <35844045.1175999@news.okay.net>
Source record: 62106

Hi atarians,

unfortunately it's not possible to connect with our "Online-World for
all atarians" atari-computer.de
since two weeks because of a server breakdown.

Now we've rent webspace on an other server, so our complete offer is
available at:

http://atari-computer.com .

Perhaps, you'd like to create your own homepage ? You can get free
webspace + eMail-address
for your own Atari-homepage at http://atari-computer.com .

Regards,

Matthias

---
eMail: matzi@computer4u.com
m-faust@jura.uni-hamburg.de

http://www.atari-computer.de

345. Rare and ER Atari games for trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-14 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35845985.17A@pilot.msu.edu>
Source record: 62107
Cross-posted to: alt.atari.2600,alt.atari,alt.atari.2600.vcs,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

I am looking for the following games

Motorodeo
Ikari Warriors
Asterix
Frog Pond :)
Swordquest Waterworld
Rubik's cube
Sentinel
BMX Airmaster (Atari)
Shooting Gallery
Any protos...
Any thing not on my list at:

http://pilot.msu.edu/user/reicher6/atari.htm

I have many things to trade. Such as:

Xenophobe (new in box)
32 in 1
Double Dragon (PAL, Boxed)

and just about anything on my lists at:

http://pilot.msu.edu/user/reicher6/atari.htm

-Tempest

346. Thrift Store locations

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-14 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35845A43.5E68@pilot.msu.edu>
Source record: 62108
Cross-posted to: alt.atari.2600,alt.atari,alt.atari.2600.vcs,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

I am looking for any places that might have some old Atari stuff (thrift stores, Salvation army, close out stores, ect...) that are located in the SE Michigan area, or in the Lansing Area. If you know of any stores, please let me know, I cant seem to find any where I live.

-Tempest

reicher6@pilot.msu.edu

347. Machine Language for Beginners FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-14 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6m1mheraf1@mohawk.hwcn.org>
Source record: 62109

I have a Compute! Books "Machine Language For Beginners" For Sale, $10 US shipping included.

348. Atari 800 Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-14 00:00:00 UTC
From: Jeff.Thomas@taf.ftn.org
Message-ID: <337_9806152255@tor250.org>
Source record: 62110

RE>I have a cart for the Atari 400/800 called Assembler editor. What
RE>version of Assembly is this and where can I find something on how to
RE>program in it? I'm learning Sparc Assembly but its just not the same.

Different processor means a different instruction set to deal with, so
natuarlly it's not going to be the same. Also ASM/ED doesn't have macros
or conditional assembly to simplify the process.

On top of all that, you'll need to learn how to work with the features of
the Atari OS, so it's definately going to be a different experience compared
with Sparc system.

What will be similar will be many of the concepts that one must learn to
write assembly language. When I started learning 68000 asm on an Atari ST,
and Intel x86 on a PC, I found I'm learning them quicker because of the time
I spent working with 6502 assembly.

There is a text file around about how to use the ASM/ED cartridge. You
should be able to find it on a BBS or Internet file archive.

Later...

SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.ftn.org" for details.

349. Re: Thrift Store locations

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: Eric Chapin <Wilykat@prodigy.net>
Message-ID: <3585C0D4.712251A4@prodigy.net>
Source record: 61985
Cross-posted to: alt.atari.2600,alt.atari,alt.atari.2600.vcs,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

There is a flea market on Michigan Avenue, just east of downtown Ypsilanti. On many occasion I see various video game stuff like Fairchild Channel F games, Intellivision III, or even 2 dozens Pac Mans for Atari 5200.

I can point to a few other places but they all are in the thumb area. Oh yeah there is a fair in Midland 3 times a year that sells all sorts of antiques and collectibles. It's where I dug up a working Vectrex and 2 games, all in box for $20. That fair is HUGE, taking me all day just to cover all the dealers.

On Birch Run road (off I-75 north of Flint), take a right. Go to the next traffic lights and take a left. Go up past to the 3rd road on the left and turn there. If you went the right way, you will see a sign that says barn sale. It's open almost year round and it's where I found a working Atari 5200 system for a fin.

Around summer time, near Baldwin (about 1 hour north of Grand Rapids) there is a large sales in 3 trailers (just off US-10 about 10 min east of Baldwin) and around Baldwin there is a lot of sales and such dealers. I once passed by a working Odyssey 100 system, though I didn't get it because of the ridiculously high price and a dealer with a one way mind.

Sometimes you have to travel a lot to find good places. I suspect there is a lot of good places in Detroit but I avoid that place. I don't want to find my car sitting on blocks.

Tempest wrote:

> I am looking for any places that might have some old Atari stuff (thrift
> stores, Salvation army, close out stores, ect...) that are located in
> the SE Michigan area, or in the Lansing Area. If you know of any stores,
> please let me know, I cant seem to find any where I live.
>
> -Tempest
>
> reicher6@pilot.msu.edu

350. Re: SIO Command List

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: mcheca@li.urp.edu.pe
Message-ID: <35851b03.21031853@news.unired.net.pe>
Source record: 61986

I think I may have enough info collected from different sources... it's just
a matter of getting enough time to organize it!

On 15 Jun 1998 23:01:06 GMT, dmlloyd@earth.execpc.com (David Lloyd) wrote:

>Hello. I'm interested in compiling a complete (or as much as possible)
>list of SIO commands for the various disk drives, printers, modems, etc.
>that are (were) available for the Atari. Can anyone point me in the right
>direction? I think that such a list would be quite benificial to the
>programmers and experimenters out there (like me! :).
>
>I would also like to include the commands for the various drive-ROM
>modifications as well.
>
>Thanks in advance!
>
>
>--
>(*) Dave Lloyd
>(*) dmlloyd @ execpc.com -- http://www.execpc.com/~dmlloyd/

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

351. Re: XF551 SIO-Level Commands

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <6m4h8m$j3s@bgtnsc02.worldnet.att.net>
Source record: 61987

Frank-Oliver Malisch wrote:

> is there a document available containing all the
> SIO-level commands an XF551 drive understands
> (including parameter options) or does one have
> to reengineer that from the drive operating
> under sparta dos ???

Here's something I found (posted by Matthias Belitz, Feb 1, 1997):

$52 R Read sector
$50 P Write sector
$57 W Write sector with verify
$53 S get controller status, returns 4 bytes
byte 0 drive status
bit 0 - Command frame error
bit 1 - Checksum error
bit 2 - Operation error
bit 3 - Write protect
bit 4 - Motor on
bit 5 - double density
bit 6 - unused
bit 7 - Dual (medium) density
byte 1 controller status, returnd values are inverted
bit 0 - busy
bit 1 - drq
bit 2 - lost data
bit 3 - crc error
bit 4 - record not found
bit 5 - record type
bit 6 - write protect
bit 7 - not ready
byte 2 time-out (format); $e0
byte 3 unused; always 0
$21 ! format disk (single for 810 and stock 1050)
as defined by CMD $4f for upgraded 1050 and XF 551
(heard, that they will give back 128/256 bytes?)
$22 " format enhanced (medium, dual) density (1050)

This was the standard command set of 1050 (810) drives

$4e N read drive configuration; returns 12 bytes
byte 0 number of tracks [1 for harddisks)
byte 1 step rate
byte 2 sectors/track high (total number for harddisks)
byte 3 sectors/track low

byte 4 number of heads decreased by one
byte 5 format (0=FM; 4=MFM)
byte 6 bytes/sector high
byte 7 bytes/sector low
byte 8 drive activated
bytes 9-11 unused
$4f O write drive configuration; see above
$3f ? get high-speed-index
Happy, US-Doubler, HDI (Germany) return $0a
Speedy (Germany) returns $09
These are supported by all double density drives.

Special Speedy (Germany) commands:
$20 format automatically, acts like $21, but computer has not to wait till drive is ready
$51 stop write command, writes all data from internal buffer to disk, stop motor then
$44 configure drive/track display
$4b configure slow/fast
$4c direct jump command for internal processor of 1050
jumps to location stored in DAUX,$30a
$4d jump, as above, but drive sends a "COMPLETE" before jumping
$41 add/remove command to/from internal command table
$68 get length of internal high-speed-SIO-subroutine
$69 send high-speed-SIO-routine to computer
$60 write track, writes complete track
$62 read track

US-Doubler:
$66 format disk with special sector-skew

(no guarantees)

Jeff Potter

352. Re: Size of DD-ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: Ken Siders <ksiders@columbus.nospam.rr.com>
Message-ID: <6m4i8o$rc9$1@m5.columbus.rr.com>
Source record: 61988

```
Preston F. Crow wrote in message <6m3vgk$8ao$1@dartvax.dartmouth.edu>...
>Frank-Oliver Malisch writes:
>
>>I remember somebody claiming here that in double-density
>>atr-images the first three (or two) sectors are only 128 bytes
>>instead of the usual 256 (for dd-images). Is this correct ??
>
>Yup, that's right.
>
>>Is there a definition of the atr-standard ???
>
>Check the SIO2PC docs. The ATR format was created by Nick Kennedy for
>use with SIO2PC. He defined it for both single and double density
>images with arbitrary numbers of sectors.
>
>>The reason I am asking this is because when I transfer complete
>>dd-disks from the a8, the "diskformer" program (v0.96) transfers
>>an image in which all sectors have a length of 256 bytes.
>>This is true for both dd-atr-images and dd-xfd-images.
>>Is this a bug in the diskformer program ????
>
>Yup, that's a bug.
>
>For DD ATR images, the size of the file should be
>
> ATR_HEAD_SIZE + 3*128 + (sec_count-3)*256
>
>where ATR_HEAD_SIZE is, as I recall, 16 bytes.
>
>Personally, I think that was a bad idea, just like storing the size of
>the image as a count of 16-byte "paragraphs," instead of as a sector
>count, but that's how it works, and we're stuck with it now. Since it
>does do the job, I don't see any point in introducing yet another disk
>format.
>
>BTW, is the APE PRO format (the one with the copy protection info)
>proprietary, or are there docs for that somewhere?
>
>--PC
>
>--
>The position and/or opinions in the above message are those of the Board of
>Trustees of Dartmouth College. Copyright (c) 1998. All right reserved.
The
```

>above positions are also held by Newt Gingrich, many foriegn world leaders, and
>you who are reading them. Preston bears no responsibility for the content.

If I use sio2pc (version 3.19i), and create a standard double density image it creates a
file that is 184,336 bytes which is 16 + 720 *256 implying it uses 256 bytes for all sectors on a double density disk. In my notes I have down that XL-IT and Atari 800Win
(and maybe Atari800 Dos) use this format - don't recall version I checked on Atari800Win.

Ape (ver 1.12) will create an image of 183,952 bytes which is 16 + 3*128 + 717*256 implying it will store 128 bytes for the first 3 sectors and 256 for the remaining sectors.
In my notes I have down that XFormer, APE, and Image Magic (Imagic) use this format.

This makes writing ATR disk image utilities fun.

Since SIO2PC came first and created the ATR format, I assumed it to be the standard
when I wrote Diskformer several years ago. In my current Windows 95 image utility
I look at the (filesize-16) to see if is evenly divisible by 128, if it is I assume 128 bytes
for the first three sectors, otherwise I assume 256 bytes. When saving, the format
can be be chosen. I believe all XFD images use 256 bytes for the first three sectors
on double density disks although somehow I did find an image on my hard drive that
had 128 bytes for the first three sectors.

---Ken Siders
ksiders@columbus.nospam.rr.com (remove nospam to reply)
http://atari8bit.home.ml.org

353. Anyone remember 'Pharoh's Curse?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: iDllem@Juno.com
Message-ID: <35849858.2719408@news.erols.com>
Source record: 62111

I had it on take nearly 15 years ago. First it loaded in a couple minutes. After awhile, those minutes turned into 2 hours. Then it stopped working all together.

Is there a Rom image available for this? If so, could someone point me in the right direction?

eternal thanks,

Dllem

- -
+---ooo-O-ooo-----------+
To reply remove the i
from the email address
+-==--==--=-=--==--==-+
Cheap Stuff:
www.shop4.com (Lots of stuff)
www.pricewatch.com (Computer stuff)
www.dvdexpress.com (Dvd Movies)
+-==--==--=-=--==--==-+
oooO Oooo

354. Re: Anyone remember 'Pharoh's Curse?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: Ambrosine <ambrosine@mindspring.com>
Message-ID: <35849A35.5FF5@mindspring.com>
Source record: 62112

Try games03 here:
ftp://ftp.sodre.net/pub/users/cmwagner/atari8/mirrors/ftp.hackerz.com/megaimages/

You'll need the menu.atr too.

Dllem wrote:
>
> I had it on take nearly 15 years ago. First it loaded in a couple
> minutes. After awhile, those minutes turned into 2 hours. Then it
> stopped working all together.
>
> Is there a Rom image available for this? If so, could someone point
> me in the right direction?
>
> eternal thanks,
>
> Dllem
> _ _
> +---ooo-O-ooo-----------+
> To reply remove the i
> from the email address
> +-==--==--=-=--==--==-+
> Cheap Stuff:
> www.shop4.com (Lots of stuff)
> www.pricewatch.com (Computer stuff)
> www.dvdexpress.com (Dvd Movies)
> +-==--==--=-=--==--==-+
> oooO Oooo

355. Beginner needs help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: Capper <capper@quantum.net.au>
Message-ID: <3584A6CC.4FB0315B@quantum.net.au>
Source record: 62113

I just started using the Atari800 Dos & Win Emulators, and am having
troubles copying files from a H: device to an ATR image. I'm using
Atari DOS 2.5, and every time I use the [C]opy command, it gives me an
ERROR 165 or 170!

I've read the new users FAQ, but am still having trouble
Can anyone help?

Capper
capper@quantum.net.au

356. Re: Faster than Ultra Speed?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: un55@rz114s1.rz.uni-karlsruhe.de
Message-ID: <6m2gdv$5c0@rz114s1.rz.uni-karlsruhe.de>
Source record: 62114

In article <1998061401435000.VAA08174@ladder01.news.aol.com>,
LWhite6497 <lwhite6497@aol.com> wrote:
> In the FAQ listing of disk drives, I've seen several Eurpoean Drives
> listed as transferiing at 67 - 70K (BPS) versus 50-52K for Ultra/Warp
> speed on US systems. Anyone know what gives here? I thought PAL

I've got a Turbo 1050 upgrade which is listed with 70K. AFAIK the Speedy
upgrade goes up to 96K, but only with a custom disk copy program. The regular
high speed transfer is also 70K for the "Speedy".

> systems actually ran at a slower clock speed, and I can't see how the
> slight extra VB time would allow this. (?) Also, does anyone use "Bibo
> Dos" on US systems? (I read that it has 70K support built in.) Larry

I also don't see a reason why US systems couldn't go up to and beyond 70K.
Probably it's just the design of Ultra/Warp speed upgrades available in the
US. On the other hand I vaguely remember that one of the Happy upgrades would
actually transfer data with about 70K or more? I could be wrong, though.

As to DOS. I use MyDOS with my Turbo 1050 upgrade also for high speed
transfers. It's good enough for me.

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

357. Re: Dos 2.5 on a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: cdyson@redshift.com
Message-ID: <3588c97d.4264303@news.nowhere.net>
Source record: 62115

lwhite6497@aol.com (LWhite6497) wrote:

>In one of the last Atari 8-bit ZMagazines published (around 205, I think),
>there
>was a note that someone had successfully put Dos 2.5 on a cart, complete
>with double density support. The cart could be switched out when not used.
>
>Anyone ever see anything more about this? How about switching the cart out?
>I have MyDos 4.5 on a cart. It would be nice to switch it out, after it loads.
> The
>instructions say to pull the cart, but I still don't like inserting/removing
>carts with
>the power on.
>Larry

Format a disk and put DOS and DUP.sys on it. Now boot from the disk
and forget the cart. If it worked like SDX that would be another
thing.

clarence

358. diskette/cartridge copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: fripe@my-dejanews.com
Message-ID: <6m304i$1gl$1@nnrp1.dejanews.com>
Source record: 62116

Yogi how about the protection technik used by Brother bound?

/Freddie

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

359. FS: 18 Early Issue Antic Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: SRipkowski@my-dejanews.com
Message-ID: <6m3ct6gdr1@nnrp1.dejanews.com>
Source record: 62117

For the collector or those just plain wanting them. 18 Early Issues of Antic Magazine are for sale. Most in excellent condition (2 with binder damage). These are from 1983, 1984, and 1985. Rare!

See the eBay auction below:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=17626219

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

360. Re: diskette/cartridge copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <358522d2.2580689@207.97.159.250>
Source record: 62118

On Mon, 15 Jun 1998 11:21:55 GMT, fripe@my-dejanews.com wrote:

>Yogi how about the protection technik used by Brother bound?
>
>/Freddie
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

What about it? And which game? Kareteka and that ilk used the same
protection, I wrote a cracker program for it way back when. But of
course, they changed their protection scheme several times.
Synapse really had the best protection; after Broderbund bought them
I'm sure they integrated at least that part into them. Some of the
synapse games actually used the vlbank to check to see if you had
turned your omnimon on. You had to flip the switch and hit select and
reset all within the same cpu cycle.

yogi

361. Atari 600xl FS $12+shipping

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: Linda and George <lfisher1@tampabay.rr.com>
Message-ID: <01bd9867$7c7a86a0$35ac5c18@default.tampabay.rr.com>
Source record: 62119

Hi! I have an Atari 600xl computer with a power supply for sale. The computer has been tested and works fine, and is in excellent cosmetic condition. I'm looking to get $12 plus shipping for the computer. Please contact me via e-mail if you are interested, and thanks for looking!

George K.

362. Re: XL-it 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35852f1c.421237496@news.ioa.com>
Source record: 62120

On Tue, 09 Jun 1998 19:16:57 GMT, jsegur@westelcom.com (Josef W. Segur) wrote:

>"David Austin" <daustin@avnet.co.uk> wrote:
>
>>My hard drive was pre-loaded with WIN95 when I got it. I have always assumed
>>that WIN95 was installed from scratch i.e. not as an upgrade from MS-DOS,
>>and that this was the reason that I have never been able to boot into MS-DOS
>>by holding down F4 on boot up. Is this an incorrect assumption?
>
>The F4 key is for booting a previous operating system, so you are
>correct that it will not work with your Win95 only system. However, if
>you use F8 and choose 'DOS Prompt Only' from the menu, you'll be in an
>MS-DOS session. Or you can boot normally into Win95 and later choose
>'Restart in MS-DOS Mode' from the shutdown menu.
>--
> Joe
David,

Joe's answer is the only correct interpretation of the DOS under Win95 that I have seen here. The F8 key with the DOS menu option will boot you straight into DOS 7.0, although it's not a DOS "session." It is, in fact, intercepting the BootGUI option from the startup process and halting the Win95 startup, so you are, in fact, in DOS. If you type "win" at the command prompt, you will start Win95, just as you would start Win3.x with DOS 6.2x.

However, even doing so you'll still need the real-mode 16-bit drivers for the soundcard. The only sensible place to try to find them is from the manufacturers website. Chances are, if they've got a site, they'll have the DOS drivers you're looking for. If not, then go looking through one of those other sites that have been mentioned here. In order to install them with the least amount of anguish and pain, you'll want to boot to DOS 7.0 with the F8 key, then install the DOS driver disk, making sure that you do NOT install any Windows drivers (if it asks about Windows, tell it you don't have it). While that sounds like a scary solution, it's the only one I've found that won't corrupt the registry settings for the Win95 installation of the sound card.

There is another option to try. You can manually enter the BLASTER settings in AUTOEXEC.BAT. Here's a sample setting:

SET BLASTER=A220 I5 D1 H5 P330 E620 T6

Where A220 is the BASE Input/Output Range of the soundcard,
I5 is the IRQ, and D1 is the DMA number. In most non-SoundBlaster cards, that's all you'll need (as you can see, my settings include the 330 address and settings for the digital audio portion of my card, which you shouldn't need).

On my Toshiba laptop with an ESS soundcard, my settings are A220, I10 and D1, but yours may not match, so you may want to play with the settings. If you boot Win95, then open the System applet from the Control Panel, then click on the Device Manager tab, you can find the sound card entry under "Sound, video and game controllers." Click on your card's name, then click the Properties button and you can get the settings info for your card under the Resources tab that appears. In most cases, these will be the same settings you'll use in the BLASTER variable.

I still say the best answer is to get the driver disk from the manufacturer, or at least give their tech support center a call to get the settings from them.

Of course, like The Doctor has said, nothing beats a real Atari...

Play On!
Steven

363. Re: Great Hardware!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35853b6e.424392391@news.ioa.com>
Source record: 62121

On Sat, 6 Jun 1998 15:56:25 GMT, awill12@sun308.ccs.bbk.ac.uk (Mr. Do!) wrote:

>Hi all,
>
>I've tried posting this message twice b4, so third time lucky?
>
>How do I get my Atari Touch Tablet to work with my PC?
>
>Many Thanks in advance,
>
>Dwen

I think I've seen your message here b4, but here's the answer again in 2 words:

You can't.

At least, not yet. The touch tablet uses dual paddle coordinates to relate it's position (i.e. PADDLE(0) for x-coordinates, PADDLE(1) for y-coordinates -- but I'm probably wrong about the order). Until someone can design a device to convert paddle responses into analog pc joystick values, you're probably out of luck.

<Hint, Hint> I'd like to see this happen, too, but I'm not a good hardware designer nor device driver programmer. <Hint, Hint>

Play On!
Steven

364. Re: Is it OK to hook old computers' composite out to Sony TV?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35853fc3.425501799@news.ioa.com>
Source record: 62122
Cross-posted to:
alt.games.video,alt.video.games,rec.games.video.misc,rec.video,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 08 Jun 1998 01:58:19 GMT, Tiger@nospam.com (Tiger) wrote:

>x-no-archive: yes
>
>I hope this is not too ignorant a question, but long ago I was told by
>a couple people that it was a bad idea to hook up a TV such as a 27"
>Sony Trinitron XBR to the composite output from old computers such as
>an Apple IIe, Atari 130XE, Commodore 64, or TI-99/4A.
>
>I was told it would work, but that the composite video output was more
>poorly regulated on computers and that high contrast levels and fast
>moving sprites could permanently damage the TV set. So I never once
>dared to hook any computers to my Sony TV.
>
>Then I got a Playstation which I was told was safe to hook to a TV, so
>of course I did. It has very high contrast and fast moving objects,
>yet I see no ill effects to my TV.
>
>So I'd like to know for sure if it's 100% safe to hook up any of these
>computers directly to my TV. If it is, I'll feel like a dope for
>depriving myself of large screen computer enjoyment for so many years.
>
>BTW, I had a tough time deciding which NGs were appropriate for this
>post. I hope I haven't offended anyone with my choices. Thanks!

There are some cases where hooking up a game system to a _projection_ TV can
cause problems (the load levels on older proj-tv's were a little unforgiving),
but everyone else is right, the A8 output should be fine on a 27" Sony.

Steven

365. Re: MULE Artwork

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: Bauhaus <bauhaus@adni.net>
Message-ID: <01bd9878$229f3ac0$887dcecf@920148124worldnet.att.net>
Source record: 62123

If you want stuff for M.U.L.E.
check out this site...

http://www.ultranet.com/~dtucker/

Is a whole site to MULE and is part of a M.U.L.E. webring (Yes, there is one...)

Some sites have the misc Atari & Nintendo emulators with binaries for MULE, as well as a game called TZ-Colony. The author makes no bones about how he was missing MULE, so he just wrote a knockoff of it...

Good Luck,

Bauhaus

SjoSupp <sjosupp@aol.com> wrote in article
<1998061414414100.KAA23973@ladder03.news.aol.com>...
> Hi Dwayne,
>
> please be so kind and send me a copy of it.
> Mule was so great. i like to see it again.
>
> Great thanks
>
> Helge
>
>

366. Re: Miner 2049er Q U E S T I O N . . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35854992.428012416@news.ioa.com>
Source record: 62124

On 12 Jun 1998 20:12:05 GMT, "Graham Thornton" <nero@chicagonet.net> wrote:

>Gareth <garethd_@dial.pipex.com> wrote in article
><6lrsnu$4ko$1@soap.news.pipex.net>...
>>
>> Vidar "Hawk" Olavesen wrote in message
><01bd95e5$0a685120$be374382@vidar>...
>> >The man's behind it, was Bill Hogue.
>>
>> I thought someone with the name Cohen was the main prog?
>>
>> Gareth.
>>
>>
>>
>>
>
>Are you thinking of Frank Cohen? - he did a number of Atari games including
>"Beer Belly Bert's Brew Biz".
>
>Miner 2049'er and Bounty Bob Strikes Back were both done by Bill Hogue
>AFAIK,
>and Miner was announced first for the 400/800. The magazine ads at the time
>promoted it as "an original Atari game - NOT an Apple conversion".
>
>Later it was ported to a number of systems, including the TI-99/4A and
>VIC-20.
>
>I believe it also inspired the Sinclair Spectrum game "Manic Miner", the
>sequel to which was "Jet Set Willy", which was later ported back to the
>Atari!.
>
>Graham.
>
Hogue's "Miner" was ported to probably more systems than any other game in its day. There was a LOT of hype about it's availability on multiple platforms, and Bill was interviewed in either Analog or Electronic Games about it. I'm working on a site that will include the scanned ads for "Miner" (as well as many others -- I already have permission from Scott Adams of Adventure International to show his SAGA ads, and I'm working out the details for the others), and I may be able to reprint the interview.

Bill was not involved in every translation, however, which may be why Cohen's name rings a bell. It's possible that he was involved in a translation, but Bill is definitely the original programmer (quite young at the time, too; I

think he was still in his teens).

I've found quite a few ads that show all the platforms it was ported to. I'll try to make sure I show as many as possible on my site. Stay tuned, and when it's finished I'll let everybody know the address..

Play On!
Steven

367. Re: diskette/cartridge copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: fripe@my-dejanews.com
Message-ID: <6m3qiu$5hc$1@nnrp1.dejanews.com>
Source record: 62125

In article <358522d2.2580689@207.97.159.250>,
nospam@youknowwhere.com wrote:
>
> On Mon, 15 Jun 1998 11:21:55 GMT, fripe@my-dejanews.com wrote:
>
> >Yogi how about the protection technik used by Brother bound?
> >
> >/Freddie
> >
> >-----== Posted via Deja News, The Leader in Internet Discussion ==-----
> >http://www.dejanews.com/ Now offering spam-free web-based newsreading
>
> What about it? And which game? Kareteka and that ilk used the same
> protection, I wrote a cracker program for it way back when. But of
> course, they changed their protection scheme several times.
> Synapse really had the best protection; after Broderbund bought them
> I'm sure they integrated at least that part into them. Some of the
> synapse games actually used the vlbank to check to see if you had
> turned your omnimon on. You had to flip the switch and hit select and
> reset all within the same cpu cycle.
>
> yogi
>
>
How about games like AE and David's Midnight Magic from Broderbund?
If I remeber right I think that the Actually games started on sector 90.
All before that was to load the loading graphics and copy protection.

Btw, used to have Omnimon, do you know if I can buy one somwhere or maybe
there is a ROM file on the loose? There was this litle circuit board on a
switch if I am not wrong..

/Freddie

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

368. Re: diskette/cartridge copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35895cc1.8071608@news.demon.co.uk>
Source record: 62126

The other Day arfy@catch-22.org (Yogi) wrote:

>Synapse really had the best protection; after Broderbund bought them
>I'm sure they integrated at least that part into them. Some of the
>synapse games actually used the vlbank to check to see if you had
>turned your omnimon on. You had to flip the switch and hit select and
>reset all within the same cpu cycle.
>
>yogi

Another game did that, think it was Savage pond?

If it found an Omnimon it filled memory with FF or 00
--
.... Paul

www.dellos.demon.co.uk (At last readable with IE4)

ICQ No: 105793

369. Size of DD-ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: Frank-Oliver Malisch <fom_nsp@mchp.siemens.de>
Message-ID: <6m3n05$3va$1@salomon.mchp.siemens.de>
Source record: 62127

```
Hi,

I just came across the following problem:

I remember somebody claiming here that in double-density
atr-images the first three (or two) sectors are only 128 bytes
instead of the usual 256 (for dd-images). Is this correct ??
Is there a definition of the atr-standard ???
The reason I am asking this is because when I transfer complete
dd-disks from the a8, the "diskformer" program (v0.96) transfers
an image in which all sectors have a length of 256 bytes.
This is true for both dd-atr-images and dd-xfd-images.
Is this a bug in the diskformer program ????
What about dd-xfd-images ? Should their first sector
also contain only 128 bytes ???

Thanks in advance

Frank-Oliver

PS.: To reply please remove the _nsp in my email-adress

--
```

370. XF551 SIO-Level Commands

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: Frank-Oliver Malisch <fom_nsp@mchp.siemens.de>
Message-ID: <6m3p2r$g0c$1@salomon.mchp.siemens.de>
Source record: 62128

Hi,

is there a document available containing all the
SIO-level commands an XF551 drive understands
(including parameter options) or does one have
to reengineer that from the drive operating
under sparta dos ???

Thanks in advance

Frank-Oliver

To reply remove the _nsp from my email adress

--

371. request for info

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: larry5@webtv.net
Message-ID: <6m3mu2gjk1@newsd-143.iap.bryant.webtv.net>
Source record: 62129

```
can anyone out there supplie me with documentation on the atari 65xe
computer,atari 1027 printer also the chess game sargonII ,if so put in
my e-mail so i can print it out from there any and all help is
apperciated as im disabled and this all about i can do. my e-mail
address is larry5@webtv.net thank you
```

372. kdanner and his family's RAP SHEET, check out the FELONY CRIMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: The Watcher <Use-Author-Address-Header@[127.1]>
Message-ID: <3585724f.2869391@207.126.102.10>
Source record: 62130

```
Macon County Circuit Court

AR - Arbitration
CC - Criminal Contempt
CF - Criminal Felony
CH - Chancery
CM - Criminal Misdemeanor
CV - Conservation
D - Divorce
DT - DUI
ED - Eminent Domain
F - Family
L - Law (Over $50,000)
LM - Law (Under $50,000)
MC - Municipal Corporation
MR - Miscellaneous Remedy
OP - Order of Protection
OV - Ordinance Violation
P - Probate
SC - Small Claims
T - Traffic
TR - Traffic
TX - Tax

Any cases that match your search criteria are listed below.

Information is listed in following order: Case Number, Litigant Name,
Charge,
and Closed Status. The case number has five parts: Year, Case
Type, Sequence Number, Litigant Type, and Litigant
Sequence Number.

<input checked type="radio"name="SCASE" value="1997TR022937D 001">
1997 TR 022937 D 001 DANNER, AMANDA M
DRIVING 15-20 MPH ABOVE LIMIT *
1993 OV 000007 D 001 DANNER, BRIAN
OVERTIME PARKING *
1991 CV 000051 D 001 DANNER, BRIAN E
FISHING W/O LICENSE *
1995 TR 019271 D 001 DANNER, BRIAN E
OPERATE UNINSURED MTR VEHICLE *
1995 TR 019272 D 001 DANNER, BRIAN E DISP
REGIS PLATE/DECAL/1ST,2ND *
1996 LM 000193 D 001 DANNER, BRIAN E

1996 LM 000270 D 001 DANNER, BRIAN E
```

1997 TR 009581 D 001 DANNER, BRIAN E
OPERATE UNINSURED MTR VEHICLE *
1997 TR 009582 D 001 DANNER, BRIAN E FAIL
TO REDUCE SPEED *
1997 TR 009583 D 001 DANNER, BRIAN E
CARRY/DISPLAY LICENSE/PERMIT *
1993 SC 001277 D 001 DANNER, BRIAN E ETAL
*
1990 SC 000725 D 001 DANNER, CHARLES
*
1988 SC 000501 D 001 DANNER, CHARLES F
*
1990 LM 000009 D 001 DANNER, CHARLES F
*
1990 SC 000318 D 001 DANNER, CHARLES F
*
1993 SC 001277 D 002 DANNER, CINDY
*
1996 LM 000270 D 002 DANNER, CINDY J

1996 TR 002862 D 001 DANNER, CINDY J
DRIVING 11-14 MPH ABOVE LIMIT *
1996 TR 002863 D 001 DANNER, CINDY J
CARRY/DISPLAY LICENSE/PERMIT *
1994 TR 003887 D 001 DANNER, CINDY JO FAIL
TO REDUCE SPEED *
1975 D 000730 P 001 DANNER, CYNTHIA
*
1989 CM 001303 D 001 DANNER, DANNIE E
HARASSMENT BY TELEPHONE *
1989 D 000112 D 001 DANNER, DANNIE E

1989 F 000232 D 001 DANNER, DANNIE E
*
1989 TR 002775 D 001 DANNER, DANNIE E
DRVNG UNDER INFL/0.10 ALCOHOL *
1989 TR 002776 D 001 DANNER, DANNIE E
TRANS/CARRY AL LIQ/DRIVER *
1989 TR 015191 D 001 DANNER, DANNIE E
DRIVING ON REVOKED LICENSE *
1989 TR 019254 D 001 DANNER, DANNIE E
DRIVING ON REVOKED LICENSE *
1989 TR 019255 D 001 DANNER, DANNIE E
REGISTRA EXPIRATION/1ST&2ND *
1975 D 000730 D 001 DANNER, DAVID
*
1996 SC 000482 P 001 DANNER, DAVID
*
1989 D 000806 P 001 DANNER, DAVID W
*
1994 TR 020151 D 001 DANNER, DAVID W DRVG
UNDER INFLU OF ALCOHOL *

1994 TR 020152 D 001 DANNER, DAVID W
DRIVING 15-20 MPH ABOVE LIMIT *
1994 TR 020153 D 001 DANNER, DAVID W
IMPROPER TRAFFIC LANE USAGE *
1994 TR 020154 D 001 DANNER, DAVID W
STOP/STAND/PARK/NON-BUS DIST *
1989 D 000806 D 002 DANNER, DAVID W (COUNTER-DEF)

1989 TR 019308 D 001 DANNER, DAWN M
DRIVING 11-15 MPH ABOVE LIMIT *
1991 TR 003263 D 001 DANNER, DAWN M
DRIVING 16-20 MPH ABOVE LIMIT *
1989 TR 002774 D 001 DANNER, DONNIE E
DRVNG UNDER INFL OF ALCOHOL *
1995 TR 020992 D 001 DANNER, DUSTIN G
DRIVING 21-25 MPH ABOVE LIMIT *
1996 TR 019847 D 001 DANNER, DUSTIN G
OPERATE UNINSURED MTR VEHICLE *
1996 TR 019848 D 001 DANNER, DUSTIN G
CARRY/DISPLAY LICENSE/PERMIT *
1993 F 000548 P 001 DANNER, JILL
*
1993 F 000837 P 001 DANNER, JILL
*
1993 LM 000097 D 002 DANNER, JILL
*
1991 CF 000152 D 001 DANNER, JILL M BAD
CHECK/>$150 OR SECOND OFF *
1991 CF 000270 D 001 DANNER, JILL M BAD
CHECK/>$150 OR SECOND OFF *
1994 TR 008886 D 001 DANNER, JILL M DISP
REGIS PLATE/DECAL/1ST,2ND *
1995 TR 002119 D 001 DANNER, JILL M
LEAVING THE SCENE *
1995 TR 002120 D 001 DANNER, JILL M FAIL
GIVE INFO/RENDER AID/INJ *
1995 TR 002121 D 001 DANNER, JILL M
DRIVER FAIL GIVE NOTICE OF ACC *
1995 TR 002122 D 001 DANNER, JILL M
OPERATE UNINSURED MTR VEHICLE *
1995 TR 002123 D 001 DANNER, JILL M
DISREGARD STOP SIGN *
1995 TR 002124 D 001 DANNER, JILL M
NOTICE OF ADD CHANGE/1ST,2ND *
1995 TR 005673 D 001 DANNER, JILL M
PERMIT UNAUTHD PERSON TO DRIVE *
1995 TR 005674 D 001 DANNER, JILL M
OPERATE UNINSURED MTR VEHICLE *
1995 TR 018206 D 001 DANNER, JILL M OP
MTR VEH/REGIS/SUSPENDED *

1995 TR 018207 D 001 DANNER, JILL M FAIL
SURRENDER REGIS/1ST & 2ND
1995 TR 018208 D 001 DANNER, JILL M NO
VALID REGIS/1ST AND 2ND
1994 TR 014096 D 001 DANNER, KRISTOFER D
DRIVING 15-20 MPH ABOVE LIMIT *
1998 TR 002499 D 001 DANNER, KRISTOFER D
OPERATE UNINSURED MTR VEHICLE *
1998 TR 002500 D 001 DANNER, KRISTOFER D
DRIVING 15-20 MPH ABOVE LIMIT *
1992 CM 000553 D 001 DANNER, LARRY E
BATTERY *
1995 CM 001024 D 001 DANNER, LARRY E
BATTERY/DOMESTIC *
1995 TR 005828 D 001 DANNER, LARRY E DRVG
UNDER INFLU OF ALCOHOL *
1995 TR 005829 D 001 DANNER, LARRY E DRVG
UNDER INFLU/0.10 ALCOHOL *
1995 TR 005830 D 001 DANNER, LARRY E
DRIVING ON REVOKED LICENSE *
1995 TR 005831 D 001 DANNER, LARRY E
OPERATE UNINSURED MTR VEHICLE *
1995 TR 005832 D 001 DANNER, LARRY E
TRANSP/CARRY ALC LIQ/DRIVER *
1995 TR 005833 D 001 DANNER, LARRY E
IMPROPER TRAFFIC LANE USAGE *
1995 TR 020183 D 001 DANNER, LARRY E
DRIVING ON REVOKED LICENSE *
1995 TR 020184 D 001 DANNER, LARRY E
OPERATE UNINSURED MTR VEHICLE *
1995 TR 020185 D 001 DANNER, LARRY E OP
MTR VEH/REGIS/SUSPENDED *
1995 CM 002140 D 001 DANNER, LARRY EUGENE
RESIST/PEACE OFFICER/CORR EMP *
1995 TR 018010 D 001 DANNER, LORI A
DRIVING 15-20 MPH ABOVE LIMIT *
1991 TR 016194 D 001 DANNER, MARK W
DRIVING 11-15 MPH ABOVE LIMIT *
1995 LM 000894 D 001 DANNER, MICHAEL
*
1990 TR 013784 D 001 DANNER, MICHAEL A
DRIVING ON REVOKED LICENSE *
1990 TR 013785 D 001 DANNER, MICHAEL A FAIL
GIVE INFO/RENDER AID/INJ *
1990 TR 013786 D 001 DANNER, MICHAEL A
DRIVER FAIL GIVE NOTICE OF ACC *
1993 TR 016506 D 001 DANNER, MICHAEL A
OPERATE UNINSURED MTR VEHICLE *
1994 TR 004316 D 001 DANNER, MICHAEL A
OPERATE UNINSURED MTR VEHICLE *

1994 TR 007462 D 001 DANNER, MICHAEL A
DRIVING 16-20 MPH ABOVE LIMIT *
1994 TR 010263 D 001 DANNER, MICHAEL A
DRIVING 16-20 MPH ABOVE LIMIT *
1997 TR 007932 D 001 DANNER, MICHAEL A
DRIVING 1-10 MPH ABOVE LIMIT *
1998 TR 009783 D 001 DANNER, MICHAEL A
DISREGARD STOP SIGN
1998 TR 009784 D 001 DANNER, MICHAEL A SEAT
BELT REQUIRED/DRIVER
1990 TR 009239 D 001 DANNER, ROBERT E FAIL
TO REDUCE SPEED *
1991 TR 003304 D 001 DANNER, ROBERT E SEAT
BELT REQUIRED/DRIVER *
1992 CM 001958 D 001 DANNER, ROBERT E
PROVIDE FALSE ID TO MINOR *
1996 TR 007925 D 001 DANNER, SCOTT A FAIL
TO REDUCE SPEED *
1991 CH 000049 D 001 DANNER, SCOTT A ETAL
*
1989 D 000806 D 001 DANNER, SHARON A
*
1989 D 000806 P 002 DANNER, SHARON ANN (COUNTER-PLTF)

1990 SC 000725 D 002 DANNER, STAR
*
1990 LM 000009 D 002 DANNER, STAR E
*
1995 TR 019575 D 001 DANNER, STEPHANIE K FAIL
TO REDUCE SPEED *
1996 TR 011920 D 001 DANNER, STEPHANIE K
DRIVING 15-20 MPH ABOVE LIMIT *
1995 OV 000236 D 001 DANNER, STEVE
EXPIRED METER (6 COUNTS) *

--
Are you paying more than $9.95 a month for Unlimited Local
Internet Access?
Are you paying extra to have more than 2 Meg of Web Space
for your own Business or Personal Pages?

If you answered YES to one or both of those questions, then
you are paying too much!!

Local Unlimited Internet Access with 10 MEG of storage for
your personal or business web pages, $9.95 a month!!

http://members.xoom.com/tort/vti.htm

373. ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: The Watcher <Use-Author-Address-Header@[127.1]>
Message-ID: <35887958.4585633@207.126.102.10>
Source record: 62131

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
or best offer. These SELL AT Video 61 for $49.95 used.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
manual, power supply, connecting cables, oil, original cost $399.95.
Also have a non-working 1027, can be fixed at any Atari service center,
both printers cost new $399.95 each, asking $100.00 for both of them.
Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
good condition, like new, supports single and dual density modes,
includes power supply, original cost $179.95, asking $75.00. These
sell at Video 61 for $74.95, same price.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific
programs, already wired for Turbo-816 installation, just need to
re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for
$59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

--
Are you paying more than $9.95 a month for Unlimited Local
Internet Access?

Are you paying extra to have more than 2 Meg of Web Space
for your own Business or Personal Pages?

If you answered YES to one or both of those questions, then
you are paying too much!!

Local Unlimited Internet Access with 10 MEG of storage for
your personal or business web pages, $9.95 a month!!

http://members.xoom.com/tort/vti.htm

374. Re: Size of DD-ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6m3vgk$8ao$1@dartvax.dartmouth.edu>
Source record: 62132

Frank-Oliver Malisch writes:

>I remember somebody claiming here that in double-density
>atr-images the first three (or two) sectors are only 128 bytes
>instead of the usual 256 (for dd-images). Is this correct ??

Yup, that's right.

>Is there a definition of the atr-standard ???

Check the SIO2PC docs. The ATR format was created by Nick Kennedy for
use with SIO2PC. He defined it for both single and double density
images with arbitrary numbers of sectors.

>The reason I am asking this is because when I transfer complete
>dd-disks from the a8, the "diskformer" program (v0.96) transfers
>an image in which all sectors have a length of 256 bytes.
>This is true for both dd-atr-images and dd-xfd-images.
>Is this a bug in the diskformer program ????

Yup, that's a bug.

For DD ATR images, the size of the file should be

ATR_HEAD_SIZE + 3*128 + (sec_count-3)*256

where ATR_HEAD_SIZE is, as I recall, 16 bytes.

Personally, I think that was a bad idea, just like storing the size of
the image as a count of 16-byte "paragraphs," instead of as a sector
count, but that's how it works, and we're stuck with it now. Since it
does do the job, I don't see any point in introducing yet another disk
format.

BTW, is the APE PRO format (the one with the copy protection info)
proprietary, or are there docs for that somewhere?

--PC

--
The position and/or opinions in the above message are those of the Board of
Trustees of Dartmouth College. Copyright (c) 1998. All right reserved. The
above positions are also held by Newt Gingrich, many foriegn world leaders, and
you who are reading them. Preston bears no responsibility for the content.

375. Atari Show - Dallas Area

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: Sam Casas <scasas@ix.netcom.com>
Message-ID: <6m479d$7o@dfw-ixnews3.ix.netcom.com>
Source record: 62133

DEUCE 98
The Atari Users of North Texas (AUNT) Computer Exposition will be coming again to
Dallas this November in conjunction with the monthly DFW XChange Super Saturday
activities at the beautiful Dallas Infomart. Show date is planned for Saturday the
14th. As with the last three DEUCE shows, the actual show date will be finalized
120 days prior to the exposition. The exposition, along with the Super Saturday
activities, charge no admission fees and are open to the general public. The one day
exposition is planned to begin at 8:30 AM and run until 4:00 PM. A Friday evening
pre-show get together and a post show get together are also being planned.
November is still a great time to visit the Dallas Metroplex. The DFW XChange Super
Saturday activities are a monthly computer extravaganza where thousands of computer
enthusiasts get together, share their computer interests and enjoy some of the best
computer and high-tech electronic buys in Texas. This November will again be special
for us Atarians because so many of our finest developers and dealers will be partici-
pating in the activities.

The Dallas Infomart facility, a replica of the famous 1895 World Fair Crystal Palace,
is located in the heart of the Dallas commerce district at 1950 Stemmons Freeway
(Interstate 35E). The facility is leased by the DFW XChange each month to provide
a community service to all computer users in the Dallas-Ft Worth Metroplex area. The
Atari Users of North Texas is one of many participating user groups that help support
this community service by sharing our Atari computer interests, general computer
expertise and providing user assistance to our local Atarians and the interested
general public.

Vendors are being lined up. Systems for Tomorrow, chroMagic, Crawly Crypt Corp and Emmulators have already expressed their interest in participating in the show. Vendors interested in participating can contact David Acklam at (972) 242-9655 or via email at d.acklam@genie.com. You can also visit the AUNT internet home page at http://www.startext.net/homes/aunt.

376. SIO Command List

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-15 00:00:00 UTC
From: dmlloyd@earth.execpc.com
Message-ID: <6m493i$ml1@newsops.execpc.com>
Source record: 62134

Hello. I'm interested in compiling a complete (or as much as possible) list of SIO commands for the various disk drives, printers, modems, etc. that are (were) available for the Atari. Can anyone point me in the right direction? I think that such a list would be quite benificial to the programmers and experimenters out there (like me! :).

I would also like to include the commands for the various drive-ROM modifications as well.

Thanks in advance!

--
(*) Dave Lloyd
(*) dmlloyd @ execpc.com -- http://www.execpc.com/~dmlloyd/

377. Re: What games did Frank Cohen program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6m72k5ruf1@pale-rider.INS.CWRU.Edu>
Source record: 61989

(Gareth? asks what Frank Cohen wrote.)
I'm remembering 'Clowns and Balloons' for the A8 (commercial)
and 'Monkeys and Balloons' (magazine) for the ST.
Seems like, if I recollect.

378. Re: Size of DD-ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: Ken Siders <ksiders@columbus.spam.rr.com>
Message-ID: <6m7gqrjkl1@news-2.news.gte.net>
Source record: 61990

>Actually, the documentation for SIO2PC states that all Atari disk have
>128 bytes in their first three sectors. This is true for real disks,
>and thus it should be for emulated images too. The boot code in the
>XL/XE and 400/800 simply assumes the boot sectors to be 128 bytes.
>When dos is booted, it figures out that the other sectors are 256 or
>whatever. Point is that the boot code expects the boot sectors to be
>128 bytes. (probably also the reason why DOS writes three boot
>sectors even though DOS 2.0 boot code is only two sectors big). All
>ATR images have 128 bytes in their first three sectors, regardless of
>type and size. This is all explicitly stated in the SIO2PC
>documentation. Read it carefully, and all the way through.
>It also states that the 183,952 size is STANDARD, not the 184,336
>size.

Thanks for the info. I'll be updating my current utilities and
documentation.
I had just blindly created a 184K image from the first list of sizes
presented with SIO2PC and checked its size. So I guess this creates an
image with 721 1/2 sectors since there is an extra 384 bytes. At the time,
I didn't have SIO2PC actually hooked to an Atari to write to the image and
look at it. About 1/2 of the DD images I have have are one size
and the 1/2 are the other. Some look fine on XL-It but not on PC Xformer
and the opposite was true for the others. For the person who originally
asked,
Diskformer will not be updated until I find the original source disk
wherever
it is.

> It notes that a tilde is displayed for standard disk sizes.
>To create a disk size of 183,952 you have to choose option 6/More, and
>then select option 3 from the "Choose standard sizes from list"
>screen. This gets you a standard disk size. I really have no clue why
>the 180 kilobytes image of 184,336 bytes is there, because in fact
>in my opinion, this is an invalid ATR image size. Well, that is, it
>has 128 unused bytes at the end. Write data to it the disk image, and
>you will see that the first three sectors really only contain 128
>bytes.

Where is this documentation available? The last version I had does not
have this information in the docs. I would be interested to see it to see
if
I have everything else correct. Was there a version after 3.19i?

>I know that the Diskcomm program stores DD disks with a sector size of
>256 in the DCM file, even for the first three sectors. The last 128

>bytes contain zeroes. In reading and writing it has to read and write
>128 bytes of course, otherwise the drive will refuse the command.
>
>So to make a long story short, the SIO2PC documentation explicitly
>states that the first three sectors of ATR images are always 128
>bytes. Whoever assumes otherwise is simply ignoring the standard as
>defined by Nick Kennedy.
>
>Keep those XL's/XE's humming.
>Ernest.

Thanks,
--Ken Siders
ksiders@columbus.nospam.rr.com (remove nospam to reply)
http://atari8bit.home.ml.org

379. FS: SIO2PC APE cables CHEAP!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6m7qjrnfq1@korweta.task.gda.pl>
Source record: 61991
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

Check it out at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=17867071
or contact me directly at:
webmaster@cbmpan.gdynia.pl

380. C for 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: "J. Reyes" <fixit@fred.net>
Message-ID: <6m84aq$s0$1@news13.ispnews.com>
Source record: 61992

Is there a C compiler for the 8-bit Ataris? If so, where can find it?

Thanks!

Jay

381. Re: C for 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3587A555.1F6DDABF@ix.netcom.com>
Source record: 61993

```
J. Reyes wrote:
>
> Is there a C compiler for the 8-bit Ataris? If so, where can find it?
>
> Thanks!
>
> Jay

Jay,
There are a couple of them. Deep Blue C is a commercial one available
at www.myatari.com, then there are a couple of shareware ones that you
can probably d/l from the Umich archive at
ftp://atari.archive.umich.edu/atari/8bit/.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

382. Re: Re : What games did Frank Cohen program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3587c3bc.1207436@news.ioa.com>
Source record: 61994

On Tue, 16 Jun 1998 20:55:35 +0100, "Gareth" <garethd_@dial.pipex.com> wrote:

>
>Swozniak wrote in message
><1998061612464700.IAA15512@ladder01.news.aol.com>...
>>Here's some info that I got from the Giant List Of Classic Game
>Programmers:
>
>
><snipped>
>
>
>Thanks for the info and the great link! I'm sure though that I played a game
>written by Frank Cohen which isn't on the list - trouble is I can't remember
>a bloody thing about the game except that it was fantastic.
>
>Gareth.

You could still be right, since the GLOCGP only lists primary programmers and/or porters. If Cohen was a minor collaborator on a game you remember, the dadgum site wouldn't list him neccessarily. Unfortunately, that means trying to jog your memory to figure it out :-(

Good Luck!
Steven

383. UMich Archive Down?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3587c4bc.1462969@news.ioa.com>
Source record: 61995

Is anyone else having trouble getting into the UMich archive? I've tried for the last week and it won't connect. Pinging the IP address also times out, which tells me the machine or the network it's on is down.

Any news?

Steven

384. FS: Antic Magazines (18 Early Issues)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: SRipkowski@my-dejanews.com
Message-ID: <6m8jsbcui1@nnrp1.dejanews.com>
Source record: 61996

See the eBay auction at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=17626219

Thanx.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

385. Re: UMich Archive Down?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6m8l3djpo1@star.cs.vu.nl>
Source record: 61997

stevenposey@usa.net (Steven Posey) writes:

>Is anyone else having trouble getting into the UMich archive? I've tried for
>the last week and it won't connect. Pinging the IP address also times out,
>which tells me the machine or the network it's on is down.

I have no idea, but you can check my mirror at:

ftp://pmftp.cs.vu.nl/pub/atari8bit/

HTH. HAND.

--Ivo

386. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: 5twscm <vcj@BellAtlantic.net>
Message-ID: <3587EFBF.1DA0@BellAtlantic.net>
Source record: 61998

Does anyone know about how to get poems published
Veronica
vcj@bellatlantic.net

387. Re: Re : What games did Frank Cohen program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6m8vls$a27$1@soap.news.pipex.net>
Source record: 61999

Steven Posey wrote in message <3587c3bc.1207436@news.ioa.com>...
>On Tue, 16 Jun 1998 20:55:35 +0100, "Gareth" <garethd_@dial.pipex.com>
wrote:
>
>>
>>Swozniak wrote in message
>><1998061612464700.IAA15512@ladder01.news.aol.com>...
>>>Here's some info that I got from the Giant List Of Classic Game
>>Programmers:
>>
>>
>><snipped>
>>
>>
>>Thanks for the info and the great link! I'm sure though that I played a
game
>>written by Frank Cohen which isn't on the list - trouble is I can't
remember
>>a bloody thing about the game except that it was fantastic.
>>
>>Gareth.
>
>You could still be right, since the GLOCGP only lists primary programmers
and/or
>porters. If Cohen was a minor collaborator on a game you remember, the
dadgum
>site wouldn't list him neccessarily. Unfortunately, that means trying to
jog
>your memory to figure it out :-(
>
>Good Luck!
>Steven

Thanks Steven! Actually I e-mailed James Hague - who compiled the list - and he replied that he had been e-mailed by Frank Cohen who told him that it was a complete list of the games he had done! Still, as you say, he could well have been a minor collaborator on something else - I think that actually is what I remember. Still, it was a great game - whatever it was!

Gareth.

388. Re: UMich Archive Down?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35881162.11039457@news.ioa.com>
Source record: 62000

On 17 Jun 1998 14:50:21 GMT, ipoorten@cs.vu.nl (Ivo van Poorten) wrote:

>I have no idea, but you can check my mirror at:
>
>ftp://pmftp.cs.vu.nl/pub/atari8bit/
>

Thanks, Ivo, I thought I was going into withdrawal!

Steven

389. FA: Atari Hard drive & extras

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: Paul-David <Pauldb@mariner.cris.com>
Message-ID: <6m984v$91r@examiner.concentric.net>
Source record: 62001

```
17528716: Atari 2600 w/BOX & 50 games
Current bid: $9.99
Auction ends on: 06/21/98 14:00:24 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=17528716

17837093: Atari Hard Drive/disk drive/mouse & More
Bidding starts at: $9.99
Auction ends on: 06/21/98 19:35:37 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=17837093

17838746: Vectrex system with Two games & overlays
Bidding starts at: $9.99
Auction ends on: 06/21/98 19:43:45 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=17838746

17840223: Atari 7800 System with 14 games
Bidding starts at: $9.99
Auction ends on: 06/21/98 19:50:06 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=17840223

17842214: Fisher Price PXL-2000 Camera
Bidding starts at: $9.99
Auction ends on: 06/21/98 20:01:29 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=17842214
```

390. Re: Size of DD-ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <35882c18.3527093@news.wxs.nl>
Source record: 62002

On Wed, 17 Jun 1998 00:30:59 -0400, "Ken Siders"
<ksiders@columbus.spam.rr.com> wrote:

>>Actually, the documentation for SIO2PC states that all Atari disk have
>>128 bytes in their first three sectors.
snip
>Where is this documentation available? The last version I had does not
>have this information in the docs. I would be interested to see it to see
>if
>I have everything else correct. Was there a version after 3.19i?

I think the most recent version of SIO2PC is 4.16, which can be
downloaded from
http://home.t-online.de/home/tgrasel/sio_416.zip

There is other nice info on the web pages from Thomas Grasel:

http://home.t-online.de/home/tgrasel/restarte.htm

The docs that came with 3.19 already stated all this.

A quote from the docs:

>Note that when you choose double density, the basic 1, 2, 3, & 4 choices
>won't be seen as a standard size, but the equivalent chosen from sub
>option 6/More WILL, for technical reasons too boring to go into here. As
>I've said, this usually doesn't matter, because most DOSses don't use the
>GET/SEND configuration capabilities anyway.
>
>You could compute some standard sizes like this:
>
>Number of Sectors = (#TRACKS * #SIDES * # SECTORS/TRACK)
>
>Size in Bytes = (Number of Sectors) * (#Bytes/Sector)
>
>(For the Size in Bytes, subtract 384 for double density, because the first 3
>sectors are always 128 bytes.)

The docs as of version 4 of SIO2PC also documents the format for
copy-protected ATR images, since SIO2PC can now also hook up
a 1050 drive to the RS232 port and read data from it, although you
need a modified SIO2PC cable for this.

You might want to ask Nick Kennedy about the weird 183K format.
His E-mail address is in the docs too.

Keep those XL's/XE's humming.

391. Re: C for 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1706981700570001@macmcurrent.library.carleton.edu>
Source record: 62003

In article <6m84aq$s0$1@news13.ispnews.com>, "J. Reyes" <fixit@fred.net> wrote:

>Is there a C compiler for the 8-bit Ataris? If so, where can find it?

To answer the first question:

- ACE C (John Palevich & Ralph Walden) [D]
This is a newer version of 'Deep Blue C'.
- C/65, Tiny C (OSS)
- C65
- CC65, 1989 (John R. Dunning) [D]
This public domain package includes; compiler, linker,
assembler and object librarian.
- CC8
- Deep Blue C, Version 1.2, 1982 (John Palevich, APX) [D]
Drawn from Ron Cain's public domain C-compiler.
- DVC C, Version 1.01, 1985 (Ralph E. Walden) [D]
- LightSpeed C, Version 1.08, 1986
(Clearstar Softechnology) [D]

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

392. Re: UMich Archive Down?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1706981702350001@macmcurrent.library.carleton.edu>
Source record: 62004

>stevenposey@usa.net (Steven Posey) writes:
>
>>Is anyone else having trouble getting into the UMich archive? I've tried for
>>the last week and it won't connect. Pinging the IP address also times out,
>>which tells me the machine or the network it's on is down.

http://www.umich.edu/~archive/atari/8bit/ seems fine to me.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

393. Re: Miner 2049er QUESTION...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: Jack Flack <jack.flack@unistudios.com>
Message-ID: <6m9htvkjq1@excalibur.flash.net>
Source record: 62005

The author, and owner of Big Five Software was Bill Hogue. Jeff Cohen is the Cohen seen in the credits, as he was employed by Big Five Software. Miner 2049'er was developed for Atari 800/400 and ported to Apple. Bill was my next door neighbor, and I beta tested Bounty Bob Strikes Back.

JF

394. Covox Box (WTB: Covox?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <358879b4.0@news2.uswest.net>
Source record: 62006

I have a voice command module also known as Chirpee(tm) for the Commodore 64. I looked up the patent #4284846 on the IBM patent server to get a block diagram. The thing processes the sound input and provides three serial outputs labeled hiss, delta and ampl. Does the covox box work the same way? Maybe I can get it to work with the covox software. If so, where can I get or download that software?

If all else fails, where can I buy one of those covox speech recognition boxes?

Thanks,

Patrick Robbins
Probb26666@usa.net

395. Re: Re : What games did Frank Cohen program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: johnh@aanewberry.microserve.com
Message-ID: <MPG.ff24ad915d9b3f3989684@news.microserve.net>
Source record: 62007

In article <1998061612464700.IAA15512@ladder01.news.aol.com>,
swozniak@aol.com says...
> Here's some info that I got from the Giant List Of Classic Game Programmers:
>
> Cohen, Frank [co-founder of Regent]
> Clowns & Balloons (1981, 800, Datasoft)
> Cohen's Towers, with Alan Sinder (1983, 800, Datamost)
> M*A*S*H (1984, 2600, Fox)
> Ghost Chaser (1984, 800, Access)
> The Scrolls of Abadon (1985, 800/64, Artworx)
> Ollie's Follies (1985, 800/C64, American Eagle)
> [N] Regent Base (ST, 1986, Regent)
>
Didn't he once program a version of Clowns and Balloons for the ST? I
think it may have been published in one of the US ST magazines, either
STart or ST Log - perhaps with a different title.

I loved the Clowns and Balloons music. Anyone have it as a WAV file?

396. Re: UMich Archive Down?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <358843E2.303CA84B@sisna.com>
Source record: 62008

I just logged into the Atari 8-bit archive and worked fine for me went directly in from bookmark.

bob

397. Strange cart, what is it? "The Pill"

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: Kevin <djneo@blkbox.com>
Message-ID: <35882A81.D75ED55F@blkbox.com>
Source record: 62009

I found a strange cart today, its not a normal 400/800 cart case.
There is a white molding around the cart and chip, and a label that
says "The Pill" and at the bottom it says "U.S. Patent Off."
There is an On Off switch at the top of the cart. I can scan this if
anyone wants a scan.

What is it?

Thanks

--
Visit my new Dragon's Lair web page
http://www.geocities.com/TimesSquare/Maze/5011/
-
or my Vintage Video Game page:
http://www.geocities.com/TimesSquare/Fortress/6223/

398. Re: Strange cart, what is it? "The Pill"

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-17 00:00:00 UTC
From: Kevin <djneo@blkbox.com>
Message-ID: <358855C3.B13BE9CC@blkbox.com>
Source record: 62010

> >
> > What is it?
>
> It's a part of a cartridge "backup" utility. The cartridge you have is
> used to run cartridge backups off of a floppy in conjunction with special
> software that came with it.
>
> Mark
>

thanks

Is this software avail. for download off the internet, so this cart
would be usefull.

--
Visit my new Dragon's Lair web page
http://www.geocities.com/TimesSquare/Maze/5011/
-
or my Vintage Video Game page:
http://www.geocities.com/TimesSquare/Fortress/6223/

399. Can anyone transfer 8-bit Atari files/disks to PC for me?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: kiwilove@es.co.nz
Message-ID: <898131401.113474@Chaos.es.co.nz>
Source record: 62011

```
Please reply to kiwilove@es.co.nz

I have disks in standard 720 sector mode, SpartaDOS and 1050 density, etc.

Some pretty neat graphics, graphic demos and even a game : HawkQuest,
that I worked on with a friend, that I'd like to see running under
Atari 8-bit PC emulation.
```

400. Re: Size of DD-ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: kames@dxnet.com
Message-ID: <f5O4dXX6MbiT-pn2-FevdlYvkdYEP@DRACO>
Source record: 62012

On Wed, 17 Jun 1998 04:30:59, "Ken Siders"
<ksiders@columbus.spam.rr.com> wrote:

> >Actually, the documentation for SIO2PC states that all Atari disk have
> >128 bytes in their first three sectors. This is true for real disks,
> >and thus it should be for emulated images too. The boot code in the
> >XL/XE and 400/800 simply assumes the boot sectors to be 128 bytes.
> >When dos is booted, it figures out that the other sectors are 256 or
> >whatever. Point is that the boot code expects the boot sectors to be
> >128 bytes. (probably also the reason why DOS writes three boot
> >sectors even though DOS 2.0 boot code is only two sectors big). All
> >ATR images have 128 bytes in their first three sectors, regardless of
> >type and size. This is all explicitly stated in the SIO2PC
> >documentation. Read it carefully, and all the way through.
> >It also states that the 183,952 size is STANDARD, not the 184,336
> >size.
>
> Thanks for the info. I'll be updating my current utilities and
> documentation.
> I had just blindly created a 184K image from the first list of sizes
> presented with SIO2PC and checked its size. So I guess this creates an
> image with 721 1/2 sectors since there is an extra 384 bytes. At the time,
> I didn't have SIO2PC actually hooked to an Atari to write to the image and
> look at it. About 1/2 of the DD images I have have are one size
> and the 1/2 are the other. Some look fine on XL-It but not on PC Xformer
> and the opposite was true for the others. For the person who originally
> asked,
> Diskformer will not be updated until I find the original source disk
> wherever
> it is.
>
> > It notes that a tilde is displayed for standard disk sizes.
> >To create a disk size of 183,952 you have to choose option 6/More, and
> >then select option 3 from the "Choose standard sizes from list"
> >screen. This gets you a standard disk size. I really have no clue why
> >the 180 kilobytes image of 184,336 bytes is there, because in fact
> >in my opinion, this is an invalid ATR image size. Well, that is, it
> >has 128 unused bytes at the end. Write data to it the disk image, and
> >you will see that the first three sectors really only contain 128
> >bytes.
>
> Where is this documentation available? The last version I had does not
> have this information in the docs. I would be interested to see it to see
> if

> I have everything else correct. Was there a version after 3.19i?
>
> >I know that the Diskcomm program stores DD disks with a sector size of
> >256 in the DCM file, even for the first three sectors. The last 128
> >bytes contain zeroes. In reading and writing it has to read and write
> >128 bytes of course, otherwise the drive will refuse the command.
> >
> >So to make a long story short, the SIO2PC documentation explicitly
> >states that the first three sectors of ATR images are always 128
> >bytes. Whoever assumes otherwise is simply ignoring the standard as
> >defined by Nick Kennedy.
> >
> >Keep those XL's/XE's humming.
> >Ernest.
>
> Thanks,
> --Ken Siders
> ksiders@columbus.nospam.rr.com (remove nospam to reply)
> http://atari8bit.home.ml.org
>
>
Yes, Sio2pc is up into 4.02 or maybe even a little higher by now.

Ken

401. Re: UMich Archive Down?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: mcheca@li.urp.edu.pe
Message-ID: <35886af0.23798811@news.unired.net.pe>
Source record: 62013

On Wed, 17 Jun 1998 13:31:26 GMT, stevenposey@usa.net (Steven Posey) wrote:

>Is anyone else having trouble getting into the UMich archive? I've tried for
>the last week and it won't connect. Pinging the IP address also times out,
>which tells me the machine or the network it's on is down.
>
>Any news?
>
>Steven
Well, I tried and got into it via http://www.umich.edu/~archive/atari/
so it's still there...
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

402. Re: 1200 Motherboard needed!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998061803072700.XAA16321@ladder01.news.aol.com>
Source record: 62014

> I NEVER sell my 1200XL stuff.... but,,,, $80?
>How many do you want?

I've wondered for a while, Bob... do you have the 1200 market
cornered by now? :-)

Larry

403. speech synthesis for atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: Dominik Zielinski <muminNOSPAM@home.net>
Message-ID: <Lq0i1.148$ZV2.16273550@news.rdc1.mi.home.com>
Source record: 62015

Does anyone know where I could find speech synthesis software for atari 8-bit. I remember using somrthing called SAM on my 800XL years ago and I'd like to try it with an 8-bit emulator. I want to generate that retro-sounding robotic voice and from what I remember, SAM sounded perfect. Thanks.

Dominik

404. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <1998061804135100.AAA22169@ladder03.news.aol.com>
Source record: 62016

If I remember correctly...I think it was written in BASIC

My 2 cents

Ralph

ps SCRAM stands for-- Start Cutting Right Away, Man!!!!

405. Re: : What games did Frank Cohen program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6malkdhgs1@star.cs.vu.nl>
Source record: 62017

"Gareth" <garethd_@dial.pipex.com> writes:

>Thanks Steven! Actually I e-mailed James Hague - who compiled the list - and
>he replied that he had been e-mailed by Frank Cohen who told him that it was
>a complete list of the games he had done! Still, as you say, he could well
>have been a minor collaborator on something else - I think that actually is
>what I remember. Still, it was a great game - whatever it was!

Frank Cohen has his own website. It's at:

http://www.watchmysite.com

--Ivo

406. SuperVideo 2.1XL now on the web

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.ff297d7806cd10d98968a@news2.ibm.net>
Source record: 62018

A preliminary version of the "Super Video 2.1XL" article from the December 1993 issue of Atari Classics is now available via the World Wide Web at:

http://members.delphi.com/lmcclure/svxl/index.html

Nothing fancy yet...no hyperlinks, no graphics; just text and a few tables. The next step will be to add in the diagrams from the article.

Any suggestions on how to improve this web page are also appreciated. If anyone has a digital camera, a video camera + hi-res capture card, or a regular camera and a scanner, and would like to supply pictures of each step of the modification for any of the machines covered (800XL, 600XL, 1200XL), they would be a big help!

==========
lmcclure@ibm.net

407. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.ff29e5919adb3cc98969e@news.midwest.net>
Source record: 62019

In article <1998061804135100.AAA22169@ladder03.news.aol.com>,
ralphxpn@aol.com says...
> If I remember correctly...I think it was written in BASIC
>
> My 2 cents
>
> Ralph
>
> ps SCRAM stands for-- Start Cutting Right Away, Man!!!!
>
the above msg i am replying to is the only one i received so if this has
already been said, sorry.. :)
But I thought the game was written by Chris Crawford.

--
Ron
rlaski@midwest.net

408. London [off-topic]

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6mar03jvd1@star.cs.vu.nl>
Source record: 62020

Hi fellow-Atarians,

Just 'slightly' off-topic, this August I'm planning to go to London again (I was there in April for a conference) and I would like to know if somebody could recommend me an acceptable low-budget hotel? Last time I stayed in a 50 UKP hotel at Gloucester Road (expenses paid by my boss) and saw a lot of hotel signs advertising for 15 - 30 UKP but I forgot to write down some names. Any suggestions? (Prefereably (sp?) at about 15 mins. by tube from Leicester Sqr.) Thanks inadvance!

ObAtari8bit: While I was cleaning my drawers last night I stumbled upon a pile of atari related papers with programming ideas I never finished. They turned out to be from late 1994(!). Never figured it's been so long since I actually programmed on my Atari. Maybe I should boot my Atmas-II floppy again soon :-) Anyway, today I browsed through the umich archive again and I couldn't find anything that was released after 1995. Are there any new programs/demos/whatever released after that? Not much I figure. Some Polish stuff maybe?

--Ivo

409. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: TransTrade <nomail@fyouspammer.com>
Message-ID: <01bd9aa5$8d648b60$1c39ae98@main>
Source record: 62021

> But I thought the game was written by Chris Crawford.

That's right. It was Chris Crawford. I remember reading an interview with Crawford where he mentioned Scram had been written in BASIC. Whatever happened to Crawford anyway?

410. I need to create or have created some ATR files...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: Bauhaus <bauhaus@adni.net>
Message-ID: <01bd9aac$a0cbb8c0$555b39d1@920148124worldnet.att.net>
Source record: 62022

So I have a few atari games that I would like to get converted to ATR format...

Right now I don't have a Atari that works, so could someone, preferably in the
Detroit are, but if not thats cool to, help me here?

I have the following games I would like put into ATR format...

Dunjonquest
Datestones of Ryn
Morloc's Tower
Hellfire Warrior
Dragon's Eye

Star Trek 3.5 (From Adventure International)

Several disks from Softside Magazine...

Once I have the ATR file, I will post them/submit them to the various NGs and FTP archives...

Any help would be appriciated

Thanks

--Bau
bauhaus@adni.net

411. Re: UMich Archive Down?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd9ab3$640dee60$65c2accf@asharkis.erols.com>
Source record: 62023

Hey, guys, I tried it last night via the Web and all is well there.

Steven Posey <stevenposey@usa.net> wrote in article
<35881162.11039457@news.ioa.com>...
> On 17 Jun 1998 14:50:21 GMT, ipoorten@cs.vu.nl (Ivo van Poorten) wrote:
>
> >I have no idea, but you can check my mirror at:
> >
> >ftp://pmftp.cs.vu.nl/pub/atari8bit/
> >
>
> Thanks, Ivo, I thought I was going into withdrawal!
>
> Steven
>

412. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998061814204700.KAA23385@ladder03.news.aol.com>
Source record: 62024

Chris Crawford wrote some pretty neat stuff. "Legionaire" was his and he was one of the three that wrote "Excalibur". What was great about "Legionaire" was how he could cram so much into so little memory. Just about every bit of every byte was used for something. "Excalibur" was big enough that it had to be loaded from disk in parts, depending what part of the game you were in. It was kind of a drag waiting for parts to load, but the game might be fun to try with an emulator now, or an Atari using APE Warp Speed.

Bostone1@aol.com

413. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Eur5CG.3sq@cix.compulink.co.uk>
Source record: 62025

In article <1998061814204700.KAA23385@ladder03.news.aol.com>,
bostone1@aol.com (Bostone1) wrote:

> Chris Crawford wrote some pretty neat stuff. "Legionaire" was his and he
CC wrote Eastern Front but I'm pretty sure someone else did Legionaire
based on his code.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

414. Re: UMich Archive Down?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <358934b3.4031605@news.ioa.com>
Source record: 62026

On Wed, 17 Jun 1998 17:02:35 -0500, mcurrent@carleton.edu (Michael Current) wrote:

>http://www.umich.edu/~archive/atari/8bit/ seems fine to me.
>
>-Michael

Ok, maybe I wasn't very clear... I meant the FTP archive at atari.archive.umich.edu. I'm guessing that it's just server overload. I've switched to the wuarchive mirror and all it well. Sorry, Ivo, but Missouri USA is much closer to me than Amsterdam, but thanks for your help!

Steven

415. Re: I need a 3.5 IDE cable, 040 and SCSI driver for my 1200!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: clyde@obwon.kodak.com
Message-ID: <6mbqu9$g49$1@thetimes.pixel.kodak.com>
Source record: 62027
Cross-posted to:
comp.sys.amiga,comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit

```
+---
+-Robert S Ely --- Communications Systems Technician
+-rsely@dhs.state.nj.us -or- rely@ix.netcom.com
+-====|||====Atari 8-bit user since 1982====|||=====
+-===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

I am also a 16 year user of the Atari. Also I have 5 or more 800 w/ power supplys available. I have 800s, 800xl, 1200xl, 600xl, 130xe, BB w/ floppy, 210meg hd w/ 52 k cash, ECT...

Greg

416. World of Atari Show 98

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <6mc30cpvc1@nnrp1.dejanews.com>
Source record: 62028

Check out http://www.atarihq.com/atari98/ . It has the details about the subject of this message.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

417. FS: Full Atari 2600 system

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: Mark Carroll <mcarroll@cantab.com>
Message-ID: <6mbulf$2pb$1@news.cis.ohio-state.edu>
Source record: 62029
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit

We have a complete working Atari 2600 system for sale, with case, joysticks, paddles, games, etc. Any takers?

Questions, offers, comments - e-mail me.

-- Mark

418. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6mc4ms$1e2@bgtnsc03.worldnet.att.net>
Source record: 62030

RalphXPN wrote in message
<1998061804135100.AAA22169@ladder03.news.aol.com>...
>If I remember correctly...I think it was written in BASIC
>
>My 2 cents
>
>Ralph

Yep it was.. I remember redoing some of the color routines, enhanceing some of the sounds, and then compiling it.. now if I knew WHERE all that work went.. and on which disk.. LOL!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

419. Re: 1200 Motherboard needed!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3589955D.240E@pacbell.net>
Source record: 62031

```
LWhite6497 wrote:
>
> > I NEVER sell my 1200XL stuff.... but,,,, $80?
> >How many do you want?
>
> I've wondered for a while, Bob... do you have the 1200 market
> cornered by now? :-)
>
> Larry
----
hey, if he takes them all, I can buy a new car!!

Bob
```

420. Terry Ortman: Authorities Need Help

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: hb4@pop.interaccess.com
Message-ID: <6mc5sk$f0m$2@supernews.com>
Source record: 62032

I am an Assistant Attorney General for Illinois. If you have had any questionalbe dealings with Terry Ortman of Chicago, Illinois, please contact me by phone or at my work e-mail, hbundy@pop.state.il.us.

If you have been ripped off, know his whereabouts, or have other information that might assist in our investigation, please contact me.

Feel free to repost this article anywhere you wish or email it to whomever you wish.

Thanks for your help.

421. Atari software & hardware sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: atari.comptuer@ehrich.com
Message-ID: <C5hi1.9$GY2.144076@news3.voicenet.com>
Source record: 62033

```
Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists for the PC, Amiga, Vic20 C64, TI, COCO
Video Games, Music CD's, Books on Tape, Computer Courses,
and the latest Atari list.

Atari HW & Software Items for Sale
Plus Shipping - PrePaid Only

--------------------------------------------------------------------------------
Atari power supply for 1050 drive.................. $12
Ape Face Model XLP Digital Device.................. $14
Atari XMM801 printer............................... $15
Atari 1020 Printer................................. $10
Atari 410 Program Recorder (tape deck) ............. $10
Cables for Atari etc from Chelco (6) ............... $ 4 each
Hot Stuff Joystick (rough)......................... $ 4
Joysticks (square) (4)............................. $ 8 each
Paddles (2 sets)................................... $12 each set
DVE Printer Power Supply Model DV-2412A............. $ 8
50 5-1/4 diskettes ................................ $10
50 3-1/2 diskettes................................. $12.50
--------------------------------------------------------------------------------

Diskette Software for Atari Computers
$3.95 each (6 for $18)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
DeBug by Childware
Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
```

MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
Reading Skills
Sesame Str Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spnker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

Diskette Software for Atari Computers
$2.50 each (5 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Astro Grover
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Lode Runner
Lucas Films Ballblazer
Match Up
Master of Lamps
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell

Moon Shuttle
My First Alphabet
On Track Racing
Paint Master Diskette
Print Shop
Sea Bandit
Shape Up
Sky Blazer from Broderbund
Spy vs Spy
Summer Games -
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore

Antic Diskettes from Atari
$1.95 each (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 CompAdv Star Raiders Cartridge w/box
Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box

Atari Artist
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)
Sky Writer

Tape Software for Atari Computers
$2.95 each (4 for $9)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
Gulp!!
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing

Atari Books $4.95 each (5 for $19)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

422. Re: Strange cart, what is it? "The Pill"

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1806982122020001@port144.bitstream.net>
Source record: 62034

In article <35882A81.D75ED55F@blkbox.com>, Kevin <djneo@blkbox.com> wrote:

> I found a strange cart today, its not a normal 400/800 cart case.
> There is a white molding around the cart and chip, and a label that
> says "The Pill" and at the bottom it says "U.S. Patent Off."
> There is an On Off switch at the top of the cart. I can scan this if
> anyone wants a scan.
>
> What is it?

It's a part of a cartridge "backup" utility. The cartridge you have is
used to run cartridge backups off of a floppy in conjunction with special
software that came with it.

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984
---

423. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-18 00:00:00 UTC
From: Strafe <joeaux@gte.net>
Message-ID: <6mcnar$j5m$1@news-2.news.gte.net>
Source record: 62035

Has anyone got a copy? I bought it years ago and played it
over and over. Only thing is I can't find it! If you've got a copy
or know where I can get one I'd sure appreciate it!
TIA,
-joe-

-Joe Aycock (joeaux@gte.net)(http://home1.gte.net/joeaux/index.htm)
-Lover of all things Macintosh, OS/2 or Unix, collector of the best toy
-ever, Transformers. Subaru SVX --- The Beauty Of All Wheel Drive.
-"Judges Disqualify 'Little Milton' In Last Minute Rumpus".
-The St. Cleve Chronicle; Friday, January 7th 1972
---

424. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <1998061906275700.CAA13512@ladder03.news.aol.com>
Source record: 62036

In article <1998061804135100.AAA22169@ladder03.news.aol.com>, ralphxpn@aol.com (RalphXPN) writes:

>If I remember correctly...I think it was written in BASIC
>
>My 2 cents
>
>Ralph
>
>ps SCRAM stands for-- Start Cutting Right Away, Man!!!!

That's Special Control Rod Ax Man
DSolimano
Have an Atari Day /|\

425. Re: UMich Archive Down?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <6md99s$la1$1@star.cs.vu.nl>
Source record: 62037

stevenposey@usa.net (Steven Posey) writes:

>Ok, maybe I wasn't very clear... I meant the FTP archive at
>atari.archive.umich.edu. I'm guessing that it's just server overload. I've
>switched to the wuarchive mirror and all it well. Sorry, Ivo, but Missouri USA
>is much closer to me than Amsterdam, but thanks for your help!

Oh well. I'm mirroring the umich archive, OLGA and the lyrics archive for
over a year now and never experienced much traffic (about 5000 hits a year).
Only recently I advertised its adress here and on rec.music.makers.guitar
but it's still very quiet. But I don't care. At least, I have a local
copy of the archives. :-)

--Ivo

426. Re: Terry Ortman: Authorities Need Help

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EusnoK.6FA@cix.compulink.co.uk>
Source record: 62038

In article <6mc5sk$f0m$2@supernews.com>, hb4@pop.interaccess.com
(Hollister Bundy) wrote:

> If you have been ripped off, know his whereabouts, or have other
> information that might assist in our investigation, please contact me.
I doubt any official would use a phrase like 'ripped off'.

> Feel free to repost this article anywhere you wish or email it to
> whomever you wish.
Sounds more than a tad suspicious to me...

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

427. Re: UMich Archive Down?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <358A4829.C137DCD7@ix.netcom.com>
Source record: 62039

All,
I tried the FTP access and THAT didn't work.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

428. Re: Strange cart, what is it? "The Pill"

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998061911245700.HAA23671@ladder03.news.aol.com>
Source record: 62040

>Is this software avail. for download off the internet, so this cart
>would be usefull.

The Pill was/is sold by CSS, still in business,
one of the last firms in the US producing
hardware/accessories for the Atari 8 bit.
Suggest you contact the owner, Bob Puff
to find out about purchasing replacement
software for it. CSS/Bob Puff is listed in the Vendor FAQ.

LW

429. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980619114718 00.HAA24708@ladder03.news.aol.com>
Source record: 62041

Was SCRAM sold through the APX? (or
was it regular Atari?)
Larry

430. Write-protect switch for XF-551

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998061911513400.HAA28896@ladder01.news.aol.com>
Source record: 62042

Has anyone seen a file or article on how to add a WP (defeat) switch on the XF-551? I've done this on 1050's, and I might try hacking this out, but I sure

would hate to fry a good XF!
Larry

431. Re: Strange cart, what is it? "The Pill"

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <358a5368.173180039@207.97.159.250>
Source record: 62043

On Wed, 17 Jun 1998 18:48:19 -0500, Kevin <djneo@blkbox.com> wrote:

>> >
>> > What is it?
>>
>> It's a part of a cartridge "backup" utility. The cartridge you have is
>> used to run cartridge backups off of a floppy in conjunction with special
>> software that came with it.
>>
>> Mark
>>
>
>
Actually, the pill performs a much more useful function for me, I use
it to protect screen ram when entering omnimon to debug programs

432. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Eust5w.1Bo@cix.compulink.co.uk>
Source record: 62044

In article <1998061911471800.HAA24708@ladder03.news.aol.com>,
lwhite6497@aol.com (LWhite6497) wrote:

> Was SCRAM sold through the APX? (or
> was it regular Atari?)
> Larry
Normal Atari.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

433. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <358a6785.74982291@news.ioa.com>
Source record: 62045

On 19 Jun 1998 06:27:57 GMT, dsolimano@aol.com (DSolimano) wrote:

>In article <1998061804135100.AAA22169@ladder03.news.aol.com>, ralphxpn@aol.com
>(RalphXPN) writes:
>
>>ps SCRAM stands for-- Start Cutting Right Away, Man!!!!
>
>That's Special Control Rod Ax Man
>DSolimano
>Have an Atari Day /|\

The SCRAM docs say "Start Cutting..." but given the nature of the original
experiments, I would say "Special Control..." would be MUCH more accurate!
What's your source for the "Special Control Rod Ax Man" definition? Is it
really historically defined that way?

Steven

434. Re: Terry Ortman: Authorities Need Help

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <358a6889.75241672@news.ioa.com>
Source record: 62046

On Fri, 19 Jun 1998 10:26:43 GMT, ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:

>I doubt any official would use a phrase like 'ripped off'.
>
And I would hope an official would proofread a post before making a "questionalbe" typo. And how do we contact him by phone when he doesn't list a phone number. Questionalbe indeed...

Steven

435. FS: Antic Magazines (Early Issues)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: SRipkowski@my-dejanews.com
Message-ID: <6mds4s$4fj$1@nnrp1.dejanews.com>
Source record: 62047

18 Early Issues (1983 to 1986) are for sale at the following eBay auction.
Signup for eBay is easy and free!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=17626219

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

436. Re: Leave it on or turn if off?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: clyde@obwon.kodak.com
Message-ID: <6mdqks$41o$1@thetimes.pixel.kodak.com>
Source record: 62048

```
+->> Just wondering:
+->>
+->> It is better to leave the 800xl and the drives etc. on all of the time
+->> or better to turn them off when fisnished using?
+->>
+->> This stuff is 15 years old.
+-Since there are no moving parts(that I know of, besides the keyboard of
+-course) in the 800 XL, I'd leave it on all the time. I think the disk drive
+-has moving parts. Eventually, the motor will die on the thing. If you're
+-worried about unclean power spiking the equipment, you could buy a battery
+-backup which smoothes the power as well as supplying backup power.
+-
+-
I turn my Atari stuff off if I'm going to teave it un used for over 12 hours.
Even surge protectors fail. Are these on a BBS or up for e-mail?
Greg
```

437. Re: Write-protect switch for XF-551

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: clyde@obwon.kodak.com
Message-ID: <6mdrg6$41o$2@thetimes.pixel.kodak.com>
Source record: 62049

In article <1998061911513400.HAA28896@ladder01.news.aol.com>, lwhite6497@aol.com (LWhite6497) writes:
+-Has anyone seen a file or article on how to add a WP (defeat) switch on the
+-XF-551? I've done this on 1050's, and I might try hacking this out, but I sure
+-
+-would hate to fry a good XF!
+-Larry

Can you contact Bob Puff Rochester NY? He would have the answer! :)
Greg

438. FREE Atari 800's and Perifs and software (Massachusetts)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: Peter Mancini <peter_mancini@onesource.com>
Message-ID: <6mdtro$1lh@fridge.shore.net>
Source record: 62050

I have a large collection (junk heap according to my wife) of working Atari 800's, software, disk drives, paddle controls, power supplies, etc. Many of the software packages are unopened. I got it in trade a few years ago for rent. I never did figure out what to do with it and now I am moving and need to unload this stuff. So I could not be bothered with some damn auction. I'm giving it away for FREE. They say nothing is free anymore, well they are wrong. One man's burden is another's bonus.

If you want it you can email me at peter_mancini@onesource.com. I work in Cambridge and live in Woburn. You figure out when we can meet and the stuff is yours. I might be willing to drive IF you have an extra copy of Galaxy Raiders on cartridge available.

This is not a scam. I just don't have room in the new apartment for the other love of my life and the computers and it isn't hard to figure which one is going to get the boot.

Hope to hear from you -- soon! :-)

--Pete

439. Re: FS: Atari 400 and 800 hardware & software

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: clyde@obwon.kodak.com
Message-ID: <6mduq2$5a8$1@thetimes.pixel.kodak.com>
Source record: 62051
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit

```
+-Come and take a look and buy something.
+- http://www.voicenet.com/~generic
+- On-Line Computer Garage Sale Web Page
+-
+- Hardware & Software for
+-PC, Atari, Amiga, Apple, Commodore, VIC20, TI
+-Video Games, Manual & Books, Computer Courses
+-
+- http://www.voicenet.com/~generic
+-
I'm looking for Space Quest III, IV, and/or V

Greg
```

440. Expansions needed for Amiga 1200!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: XDelusion@wcoil.com
Message-ID: <6me80pcft0@208.10.3.79>
Source record: 62052
Cross-posted to: comp.sys.amiga,comp.sys.amiga.misc,comp.sys.atari.8bit,comp.sys.atari.st

I have an Amiga 1200 and I need to upgrade it to at least a 50MHZ 030 with
the ability to take it up to 16MB of ram at minimum.

I also need a SCSI controller for it, or else a 44 pin to 40 pin IDE adapter.

If anyone can help then that would be awsome!!

Thankx!

XDelusion

delusion@wcoil.com

US and Canadians only!

441. 2091 For sale!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: XDelusion@wcoil.com
Message-ID: <6me83qcft1@208.10.3.79>
Source record: 62053
Cross-posted to: comp.sys.amiga,comp.sys.amiga.misc,comp.sys.atari.8bit,comp.sys.atari.st

I have a 2091 for sale with rev 7 ROMS, 2MB ram, docs, box, and manuels!

Works Great!

asking $50

Thankx!

XDelusion

delusion@wcoil.com

US and Canadians only!

442. Atari 2600/games/600XL/1030 modem/1050 printer/extras

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: rob@adelphia.net
Message-ID: <6mefqhbtg1@nnrp1.dejanews.com>
Source record: 62054
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace

HI,

I have:

(1) Atari 2600 with about 11 games
(2) Atari 600XL computer with Atari Writer word processor
(3) Atari 1030 300 baud modem
(4) Atari 1050 printer
(5) Kyan Pascal/manual for Atari
(6) A lot of blank 5 1/2 disks

I also have some extra cables & power supplies.

Please make an offer on these items and take into account that I have to ship them. Thanks.

Rob

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

443. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_898257034@rtfm.mit.edu>
Source record: 62055
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm
```

444. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6meh24bkj1@flex.london.pipex.net>
Source record: 62056
Cross-posted to: alt.fan.traci-lords,comp.sys.atari.8bit

Heywood Jablowmie wrote in message
>Does the word "crosspost" mean anything to you?

Yes, and I think that's the problem. Is it really necessary to post "Terry Ortman's Rap sheet" *here*?

Gareth.

445. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd9bca$b4f201a0$ad374382@vidar>
Source record: 62057

It was probably posted here because he's been ripping people off here
before.

Gareth <garethd_@dial.pipex.com> wrote in article
<6meh24bkj1@flex.london.pipex.net>...
>
> Heywood Jablowmie wrote in message
> >Does the word "crosspost" mean anything to you?
>
> Yes, and I think that's the problem. Is it really necessary to post
"Terry
> Ortman's Rap sheet" *here*?
>
> Gareth.
>
>
>
>

446. Switch boxes

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: jack <jackaloy@aol.com>
Message-ID: <358AE08A.12C0@aol.com>
Source record: 62058

I've come across approximately a dozen TV-computer switch boxes that connect the Atari to a television.. If anybody wants any or all they are yours for the asking. All I ask is that you pay the shipping from NY. I do not know if they work or not, but if someone is willing to try them out you can have them.

Thanks

Jack

447. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: joe@nospamm.com
Message-ID: <6mer1j$8lr$1@camel18.mindspring.com>
Source record: 62059

"Gareth" <garethd_@dial.pipex.com> wrote:

>Heywood Jablowmie wrote in message
>>Does the word "crosspost" mean anything to you?

>Yes, and I think that's the problem. Is it really necessary to post "Terry
>Ortman's Rap sheet" *here*?

Then why did you crosspost that here in comp.sys.atari.8bit?

448. Re: Terry Ortman: Authorities Need Help

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6mepa7frj1@newsd-122.bryant.webtv.net>
Source record: 62060

It sounded on the level to me.

vs

449. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-19 00:00:00 UTC
From: vairxpert@killspam.hotmail.com
Message-ID: <358af66e.4299380@news.netnitco.net>
Source record: 62061

joe@nospamm.com (Joe) wrote:

>"Gareth" <garethd_@dial.pipex.com> wrote:
>
>>Heywood Jablowmie wrote in message
>>>Does the word "crosspost" mean anything to you?
>
>>Yes, and I think that's the problem. Is it really necessary to post "Terry
>>Ortman's Rap sheet" *here*?
>
>Then why did you crosspost that here in comp.sys.atari.8bit?
>
>
That dirtbag really seems to get around. Just about every newsgroup
needs to be warned about him. I even see posts by him in the
automotive market place, anyone interested in paying $30.00 for a can
of Fix a Flat? Its the very best stuff on earth ya know, and its
guaranteed to work. Can you imagine trying to get your money back
from that guy (provided you got what you ordered in the first place).

George Torch

Collector and restorer of early to mid 60's classic cars
Also into Snowmobiling, Motorcycles, S&W 9MM Guns, Video Games and R/C Trucks.

Remove killspam. to reply

450. Re: Re : What games did Frank Cohen program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-20 00:00:00 UTC
From: Matthias L&#65533;dtke <Matthias_Luedtke@compusere.com>
Message-ID: <evOxGN9m9GA.251@ntawwabp.compuserve.com>
Source record: 62062

```
Swozniak schrieb in Nachricht
<1998061612464700.IAA15512@ladder01.news.aol.com>...
>Here's some info that I got from the Giant List Of Classic Game
Programmers:
>
>Cohen, Frank [co-founder of Regent]
> Clowns & Balloons (1981, 800, Datasoft)
> Cohen's Towers, with Alan Sinder (1983, 800, Datamost)
> M*A*S*H (1984, 2600, Fox)
> Ghost Chaser (1984, 800, Access)
> The Scrolls of Abadon (1985, 800/64, Artworx)
> Ollie's Follies (1985, 800/C64, American Eagle)
> [N] Regent Base (ST, 1986, Regent)
>
I remember an other game but not the exact title, guess it was "Brew Belly
Birds Brubitz" (or something like that :) )

Bye

Matthias
```

451. Re: Re : What games did Frank Cohen program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bd9c17$d081f2c0$5e374382@vidar>
Source record: 62063

Matthias L&#65533;dtke <Matthias_Luedtke@compusere.com> wrote in article
<evOxGN9m9GA.251@ntawwabp.compuserve.com>...
>
> Swozniak schrieb in Nachricht
> <1998061612464700.IAA15512@ladder01.news.aol.com>...
> >Here's some info that I got from the Giant List Of Classic Game
> Programmers:
> >
> >Cohen, Frank [co-founder of Regent]
> > Clowns & Balloons (1981, 800, Datasoft)
> > Cohen's Towers, with Alan Sinder (1983, 800, Datamost)
> > M*A*S*H (1984, 2600, Fox)
> > Ghost Chaser (1984, 800, Access)
> > The Scrolls of Abadon (1985, 800/64, Artworx)
> > Ollie's Follies (1985, 800/C64, American Eagle)
> > [N] Regent Base (ST, 1986, Regent)
> >
> I remember an other game but not the exact title, guess it was "Brew
Belly
> Birds Brubitz" (or something like that :))
>
> Bye
>
> Matthias
>
>
>
>

That's Beer Belly Burt's Brew Biz I think. It has the same kind of
graphics, but I can't rememeber who did it. I'll have to try to get my XE
up and running to see.

452. Re: Terry Ortman: Authorities Need Help

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-20 00:00:00 UTC
From: TransTrade <nomail@fyouspammer.com>
Message-ID: <01bd9c47$d2b302c0$12b82599@main>
Source record: 62064

Maybe it's his secretary making the post. Anyway, it is good to know where to begin when one has been ripped off.

453. FS:Atari 8-Bit Systems and Game carts

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-20 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <358BEFAA.702@ccnet.com>
Source record: 62065

Check out my web page below for Atari 8-bit Systems and Game carts.
--
4Jays Classic Video Games and Old Computers

Buy,Sell,Trade:Atari,Colecovision,Intellivision,Odyssey,
Fairchild,Sega Master Systems,Pongs,Handhelds,Commodore.

http://www.ncal.verio.com/~4jays/
http://www.ncal.verio.com/~4jays/welcome.html

454. FS Atari Jaguar with 56 games

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-20 00:00:00 UTC
From: FVINAS <FVINAS@dsccc.com>
Message-ID: <358BFAD3.275E0B58@dsccc.com>
Source record: 62066
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi, all

I have an Atari Jaguar with 56 games for sale. I have boxes and instructions for everything. Most games only played once to make sure they worked. All but two games were bought new and they are noted on the list. I am asking $500.00(US) which I feel is real fair for everything you get, which makes it only about $8 per item. If you are an Atari collector this is a great investment. Will sell only as a whole package.

Here is everything I have:

Jaguar unit
Jaguar CD unit
2 Jaguar controllers
1 Jaguar Pro controller
1 composite video cable
1 Gravis Blackhawk Joystick (modifed to work on the Jaguar)
1 Memory track
1 Team tap

Games (cart)
Alien vs. Predator
Atari Karts
Attack of the Mutant Peguins
Breakout 2000
Brutal Sports Football
Bubsy (used)
Cannon Fodder
Checkered Flag
Club Drive
Cybermorph
Defender 2000
Doom
Double Dragon V
Dragon The Bruce Lee Story
Evolution Dino Dudes
Fever Pitch Soccer
Fight for Life
Flashback
Flipout
Iron Soldier
IWAR
Kasumi Ninja

Missile Command 3D
NBA Jam
Pinball Fantasies
Pitfall
Power Drive Rally
Raiden
Rayman
Ruiner Pinball
Super Burnout
Supercross 3D
Syndicate
Tempest 2000
Theme Park
Trevor McFUR
Troy Aikman Football
Ultra Vortex
Val D'Isere Skiing and Snowboarding (used)
White Men Can't Jump
Wolfenstein 3D
Zero 5
Zool 2
Zoop
Games (CD)
Baldies
Battlemorph
Blue Lightning
Braindead 13
Dragons Lair
Highlander
Hover Stike 2
Myst
Primal Rage
Space Ace
Vid Grid
World Tour Racing

Buyer pays all shipping charges.
Either reply back to the news group or email me at fvinas@dsccc.com

Have a great day,
F Vinas

455. Atari Classics Reprints Web Page

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-20 00:00:00 UTC
From: cdyson@redshift.com
Message-ID: <358c000b.4586050@news.nowhere.net>
Source record: 62067

Hi all,
Bob Woolley has given me premission to add reprints from several back issues of Atari Classics to my web page. Most involve video modifications right now but I will add more as time permits. Oh, I have several 1 and 2 chip SIO2PC/Ape/Prosys interface circuits both 14C89 and MAX233.

If your interested, you can find them at;

http://www.redshift.com/~cdyson/atari.html

Thanks..

456. FS: Atari 65XE+3 games $25 Shipped

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-20 00:00:00 UTC
From: Linda and George <lfisher1@tampabay.rr.com>
Message-ID: <01bd9c83$06562680$35ac5c18@default.tampabay.rr.com>
Source record: 62068
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Hi! I have an Atari 65XE computer with a power supply, an rf adaptor, and three games for sale. The games are Star Raiders, Frogger, and MegaMania. Everything works well and is in excellent condition. I'm selling the system for $25.00 shipped in the continental US. If interested, please respond via e-mail, and thanks for looking!

George K.

457. Joint Meeting of OHAUG and LIAUG -- Internet access with 8-bits!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-20 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd9ca1$ab584b40$7ac2accf@asharkis.erols.com>
Source record: 62069

I just got back from a joint meeting of the two user groups to which I belong on Long Island -- The Ol' Hackers Atari User Group (exclusively 8-bit) and The Long Island Atari User Group (all Atari products.) We had two important items on the agenda, and both were demos.

Frank Walters, who used to write articles in many of the Atari magazines, runs a BBS (T.A.C.O. Bell in Panama City, FL) and is something of a TextPro expert was visiting here from Forida and gave us a demo of some of the work he's done in TextPro, including a Text-Pro-specific handler for the CX-85 Numeric Keypad.

We were also, by special arrangement, able to get a working phone line into the library so that we could access NassauNet, the Library System's Internet Access, which is free to all Nassau County library patrons. This system is not designed as a full-featured ISP. It has a Web page, from which there is access for Windows and Mac-based users. It also has a rather limited Unix shell that can be used for text-based access by "older computers." Well, we used it, at as low as 2400 baud, with an 8-bit running Ice-T 2.72. We were able to send and receive e-mail, view several newsgroups, including csa8, and check out other features in PINE, including the address book. We used Lynx to access several pages, and I must say that you guys maintain great pages, but some of you should be doing more for the people who only have text-based access. We were able to telnet to a FidoNet BBS and access the National Atari Echo, where we posted a message.

What we weren't allowed to do was download files or attached files. The library system just isn't set up for that and probably won't be. It might even drop PINE and Lynx support in about a year, but not if enough users make it worthwhile to keep.

I believe we converted guys who owned modems and never used them to Internet users as a result of that demo.

Yes, I know that such stuff is below the general level of expertise we find in csa8, but if you think about it, there is great value in stating that it can be done, and it can be done with an 8-bit!

458. Re: speech synthesis for atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-20 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <358c930f.0@news2.uswest.net>
Source record: 62070

I downloaded SAM last year from some atari archive but I never got around to transferring it to the atari. I haven't tried it with an emulator but I don't think it would work. There are some shareware text to speech programs for the pc around. I think all of those sound about the same and have that retro-sounding voice you're looking for.

Patrick Robbins
Probb26666@usa.net

Dominik Zielinski wrote in message ...
>Does anyone know where I could find speech synthesis software for atari
>8-bit. I remember using somrthing called SAM on my 800XL years ago and I'd
>like to try it with an 8-bit emulator. I want to generate that
>retro-sounding robotic voice and from what I remember, SAM sounded perfect.
>Thanks.
>
>Dominik
>
>
>

459. Re: New Atari800Win posted

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <359328bb.22046241@news.demon.co.uk>
Source record: 61935

The other Day "Alan Sharkis" <asharkis@erols.com> wrote:

>
>
>Rich <rich@cstone.net> wrote in article
><358ca11c.6436080@news.cstone.net>...
>> There is a new version (2.0) of Atari800Win on my web page,
>> http://www.cris.com/~Twist/atari800win
>>
>
>Version number, please?
>
2.0
--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

460. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6mjahf$1il@bgtnsc03.worldnet.att.net>
Source record: 61936

Interestingly enough, someone who knew me from my old atari days emailed me, knowing about the compilations I was doing of some of the cooler basic games.. (escape from epsilon, motocycle maze rider, and gold rush come to mind)

Ah, I miss those days...who programs anymore?? Games are just so cheap now, and so much slicker.. too bad there are that many good ones that are as addictive...

Drelbs, zepplin, shamus, rainbow walker.. now it'd be nice to see 90's conversions of THOSE games!!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

GAREEE! wrote in message <6mc4ms$1e2@bgtnsc03.worldnet.att.net>...
>RalphXPN wrote in message
><1998061804135100.AAA22169@ladder03.news.aol.com>...
>>If I remember correctly...I think it was written in BASIC
>>
>>My 2 cents
>>
>>Ralph
>
>
>
>Yep it was.. I remember redoing some of the color routines, enhanceing some
>of the sounds, and then compiling it.. now if I knew WHERE all that work
>went.. and on which disk.. LOL!
>
> Gary Tabar Jr,
> @ Da Mouzzz...
>EMAIL: gareeeNOSPAM@worldnet.att.net
>INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
>HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
>http://www.fortunecity.com/tattooine/ellison/86/index.html
>
>
>

461. Re: speech synthesis for atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6mjam8$27u@bgtnsc03.worldnet.att.net>
Source record: 61937

too bad there's no way to hook up the alein group voice box to the PC.. I
had BIG fun with that neat toy!
(and mine still works, too!) ;)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <3591dbd3.2354811@news.demon.co.uk>...
>The other Day "Patrick Robbins" <Probb26666@usa.net> wrote:
>
>>I downloaded SAM last year from some atari archive but I never got around
to
>>transferring it to the atari. I haven't tried it with an emulator but I
>>don't think it would work. There are some shareware text to speech
programs
>>for the pc around. I think all of those sound about the same and have
that
>>retro-sounding voice you're looking for.
>>
>>Patrick Robbins
>>Probb26666@usa.net
>
>Patrick, it does work on Atari800win and should be the same in A800dos
>as long as you use the apma800 version in the archive. And don't
>forget to use basic :)
>
>Sounds pretty much spot on too...Awful song tho :)))
>--
>.... Paul
>
>www.dellos.demon.co.uk (At last readable with IE4)
>
>ICQ No: 105793

462. Re: speech synthesis for atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: Dominik Zielinski <muminNOSPAM@home.net>
Message-ID: <QGaj1.4$Rg.1841900@news.rdc1.mi.home.com>
Source record: 61938

Thanks for the help. I found the program and I tried it using Atari800 (dos)
and it works great. The problem was when I tried it before I would disable
basic and just boot right to the program. Turns out you do have to have
basic enabled. Thanks again.

Dominik

Paul Irvine wrote in message <3591dbd3.2354811@news.demon.co.uk>...
>The other Day "Patrick Robbins" <Probb26666@usa.net> wrote:
>
>>I downloaded SAM last year from some atari archive but I never got around
to
>>transferring it to the atari. I haven't tried it with an emulator but I
>>don't think it would work. There are some shareware text to speech
programs
>>for the pc around. I think all of those sound about the same and have
that
>>retro-sounding voice you're looking for.
>>
>>Patrick Robbins
>>Probb26666@usa.net
>
>Patrick, it does work on Atari800win and should be the same in A800dos
>as long as you use the apma800 version in the archive. And don't
>forget to use basic :)
>
>Sounds pretty much spot on too...Awful song tho :)))
>--
>.... Paul
>
>www.dellos.demon.co.uk (At last readable with IE4)
>
>ICQ No: 105793

463. Re: London [off-topic]

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: rich@cstone.net
Message-ID: <358d2df6.29188710@news.cstone.net>
Source record: 61939

On 18 Jun 1998 10:43:15 GMT, ipoorten@cs.vu.nl (Ivo van Poorten)
wrote:

>Hi fellow-Atarians,
>
>Just 'slightly' off-topic, this August I'm planning to go to London again
>(I was there in April for a conference) and I would like to know if somebody
>could recommend me an acceptable low-budget hotel? Last time I stayed in
>a 50 UKP hotel at Gloucester Road (expenses paid by my boss) and saw a lot
>of hotel signs advertising for 15 - 30 UKP but I forgot to write down
>some names. Any suggestions? (Prefereably (sp?) at about 15 mins. by
>tube from Leicester Sqr.) Thanks inadvance!

The cheapest place I remember staying (that still didn't make you feel
like you've compromized your safety :-)) was one of the
state-sponsored hotels off the highways. Of course, you need a car for
that, but it was damn convienient actually if you have one.

It really sucks not knowing ahead of time where you want to go. Last
time we went my fiance and I were so burnt out from our flight back
from France that we just stayed in the Heathrow attached airport (a
Hilton, I think). Man, that was ridiculous. It was like 90 UKP a night
or something.

-Rich

464. FA: Atari disk drive, Rana Systems 1000

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6mjgcpeie1@geraldo.cc.utexas.edu>
Source record: 61940
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.8bit

Minimum bid is $1, no reserve. For a picture or to bid, please follow this link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=18354169

This is an Atari compatible disk drive, the Rana Systems 1000. It comes with the original box, styrofoam inserts, drive cable, leather cover, and disk drive. From the back of the box: "The disk drive that has all the answers. Rana offers you a myriad of features like five electronic functions on the front panel that give you a LED readout when touched. Our disk drive tells you what track you're on, and what density and how much information you're storing. It provides a choice of either single density of 88,000 letters or double density of 176,000 letters on a single diskette. And, we have a write protect feature which protects your diskette from being erased. In fact, no other drive can offer you that." Buyer prepays plus shipping. Thanks, Alex.

--
Alex Bilstein
BA in Art History, University of Texas
Check out my Atari 2600 Nexus:
http://www.geocities.com/TimesSquare/Arena/3336/2600nexus.html

465. Re: Modem question from the inexperienced

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: Graeme Fenwick <gfenwick@BYESPAMprimex.co.uk>
Message-ID: <358d4b99.0@scooby.nildram.co.uk>
Source record: 61941

Hajjej wrote in message <1998062102495500.WAA23565@ladder01.news.aol.com>...
>I just got out the ol 1200XL from the attic today and hooked it up, and I
was
>very surprised that after i vaccumed all the dust off it, that it still
worked!
>Anyway, if I got a modem, what kind of internet access (if any) could I get
>with it?

Hajjej- if I remember correctly, most net providers won't go slow enough to
work with any XL compatable modems.
Even if they could, it probably wouldn't be worth the time spent twiddling
your thumbs!
That's assuming you don't have to pay for local calls (I do ;-( )
Still, if you already have net access and a cheapo XL modem, give it a go!

-Graeme Fenwick

466. Re: Modem question from the inexperienced

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6mjkn6$52m$1@flex.london.pipex.net>
Source record: 61942

```
Graeme Fenwick wrote in message <358d4b99.0@scooby.nildram.co.uk>...
>
>Hajjej wrote in message
<1998062102495500.WAA23565@ladder01.news.aol.com>...
>>I just got out the ol 1200XL from the attic today and hooked it up, and I
>was
>>very surprised that after i vaccumed all the dust off it, that it still
>worked!
>>Anyway, if I got a modem, what kind of internet access (if any) could I
get
>>with it?
>
>
>Hajjej- if I remember correctly, most net providers won't go slow enough to
>work with any XL compatable modems.
>Even if they could, it probably wouldn't be worth the time spent twiddling
>your thumbs!
>That's assuming you don't have to pay for local calls ( I do ;-( )
>Still, if you already have net access and a cheapo XL modem, give it a go!
>
>-Graeme Fenwick

About 2-3 months ago someone did manage to post here from an Atari 8 bit
computer - does anyone have any details?

Gareth.
```

467. FS: Full Atari 2600 system

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: Mark Carroll <mcarroll@cantab.com>
Message-ID: <6mjql7hke1@news.cis.ohio-state.edu>
Source record: 61943
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit

We have a complete working Atari 2600 system for sale, with case, joysticks, paddles, games, etc. Any takers?

Questions, offers, comments - e-mail me. Will not split. Best offer in the next couple of days gets it (we already have a couple of fair offers, so hurry!).

-- Mark

468. Moving - Assorted Atari 8bit Items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: Jim Lazarenko <jlazarenko@NOSPAM.shaw.wave.ca>
Message-ID: <jeej1.598$606.5701667@news.rdc1.ab.wave.home.com>
Source record: 61944
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

I have the following Atari 8bit packages, components and cartridges for sale. As I am moving, I would like to sell them and am open to reasonable offers other than my posted asking prices. If you are interested in something, please make me an offer in U.S. Funds (buyer pays shipping). All the equipment is in working condition, but without boxes unless noted.

If you are interested in any of these items, please respond to jlazarenko@NOSPAM.shaw.wave.ca (removing the NOSPAM section first)

Packages
==========
I am taking reasonable offers on this package It is being sold as a package only, I am not splitting the games up. If you want, I can also incorperate a matching 1050 drive to go with this package.

-Atari 800XL With Power Supply, RF Cable
-2x Suncom Tac-2 Joysticks

And the following cartridges...
Centipede
Defender
Donkey Kong
Donkey Kong Junior
Final Legacy
Missle Command
Pole Position
Realsports Football
Robotron: 2084
Star Raiders
Tennis
Moon Patrol

Hardware
==========
-Atari 800XL With Power Supply, RF Cable
-Atari 600XL With Power Supply, RF Cable
-Atari 1050 Disk Drive With Power Supply and connection cable
-Atari 1050 Disk Drive Without Power Supply
-Indus GT Disk Drive Without Power Supply and connection cable
-Atari 520 ST Missing all accesories
-Custom made Atari RGB and audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
-Custom made Atari ST Composite Video/Audio cable (standard RCA jacks)

Controllers
==========
-Paddles (multiple sets)-for Atari & Commodore units
-2x Suncom Tac Joysticks-for Atari & Commodore units
-2x Wico Joystick (Black handle with grey base)-for Atari & Commodore units
-1x Spectravideo Joystick with suction cup base-for Atari & Commodore units

Cartridges
==========
Atari Writer
Basic
Centipede
Defender
Donkey Kong
Donkey Kong Junior
Eastern Front (1941)
Final Legacy
Frogger
Miner 2049er
Missle Command
Ms. Pacman
Pac-Man
Pole Position
Qbert
Realsports Football
Robotron: 2084
Star Raiders
Tennis

Books and Manuals
==========
-Atari 800XL Manual and conection guide
-Atari 1050 Manual
-Consumer's Guide "The Users Guide to the Atari"
-Compute's "Third book of Atari"
-Compute's "The Atari Basic Source Book"

Magazines and Specification sheets
==========
-1983 Atari 800XL Brochure
-1986 Atari ST Computer Brochure
-ST-Log Issue 10 Jan 1987
-Antic Volume 4, number 10 Feb 1986
-Start-The ST Quarterly Summer 1996 Premier Issue

469. Re: Modem question from the inexperienced

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <1998062120313900.QAA06935@ladder03.news.aol.com>
Source record: 61945

I have at&t worldnet in addition to aol, do you know how i can tie that in if i get a modem? Also, can anyone point me in the right direction in finding a modem for an 8 bit?
John Shawler

Euphemisms are for the differently brained.

470. Re: London [off-topic]

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35927500.41574411@news.demon.co.uk>
Source record: 61946

The other Day rich@cstone.net (Rich) wrote:

>It really sucks not knowing ahead of time where you want to go. Last
>time we went my fiance and I were so burnt out from our flight back
>from France that we just stayed in the Heathrow attached airport (a
>Hilton, I think). Man, that was ridiculous. It was like 90 UKP a night
>or something.
>
>-Rich

Yes...sadly we are not the cheapest country to visit :((

Hence I love Florida to death, god I wish I could get back there for
my 5th time :))

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

471. Re: speech synthesis for atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3593758a.41712501@news.demon.co.uk>
Source record: 61947

The other Day "Dominik Zielinski" <muminNOSPAM@home.net> wrote:

>Thanks for the help. I found the program and I tried it using Atari800 (dos)
>and it works great. The problem was when I tried it before I would disable
>basic and just boot right to the program. Turns out you do have to have
>basic enabled. Thanks again.
>

> And don't forget to use basic :)

I did say, see the line above :)))

BTW go and get the new Win version from
http://www.concentric.net/~Twist/atari800win/

Thats if you run windows 95 or above and have Direct X 5 installed :)

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

472. Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35947626.41867956@news.demon.co.uk>
Source record: 61948

Sorry to go over the top but Rich has done many great things along
with the team but he has outdone himself by making BOUNTY BOB
PLAYABLE!!!

OK, Xl-it did work but Atari800win is soo much better..

God I feel young again :)))

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

473. Over 600 Atari 8bit games ready for downloading

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: sarcher119@aol.com
Message-ID: <1998062121285300.RAA12983@ladder03.news.aol.com>
Source record: 61949

http://members.aol.com/sarcher119

updated ... now with online live chat room

474. Re: Atari800win is pure gold!!!/Bounty Bob

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <01bd9d6b$fdc130c0$988deed0@jimk>
Source record: 61950

Ok, I'm confused & finally am willing to ask about it...

1. Is there a difference between bounty bob & Miner 2049er?

2. If there is, is there really a cart made called Bounty bob strkes back?

3. Is there actually a working file version of Bounty Bob Strikes back &
will someone please send a copy to me.

-thanx-

475. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: NoSpam <npspam@ns.com>
Message-ID: <6mk5b0$4vg$1@winter.news.erols.com>
Source record: 61951

Can anybody run Zombies with this emulator? I have tried on a pentium and pentium pro machine with three different copies of this great game but all I get are some colors on the screen. Any ideas??

thanks
Richard

476. Atari stuff I would like to buy

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: Daniel Gibson <kgibson@startext.net>
Message-ID: <358D959A.E9014E57@startext.net>
Source record: 61952

Hi gang!

I would like to purchase the following:

A cable that will allow me to plug my Atari 800 directly into a
Panasonic CT1300D RBG/Video monitor. The Panasonic monitor uses a
retangular 8-plug jack that I am not familiar with.

A complete Atari 800XL with disc drives and either a 1200 baud direct
connect modem, or an 850 configured with a modem.

A C programming book for Atari 8-bits (if such a thing exists).

Please email me with what you have!

Thanks

Dan

--
Daniel and Kathy Gibson
http://www.startext.net/homes/kgibson/mainjav.htm
"Home Of Dan's Javelins and AMXs"
http://www.startext.net/homes/kgibson/tracks/main.htm
"Kate's Track Shack - Home of the 75 cent 8-track!!"

477. How make i good graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: peter@soemtron.handshake.de
Message-ID: <6wGCF7MpzHB@peter.soemtron.handshake.de>
Source record: 61953

Howdy !

I always asked me how to create really good graphics. What programs do I need to do so?

Most paint progs are a pain - lousy joystick interface or small functionality. Are there any painters which are using a st or amiga mouse? (except S.A.M. painter which is really a pain). Which programs give me enhanced functions to do rastered or pixelized graphics?

The other way - I could paint with Art Director on my ST and convert them to an atari 8-bit image-file. But how to this pain? 16 Colors in 4? What I need is an artifical display list programmer...

So the question is: how did you so great graphics?
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate *(MEGA) 8-bï¿½t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

478. CGA to Composite?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: Kent Johnson <compx2k@javanet.com>
Message-ID: <6mkeuj$i69$1@as4100c.javanet.com>
Source record: 61954

Anyone know how to turn an IBM style CGA monitor into a composite monitor, suitable for and Atari XL or television?

Thanks, --Kent

479. WTB: Atari 8-bit disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: Cliff Friedel <cfriedel@penn.com>
Message-ID: <358DCF0C.708E2350@penn.com>
Source record: 61955
Cross-posted to: comp.sys.atari.8bit,cfriedel@penn.com

Looking to buy Atari 810, 1050, and Rana Systems Drives for my 800XL. Will pay any reasonable price as I need to move some disks to PC. Old drives have something wrong with them (If anyone can fix these I would also consider getting the drives I have repaired as long as it wasn't a fortune). Finally, if I can't find anyone on the list who will sell, is there any commercial options? Please let me know. Thanks for your time and patience.

Cliff

480. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: Bill Kendrick <kendrick@zippy.sonoma.edu>
Message-ID: <358DFF53.437858A9@zippy.sonoma.edu>
Source record: 61956
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Brix wrote:
>
> Reads to be a nice machine, i'm sorry for the atari-comunity, that
> their market wasn't that good as it was for C64.

Yep. <sigh>

> Atari always showed that they had a very shitty marketing. Sad but
> true. Anyway. it still interests me.. what processor is inside an
> At800 ?? I remember that the CPC had a Z80/Z81 inside. Was a cool
> machine too, but I only remember basic coding on it.

6502, just like the C64 (actually, 65C02, isn't it folks?)

> I played a few games on an Atari (was there a 420 ??). I remember
> they looked very shitty, but the first C64 games had a bad look
> too.

Atari 400.. and yeah, some early games sucked. Newer stuff
(82 and beyond, probably :), but I meant like mid/late 80's) looks
much better.

Unfortunately, so many codes limit themselves to the weaker
graphics capabilities of the Atari's. I've seen a LOT of stuff
out of Europe that uses the 5-color graphics mode (multicolored
text, actually, just like C64) and then 4 or 5 sprites for
the player. A bit too monochromatic for me. :)

> Think with a good programming there would be great games possible on
> an At800. Has anyone ever tried to convert e.g. C-64 hits like
> Turrican 2 to it?

Not that I know of... that'd be quite nice. You'd think it'd be
FAIRLY simple, at least compared to coding it from scratch.
(Remind me what Turrican is about... I HAVE seen it, but years
ago, I'm sure... is it for the Amiga too?) I mean, same CPU,
same controllers, similar graphics... ?

-bill!

481. Kings Quest for 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <1998062102272700.WAA20933@ladder01.news.aol.com>
Source record: 62071

I was wondering if the first King's Quest game was ever released for an 8 bit atari.

John Shawler

Euphemisms are for the differently brained.

482. Modem question from the inexperienced

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <1998062102495500.WAA23565@ladder01.news.aol.com>
Source record: 62072

I just got out the ol 1200XL from the attic today and hooked it up, and I was very surprised that after i vaccumed all the dust off it, that it still worked! Anyway, if I got a modem, what kind of internet access (if any) could I get with it?

John Shawler

Euphemisms are for the differently brained.

483. New Atari800Win posted

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: rich@cstone.net
Message-ID: <358ca11c.6436080@news.cstone.net>
Source record: 62073

There is a new version (2.0) of Atari800Win on my web page,
http://www.cris.com/~Twist/atari800win

There are substantial improvements in this version (lots of bug fixes
basically) so if you are using Atari800Win, go grab it. This way I can
stop answering e-mail and in my 1.5 hours of free time a week work on
new features.

-Rich

Oh yeah. If you haven't heard of it, Atari800Win is an Atari 8-bit
emulator for Win9X/NT. It uses DirectX (or not, depending on your
preferences) and is a native 32-bit Windows app.

484. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <1998062106243501.CAA14651@ladder01.news.aol.com>
Source record: 62074

In article <358a6785.74982291@news.ioa.com>, stevenposey@usa.net (Steven Posey)
writes:

>>In article <1998061804135100.AAA22169@ladder03.news.aol.com>,
>ralphxpn@aol.com
>>(RalphXPN) writes:
>>
>>>ps SCRAM stands for-- Start Cutting Right Away, Man!!!!
>>
>>That's Special Control Rod Ax Man
>>DSolimano
>>Have an Atari Day /|\
>
>The SCRAM docs say "Start Cutting..." but given the nature of the original
>experiments, I would say "Special Control..." would be MUCH more accurate!
>What's your source for the "Special Control Rod Ax Man" definition? Is it
>really historically defined that way?
>
>Steven
>

Yep. I tend to do a lot of projects on nuclear enengy for various reasons,
and when the first nuclear pile was put together in Chicago, there was a a rod
of boron above it with a rope attached. If anything went wrong he was to cut
the rope, stopping the reaction before it killed anyone.

Or so the plans went :-)

Nowadays it means that a computer turns off the controls to the control
rods, allowing them to fall into the core.

DSolimano
Have an Atari Day /|\

485. WTB: BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: Jeff Flynn <godhead@deathsdoor.com>
Message-ID: <6mieholdp1@news-2.news>
Source record: 62075

I want to play with my old BBs, but in my many moves. I have lost my BASIC XE cart.
I need it run.. I was running PSyCHoTiC PHoReM XE, on my 800xl with a ram pack(I think that is what it's called)

Thanx..

486. help on price for Atari2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: backwurdz@aol.com
Message-ID: <1998062108120800.EAA19693@ladder01.news.aol.com>
Source record: 62076

ive been looking to buy an Atari 2600 and ive found ads
saying "make an offer" but i dont know what a reasonable price
to offer someone for a system..
anyone give me an average price that will not make me sound crazy

487. Re: London [off-topic]

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: Kaj de Vos <Look@my.sig>
Message-ID: <898419213.1608.0.spot.c30bfbf4@news.demon.nl>
Source record: 62077

Ivo van Poorten wrote in message <6mar03jvd1@star.cs.vu.nl>...
>
>Hi fellow-Atarians,
>
>Just 'slightly' off-topic, this August I'm planning to go to London again
>(I was there in April for a conference) and I would like to know if
somebody
>could recommend me an acceptable low-budget hotel? Last time I stayed in
>a 50 UKP hotel at Gloucester Road (expenses paid by my boss) and saw a lot
>of hotel signs advertising for 15 - 30 UKP but I forgot to write down
>some names. Any suggestions? (Prefereably (sp?) at about 15 mins. by
>tube from Leicester Sqr.) Thanks inadvance!

One and a half years ago during Christmas I stayed in the Regent Palace Hotel at Piccadilly Circus. It's not expensive, in the heart of the city, and OK - although the first night we were out in the streets with people in night gowns due to what turned out to be a defective fire alarm. I'm not sure about the exact costs as it was an all-in trip, but it was a low-budget one.

>ObAtari8bit: While I was cleaning my drawers last night I stumbled upon
>a pile of atari related papers with programming ideas I never finished.
>They turned out to be from late 1994(!). Never figured it's been so long
>since I actually programmed on my Atari. Maybe I should boot my Atmas-II

My state of Atari programming is exactly the same, unfortunately...

Kaj de Vos

488. Re: New Atari800Win posted

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3592dc8b.2539591@news.demon.co.uk>
Source record: 62078

The other Day rich@cstone.net (Rich) wrote:

>There is a new version (2.0) of Atari800Win on my web page,
>http://www.cris.com/~Twist/atari800win
>
>There are substantial improvements in this version (lots of bug fixes
>basically) so if you are using Atari800Win, go grab it. This way I can
>stop answering e-mail and in my 1.5 hours of free time a week work on
>new features.
>
>-Rich
>
God bless you Guv'nor :)
--
.... Paul

www.dellos.demon.co.uk (At last readable with IE4)

ICQ No: 105793

489. Re: speech synthesis for atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3591dbd3.2354811@news.demon.co.uk>
Source record: 62079

The other Day "Patrick Robbins" <Probb26666@usa.net> wrote:

>I downloaded SAM last year from some atari archive but I never got around to
>transferring it to the atari. I haven't tried it with an emulator but I
>don't think it would work. There are some shareware text to speech programs
>for the pc around. I think all of those sound about the same and have that
>retro-sounding voice you're looking for.
>
>Patrick Robbins
>Probb26666@usa.net

Patrick, it does work on Atari800win and should be the same in A800dos
as long as you use the apma800 version in the archive. And don't
forget to use basic :)

Sounds pretty much spot on too...Awful song tho :)))
--
.... Paul

www.dellos.demon.co.uk (At last readable with IE4)

ICQ No: 105793

490. Re: Modem question from the inexperienced

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6mio0llpo1@newsd-122.bryant.webtv.net>
Source record: 62080

John:

You could theoretically access a text-based unix account, such as many colleges offer, with your 8bit. It might be hard to find a commercial provider that offers this access, but I understand some do and don't even know it.

With this access you should be able to telnet, use telnet IRC, text-based usenet (try typind "news" or "pine" at the prompt, or even lynx for web-browsing.

vs

491. FS: Atari 600XL Computer

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: rob@adelphia.net
Message-ID: <6mj5o2$6iq$1@nnrp1.dejanews.com>
Source record: 62081
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace

HI,

I have a Atari 600XL Computer, original box & manual. Make an offer and remember shipping (probably about $12). I also have extra cables and power supplies for computer & other devices.

Rob

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

492. Re: New Atari800Win posted

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd9d1a$ed531ec0$9bc2accf@asharkis.erols.com>
Source record: 62082

Rich <rich@cstone.net> wrote in article
<358ca11c.6436080@news.cstone.net>...
> There is a new version (2.0) of Atari800Win on my web page,
> http://www.cris.com/~Twist/atari800win
>

Version number, please?

Thanks

Alan

493. FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <1998062114070000.KAA03260@ladder01.news.aol.com>
Source record: 62083

I was wondering if there is a faq for this website, since i have alot of questions about my atari, but I dont want to ask something that gets asked that is answered on the faq.
Thanks

John Shawler

Euphemisms are for the differently brained.

494. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-21 00:00:00 UTC
From: map <map2@flash.net>
Message-ID: <358D1FAC.F53C792E@flash.net>
Source record: 62084
Cross-posted to: alt.fan.traci-lords,comp.sys.atari.8bit

After all the shit The Ort has caused this group, doesn't anyone else see any humor in the fact that the Ill. AOG is using the NG to locate this goomba... Having survived the 960 million dollar lawsuit, I for one am in hysterics...

495. Re: Re : What games did Frank Cohen program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: ogopogo54@my-dejanews.com
Message-ID: <6mkdsorho1@nnrp1.dejanews.com>
Source record: 61957

In article <evOxGN9m9GA.251@ntawwabp.compuserve.com>,
"Matthias L&#65533;dtke" <Matthias_Luedtke@compusere.com> wrote:
>
>
> Swozniak schrieb in Nachricht
> <1998061612464700.IAA15512@ladder01.news.aol.com>...
> >Here's some info that I got from the Giant List Of Classic Game
> Programmers:
> >
> >Cohen, Frank [co-founder of Regent]
> > Clowns & Balloons (1981, 800, Datasoft)
> > Cohen's Towers, with Alan Sinder (1983, 800, Datamost)
> > M*A*S*H (1984, 2600, Fox)
> > Ghost Chaser (1984, 800, Access)
> > The Scrolls of Abadon (1985, 800/64, Artworx)
> > Ollie's Follies (1985, 800/C64, American Eagle)
> > [N] Regent Base (ST, 1986, Regent)
> >
> I remember an other game but not the exact title, guess it was "Brew Belly
> Birds Brubitz" (or something like that :))
>
> Bye
>
> Matthias

That was "Beer Belly Burt's Brew Biz"

John Collins

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

496. WTB: Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: chrisw@srv1.thelanlab.com
Message-ID: <358dc422.1414874@news.alterdial.uu.net>
Source record: 61958

I'm looking for an atari 850 interface... Please email me with
any offers... thanks, chris

chrisw@srv1.thelanlab.com

497. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: rich@cstone.net
Message-ID: <358dc5bd.530013@news.cstone.net>
Source record: 61959

On Sun, 21 Jun 1998 21:14:28 GMT, mclane@dellos.demon.co.uk (Paul Irvine) wrote:

>Sorry to go over the top but Rich has done many great things along
>with the team but he has outdone himself by making BOUNTY BOB
>PLAYABLE!!!

Actually thank Perry Mcfarlane, his work on some of the antic stuff has really made a difference in accuracy, along with Radek's CPU code (the Atari800 base now has by far the best 6502 core out there).

There is still work to be done, most notably I'm worried about keeping various hw registers out of the Atari memory segment instead of using the supplied memory of the Atari, but outside of going to a single cycle core (which I've experiemented with) most of it is small stuff. I'd really like to get Autoduel working though.

-Rich

498. highest dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <1998062203105000.XAA01728@ladder01.news.aol.com>
Source record: 61960

What is the highest DOS i can run on an 8 bit (specifically 1200XL)
Thanks
John Shawler

Euphemisms are for the differently brained.

499. PLEASE HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <1998062205020400.BAA15599@ladder01.news.aol.com>
Source record: 61961

Ok guys, heres the deal, I made a bet with one of my friends (50 bucks) that I could get my 1200XL hooked up to the net. If you can help me out at all, I would appreciate it to no end :) I foolishly made the bet not knowing what I was getting into (i dont even have a modem), so any help would be much appreciated.
John Shawler

Euphemisms are for the differently brained.

500. Re: Anyone remember Hard Hat Willy?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: fred.thompson@MCI2000.com
Message-ID: <358de64a.124850832@news.mci2000.com>
Source record: 61962

>>No, not Hard Hat Mack but Hard Hat Willy. Despite sounding like a porno it
>>was in fact a real 8-bit game. Anyone play/remember it?

I remember the name and know I played it but that was eons ago. I have
a copy on floppy disk, though.

501. Re: What games did Frank Cohen program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: fred.thompson@MCI2000.com
Message-ID: <358de946.125615046@news.mci2000.com>
Source record: 61963

On Tue, 16 Jun 1998 10:58:32 +0100, "Gareth" <garethd_@dial.pipex.com>
wrote:

>Could anyone tell me a few games Frank Cohen wrote - I remember playing and
>enjoying a great one but I can't remember *anything* at all about it! I
>thought he had a part in Bounty Bob Strikes Back - maybe his name appeared
>in the "secret options" screen as a joke? Anyway, does anyone know which
>games he did?

Cohen's Towers comes to mind and I know there was at least one other
that hasn't been mentioned. Sorry, I don't remember the name but for
some reason I seem to remember pigs as characters.

502. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: fred.thompson@MCI2000.com
Message-ID: <358dea72.125915654@news.mci2000.com>
Source record: 61964

On 18 Jun 1998 10:44:45 GMT, "TransTrade" <nomail@fyouspammer.com>
wrote:

>> But I thought the game was written by Chris Crawford.
>
>That's right. It was Chris Crawford. I remember reading an interview with
>Crawford where he mentioned Scram had been written in BASIC. Whatever
>happened to Crawford anyway?
>

Started a magazine for professional game designers, wrote Patton
Strikes Back for the PCs.

503. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: fred.thompson@MCI2000.com
Message-ID: <358deb11.126074564@news.mci2000.com>
Source record: 61965

On Sun, 21 Jun 1998 12:02:32 -0400, "GAREEE!"
<gareee@worldnet.att.net> wrote:

>Interestingly enough, someone who knew me from my old atari days emailed me,
>knowing about the compilations I was doing of some of the cooler basic
>games.. (escape from epsilon, motocycle maze rider, and gold rush come to
>mind)

Gold Rush!! Wow!! My sister and I played that a LOT. You're talking
about the one where you would drop explosive nad then get above ground
before it blew, right?

>
>Ah, I miss those days...who programs anymore?? Games are just so cheap now,
>and so much slicker.. too bad there are that many good ones that are as
>addictive...
>
>Drelbs, zepplin, shamus, rainbow walker.. now it'd be nice to see 90's
>conversions of THOSE games!!

Slime! was my favorite.
>
> Gary Tabar Jr,
> @ Da Mouzzz...
>EMAIL: gareeeNOSPAM@worldnet.att.net
>INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
>HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
>http://www.fortunecity.com/tattooine/ellison/86/index.html
>
>
>GAREEE! wrote in message <6mc4ms$1e2@bgtnsc03.worldnet.att.net>...
>>RalphXPN wrote in message
>><1998061804135100.AAA22169@ladder03.news.aol.com>...
>>>If I remember correctly...I think it was written in BASIC
>>>
>>>My 2 cents
>>>
>>>Ralph
>>
>>
>>
>>Yep it was.. I remember redoing some of the color routines, enhanceing some
>>of the sounds, and then compiling it.. now if I knew WHERE all that work
>>went.. and on which disk.. LOL!
>>

>> Gary Tabar Jr,
>> @ Da Mouzzz...
>>EMAIL: gareeeNOSPAM@worldnet.att.net
>>INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
>>HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
>>http://www.fortunecity.com/tattooine/ellison/86/index.html
>>
>>
>>
>
>

504. Re: Moving - Assorted Atari 8bit Items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: Jim Lazarenko <jlazarenko@NOSPAM.shaw.wave.ca>
Message-ID: <U5mj1.643$606.5984143@news.rdc1.ab.wave.home.com>
Source record: 61966
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

Just an update to my earlier message since some of the Hardware has sold already this afternoon, and I am getting a lot of emails on it. I have removed the sold hardware, and added a couple of disk drives to my previous listing.

Hardware
==========
-Atari 800XL With Power Supply, RF Cable
-Atari 600XL With Power Supply, RF Cable
-2 Atari 1050 Disk Drives Without Power Supplies
-Indus GT Disk Drive Without Power Supply and connection cable
-Atari 520 ST Missing all accesories
-Custom made Atari RGB and audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
-Custom made Atari ST Composite Video/Audio cable (standard RCA jacks)

If you are interested in something, please make me an offer in U.S. Funds (buyer pays shipping). All the equipment is in working condition, but without boxes unless noted. If you are interested in any of these items, please respond to jlazarenko@NOSPAM.shaw.wave.ca (removing the NOSPAM section first)

505. Needed: Inexpensive Atari Track Ball

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: XDelusion@wcoil.com
Message-ID: <6ml0gkpeb0@208.10.3.92>
Source record: 61967
Cross-posted to: comp.sys.amiga,comp.sys.amiga.misc,comp.sys.atari.8bit,comp.sys.atari.st

US and Canadians only!

I am in search of an Atari Track ball that works!!!

If ya got one please mail me!!

delusion@wcoil.com

Thankx!

506. Re: Monitor connector on back of 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: Bill Kendrick <kendrick@zippy.sonoma.edu>
Message-ID: <358E0432.92C6450C@zippy.sonoma.edu>
Source record: 61968

Jason Whorton wrote:
>
> Hello. If anyone can give me any information as to which monitor or type of
> monitor the "MONITOR" connector on the back of the 800xl is for, I would
> appreciate it. I have not read anything about an Atari 8-bit specific
> styled monitor. Thank you.

You need a type of cable (usually called a "Commodore Monitor Cable")
which has RCA-type plugs for Video and Audio (or Video, Audio,
Chroma, and Luma) on one end (goes to a VCR, TV or Commodore- or
AppleII-type monitor) and the DIN plug on the other (of course,
identical to the one on the Atari end :))

May be hard to find... Atari stores should carry them. Check the
Atari 8-bit (c.s.a.8) FAQ, part 2 for vendors.

-bill!

507. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: BurlingamesSPAM@MEworldnet.NOTatt.net
Message-ID: <6ml0jj$mh6@bgtnsc01.worldnet.att.net>
Source record: 61969

In article <358dc5bd.530013@news.cstone.net>, rich@cstone.net writes...
> On Sun, 21 Jun 1998 21:14:28 GMT, mclane@dellos.demon.co.uk (Paul
> Irvine) wrote:
>
> >Sorry to go over the top but Rich has done many great things along
> >with the team but he has outdone himself by making BOUNTY BOB
> >PLAYABLE!!!
>
> Actually thank Perry Mcfarlane, his work on some of the antic stuff
> has really made a difference in accuracy, along with Radek's CPU code
> (the Atari800 base now has by far the best 6502 core out there).
>
> There is still work to be done, most notably I'm worried about keeping
> various hw registers out of the Atari memory segment instead of using
> the supplied memory of the Atari, but outside of going to a single
> cycle core (which I've experiemented with) most of it is small stuff.
> I'd really like to get Autoduel working though.
>
> -Rich
>

Rich,

Thanks again for all your work on Atari800Win. I've got a new game
of 7 Cities of Gold going for the first time in years! It's 10 times
better than the politically correct PC version released a few years
back, and I'm glad to have the original again.

I don't actually remember Autoduel, but (just to add my two cents)
I would love to see Alley Cat working. That, and the disk sounds that
you mention in your list of things to do.

--
Rusty Burlingame
BurlingamesSPAM@MEworldnet.NOTatt.net

508. Amiga Doom: which is best for me?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: XDelusion@wcoil.com
Message-ID: <6ml50c$4ik$0@208.10.3.92>
Source record: 61970
Cross-posted to: comp.sys.amiga,comp.sys.amiga.misc,comp.sys.atari.8bit,comp.sys.atari.st

I have a Amiga 1200 and will have a 40MHZ 030 with FPU very soon, and need to know which port of Doom will run best under this set up?

Thankx!

XDelusion

delusion@wcoil.com

P.S. Need any games? I have a few
for sale with boxes!

509. Re: Amiga Doom: which is best for me?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: "K.Hampf" <k_hampf@yahoo.com>
Message-ID: <358e3ee7.0@d2o29.telia.com>
Source record: 61971
Cross-posted to: comp.sys.amiga,comp.sys.amiga.misc,comp.sys.atari.8bit,comp.sys.atari.st

XDelusion wrote in message <6ml50c$4ik$0@208.10.3.92>...
>I have a Amiga 1200 and will have a 40MHZ 030 with FPU very soon, and need
to
>know which port of Doom will run best under this set up?

You are cross-posting your amiga newsmessages into Atari-groups

510. Re: Modem question from the inexperienced

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd9dd9$2dff1dc0$afc2accf@asharkis.erols.com>
Source record: 61972

Most ISPs (AT&T Worldnet included) have no shell accounts available. A shell account is a Unix-based, text only access to the Internet. That's what you need. In my area (Long Island) both the Nassau and Suffolk County public library systems do have such access and make it available to library patrons. That's how I and many of my user group members are able to access the Internet with their 8-bits. Universities often can offer students and staff shell accounts. Other than that, there are two more possibilities -- a Freenet if there's one in your area or an on-line service like GEnie or Delphi. Delphi seems to be preferable to GEnie these days. Note: AOL, CompuServe and Prodigy will not work.

Please understand that for text-based access, even slow modems will do. Nassau County's library system will work at 1200 baud, and I've heard that Suffolk's will work all the way down to 75 baud!

Hajjej <hajjej@aol.com> wrote in article
<19980621203139000.QAA06935@ladder03.news.aol.com>...
> I have at&t worldnet in addition to aol, do you know how i can tie that
in if i
> get a modem? Also, can anyone point me in the right direction in finding
a
> modem for an 8 bit?
> John Shawler
>
> Euphemisms are for the differently brained.
>

511. Re: Modem question from the inexperienced

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <1998062213585000.JAA11339@ladder01.news.aol.com>
Source record: 61973

How would I go about finding a service like Freenet, Delphi, or GEnie?
John Shawler

Euphemisms are for the differently brained.

512. FA: (eBay) Atari XE Crystal Castles

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998062214211800.KAA09100@ladder03.news.aol.com>
Source record: 61974

```
Atari XE Crystal Castles - Complete with box & docs in EXCELLENT condition.
Check it out here:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=17849985
```

513. 1200XL & Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: craig_glassner@bigfoot.com
Message-ID: <358e982c.11714857@news.wenet.net>
Source record: 61975

I finially got out my 1200XL to set up for my daughter, and I can't seem to get the joystick to work. The more I thought about it, the more I seem to remember that I needed an adapter to use a standard joystick. Is this right? Are they still available (as I can't seem to find it). Thanks for any advice!

514. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3592941d.2214601@news.demon.co.uk>
Source record: 61976

The other Day "NoSpam" <npspam@ns.com> wrote:

>Can anybody run Zombies with this emulator? I have tried on a pentium and
>pentium pro machine with three different copies of this great game but all I
>get are some colors on the screen. Any ideas??
>
>thanks
>Richard
>
Zombies does work fine and has done for ages, 2 things tho :-

1. use Realm of Impossibility as thats a proper 100% version of
Zombies..ie there are monsters in this one that chase you.

2. It might be like Encounter is where you get coruption on screen
depending how you run it. Make sure the extra ram at $C000 is *not* on
in hardware and make sure Basic is not being used!!

Some programs are VERY picky about basic, op sys version right down to
not liking the patched IO which can be turned off.

Hope it helps otherwise I will help as best as possible :)

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

515. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <359193e6.2159951@news.demon.co.uk>
Source record: 61977

The other Day rich@cstone.net (Rich) wrote:

>Actually thank Perry Mcfarlane, his work on some of the antic stuff
>has really made a difference in accuracy, along with Radek's CPU code
>(the Atari800 base now has by far the best 6502 core out there).
>
Thanks Perry and all involved.. :)

>There is still work to be done, most notably I'm worried about keeping
>various hw registers out of the Atari memory segment instead of using
>the supplied memory of the Atari, but outside of going to a single
>cycle core (which I've experiemented with) most of it is small stuff.
>I'd really like to get Autoduel working though.
>
>-Rich

I was stunned at this release because every time a new one comes out I
sit down and go through it bit by bit and send you a bug report as
requested in the readme. With this release it was like every thing bar
2 were corrected and other stuff improved 100%..

It convinced me that you do read the reports :))) Just kidding :)

Hows the monitor situation coming along Rich and where did the
keyboard beep come from in the DOS version :))

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

516. Re: Anyone remember Hard Hat Willy?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3593957c.2565606@news.demon.co.uk>
Source record: 61978

The other Day fred.thompson@MCI2000.com (Fred Thompson) wrote:

>
>>>No, not Hard Hat Mack but Hard Hat Willy. Despite sounding like a porno it
>>>was in fact a real 8-bit game. Anyone play/remember it?
>
>I remember the name and know I played it but that was eons ago. I have
>a copy on floppy disk, though.

Great fun little game that I had a play on last night. Fiddly second
sector where you have you stretch to land on the pad inside the level
entrance.....God that used to drive me mad....

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

517. Re: 1200XL & Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <1998062218104300.OAA06212@ladder01.news.aol.com>
Source record: 61979

I have a 1200XL, and it doesnt require an adapter for joysticks. It is possible that your stick is just broken, though. But do not despair, if you cant fina an atari dealer, sega genesis controllers and joysticks are compatible!
John Shawler

Euphemisms are for the differently brained.

518. Re: Monitor connector on back of 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <6mmbqs$3s5$1@news.asu.edu>
Source record: 61980

Easy to make up. $5 for parts from Radio Shack and 15 minutes
soldering. Same as TI cable.
--
****
* David Ormand | Be Different! *
* dlormand@aztec.asu.edu) | Support resistance computers! *
* Tucson, Arizona | TI-99/4A Atari ST *

519. Re: PLEASE HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <6mmbk9$3rg$1@news.asu.edu>
Source record: 61981

>Ok guys, heres the deal, I made a bet with one of my friends (50 bucks)
>that I could get my 1200XL hooked up to the net. If you can help me out
>at all, I would appreciate it to no end :) I foolishly made the bet not
>knowing what I was getting into (i dont even have a modem), so any help
>would be much appreciated.

Uh, oh, what does your friend consider to be "hooked up to the net?"
If it equals "Graphical Web Browsing", you're out $50. Other than that,
if you can get a 2400baud modem from someone here for $10 and a suitable
VT-100-compliant terminal emulator, and you can find a Freenet in your
area (I might could advise, since that's how I do it) or an ISP with
a shell, then you're on!
--
****
* David Ormand | Be Different! *
* dlormand@aztec.asu.edu) | Support resistance computers! *
* Tucson, Arizona | TI-99/4A Atari ST *

520. best offer takes it - 800 XL, monitor, software, magazines

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: Nancy <nancyb@linkport.com>
Message-ID: <358EB5F5.43FB@linkport.com>
Source record: 61982

All parts for a working (2 years ago, when I last fired it up) Atari 800 XL with printer; joysticks, drawing pad, Radio Shack printer-plotter, many boxes of "Compute!" magazine (if not already sold).

Contact sender (nancyb@linkport.com) for details on availability
contact cc (Thomas.Baiter@sales.Turner.com) for pickup information if interested

(Owner is in Oregon, computer is, reluctantly, in NY area.)

521. Memory broken down in 800XL - need technical data

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: Zaanradio <webmaster@zaanradio.nl>
Message-ID: <6mmg5c$fg2$1@cadmium.aware.nl>
Source record: 61983

Greetings,

Yesterday I tried checking out my good old 800XL, my first computer, to use it a bit to get the 'computer pioneer' feeling back that I always had (I do that once in a while), but instead of going to the on-board BASIC it started directly with the memory test, and showed most of the RAM as defect. It won't do anything else, but the mem test works fine :-) Apparently the RAM chips have a limited lifetime or so, because last time I used the computer it worked perfectly.

I tried swapping the mem chips, but the fault pattern remained the same, so I guess the 8 chips each hold 1 bit of every memory byte.(Is this so?) However, my local electronics store hasn't had any 4264's for a LONG time. I'm now thinking about using a new static RAM chip with 8x64k or so, but for that I need the connections of the original 4264, and preferably the schematics for the entire computer. Unfortunately I can't find them on any of the XL homepages I found on the web. Could anyone help me with this? I'd really like to get it up and running again.

Replies please to schenkev@dds.nl, because this is a friend's computer with Internet. I don't have full Internet access myself right now.

Thanks!

Tycho Schenkeveld

522. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-22 00:00:00 UTC
From: NoSpam <npspam@ns.com>
Message-ID: <6mn1gs$8fq$1@winter.news.erols.com>
Source record: 61984

Many thanks. I had been trying to run zombies.exe and zombies.com from the various sites with no luck. I had forgotten that the game was also called Realms of Impossibility. That ATR works fine.

Richard

523. Atari 8bit / ST trackball - the difference?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6mmobv$p0c$1@soap.news.pipex.net>
Source record: 61885

I have an Atari Trakball which I bought about 15 years ago for an 8 bit Atari. It looks identical to the ST trackballs produced by Atari but for some reason it lacks the functionality - can't use it as a mouse. Does anyone know what the precise difference is - is it something I may be able to modify in order to get it to work with an ST?

Thanks.

Gareth.
--
(remove _ to reply.)

524. Re: PLEASE HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <1998062301233900.VAA25988@ladder03.news.aol.com>
Source record: 61886

```
i>
>
>>Ok guys, heres the deal, I made a bet with one of my friends (50 bucks)
>>that I could get my 1200XL hooked up to the net. If you can help me out
>>at all, I would appreciate it to no end :) I foolishly made the bet not
>>knowing what I was getting into (i dont even have a modem), so any help
>>would be much appreciated.
>
>Uh, oh, what does your friend consider to be "hooked up to the net?"
>If it equals "Graphical Web Browsing", you're out $50. Other than that,
>if you can get a 2400baud modem from someone here for $10 and a suitable
>VT-100-compliant terminal emulator, and you can find a Freenet in your
>area (I might could advise, since that's how I do it) or an ISP with
>a shell, then you're on!
>--
>**********************************************************
>* David Ormand | Be Different! *
>* dlormand@aztec.asu.edu) | Support resistance computers! *
>* Tucson, Arizona | TI-99/4A Atari ST *
>
>
>
>

If anyone wants to sell me a 2400 baud modem for $10, ill gladly accept. Also,
if anyone knows of a freenet in or extending into west virginia, i would be
much obliged. Thanks.
John Shawler

Euphemisms are for the differently brained.
```

525. Re: How make i good graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: kiwilove@es.co.nz
Message-ID: <898571352.939933@Chaos.es.co.nz>
Source record: 61887

In article <6wGCF7MpzHB@peter.soemtron.handshake.de>,
peter@soemtron.handshake.de says...
>
>
>Howdy !
>
>I always asked me how to create really good graphics. What programs do I
>need to do so?
>
>Most paint progs are a pain - lousy joystick interface or small
>functionality. Are there any painters which are using a st or amiga mouse?
>(except S.A.M. painter which is really a pain). Which programs give me
>enhanced functions to do rastered or pixelized graphics?
>
>The other way - I could paint with Art Director on my ST and convert them
>to an atari 8-bit image-file. But how to this pain? 16 Colors in 4? What I
>need is an artifical display list programmer...
>
>So the question is: how did you so great graphics?
>--
> 6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
> *(MEGA) 8-bï¿½t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

I did do the graphics for the Atari 800 games : Laser Hawk and HawkQuest ---
hey! has anyone seen the later game in any archive anywhere???
I'm looking for it, and don't want to transfer it from 5.25" floppies to PC...

Anyway back to the original question: You don't need anything special mate.

You can use special graph paper rules to graphics 7.5 pixel size and
coloured felts, etc.
It's been so long ago, I forgot how did I design those really neat graphics
in Graphics 11 [or was it 9?] in HawkQuest? Check that game out, to see
some of the best graphics? in an Atari 800 game. No boasting here?

For ordinary graphics, there's the Atari Artist touch tablet, the
Atari Light Pen wasn't all that great. There's nothing wrong with joystick,
with Fun with Art especially, or with Technicolour Dream.
I have tons of graphics [well no, but lots] demos and graphics files,
just waiting to be ported onto PC, from 5.25" Atari floppies, would anyone
care to help me out???

The best Graphics are the Atari Robot and Spaceship demo, and the intro
to Rescue from Fractlus [this I have as a demo somewhere], and Ballblazer.

I rate my own graphics at the end of Laser Hawk, and HawkQuest [there's a cheat for this to see it right away] as being pretty good.

TD made more of an impression on me than Rambrandt did, although Rambrandt is still a pretty good program.

526. Need Indus Drive Info Please

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: Jim Lazarenko <jlazarenko@NOSPAM.shaw.wave.ca>
Message-ID: <lZFj1.746$606.6735247@news.rdc1.ab.wave.home.com>
Source record: 61888

If anybody out there has an Indus GT disk drive for the Atari 8bit, could you please let me know what the values are on the power supply in regards to volts, amps, etc.. I have a drive, but I am missing the power supply and know that it will not work using a standard Atari drive power supply.

Regards,
Jim

Please respond to jlazarenko@NOSPAM.shaw.wave.ca (removing the NOSPAM section first)

527. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <6mneev$sl2@examiner.concentric.net>
Source record: 61889
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Bill Kendrick <kendrick@zippy.sonoma.edu> writes:

>> Atari always showed that they had a very shitty marketing. Sad but
>> true. Anyway. it still interests me.. what processor is inside an
>> At800 ?? I remember that the CPC had a Z80/Z81 inside. Was a cool
>> machine too, but I only remember basic coding on it.

>6502, just like the C64 (actually, 65C02, isn't it folks?)

I thought the Atari had a 6502C (not the same thing). The 64 has a 6510, a
6502 with a built-in primitive sort of MMU.

--
-------------- The Commodore 64 lives: http://computerworkshops.home.ml.org/ --
Cameron Kaiser (posting with a Commodore 128) | "When in doubt, take a pawn."
cdkaiser@concentricMUNGEnet | -- Mission: Impossible
-- personal page: http://calvin.ptloma.edu/~spectre/ -------------------------

528. NO SUBJECT

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: XDelusion@wcoil.com
Message-ID: <6mnsvphet0@208.10.3.96>
Source record: 61890
Cross-posted to: comp.sys.amiga,comp.sys.amiga.misc,comp.sys.atari.8bit,comp.sys.atari.st,rec.collecting

I have three questions:

1st: is there a way to put password locks over certian direcotires or files
via WorkBench or DOpus?

2nd: what is a good Shell alternative and how do I install them (I.E. CSHELL),
and are there GUI's for any of them? :)

3rd: how do I set up an Icon to execute a startup-script? I have tried setting
one for humans 3, but it always says I do not have enough mem ect. ect.
but if I goto shell and execute it manually it will run???

Thankx!

XDelusion

delusion@wcoil.com

P.S. If you need som games or a 2091 I have them for sale!!

529. SuperVideo 2.1XL webpages updated

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.ff93645dbfef7c198968d@news2.ibm.net>
Source record: 61891

I have gotten around to a few updates to my SuperVideo 2.1XL pages at:
http://members.delphi.com/lmcclure/svxl/index.html

Instead of a single page, it is now split into 7, primarily to allow for the loading times to stay low as the graphics are added.

At present, only the Alchemist logo, and Figure 8 (600XL parts placement) and Figure 9 (1200XL parts placement) have been added.

The 600XL parts placement diagram has been reworked for a cleaner look, and I have started the same for the 1200XL parts placement diagram.

The 800XL parts diagram needs less work, and should be posted soon. (To be honest, I simply forgot to insert it).

The other SuperVideo 2.1XL page at:
http://www.redshift.com/~cdyson/supervid.html
has ALL the graphics from the article, but mine has a significant edge on loading speed now, and the 600XL and 1200XL diagrams on my page are noticeably larger and oddly, a bit smaller in file size (probably due to the fact that he chose to use JPEG format, rather than GIF, despite the fact the diagrams are black & white.

BTW, I am considering that once I have the fundamentals of the pages complete, I may color code the diagrams to match the list of parts in the article that are to be removed, replaced, or added to (with three different colors for the 3 different actions). Any comments on this idea?

--
==========
lmcclure@ibm.net

530. Re: PLEASE HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: Kent Johnson <compx2k@javanet.com>
Message-ID: <6mo0gnrop1@as4100c.javanet.com>
Source record: 61892

Hooked up to the net? Well, the 8-bit is text based, the net is graphics. There are several packages that might work, partially, but you will not have 640x480 graphics in 256 colors (considered a minimum for net cruising on IBMs or Macs.)

Without a modem or software it will probably cost you well over $50 to do it, however.

--Kent

531. Re: Atari 8-bit disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: Kent Johnson <compx2k@javanet.com>
Message-ID: <6mo0borks1@as4100c.javanet.com>
Source record: 61893
Cross-posted to: comp.sys.atari.8bit,cfriedel@penn.com

I have plenty of drives. What is the going rate?

--Kent

532. Re: Who wrote SCRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <358fcae9.69674311@news.ioa.com>
Source record: 61894

On 21 Jun 1998 06:24:35 GMT, dsolimano@aol.com (DSolimano) wrote:

> Yep. I tend to do a lot of projects on nuclear enengy for various reasons,
>and when the first nuclear pile was put together in Chicago, there was a rod
>of boron above it with a rope attached. If anything went wrong he was to cut
>the rope, stopping the reaction before it killed anyone.
>
> Or so the plans went :-)
>
> Nowadays it means that a computer turns off the controls to the control
>rods, allowing them to fall into the core.

The SCRAM manual also tells the same story. I wish I had a copy of the manual now (I somehow lost it in the late '80s). It also had an excerpt from the NRC report on the 3-Mile Island incident. The NRC report shows that it was much less of a problem than the media made it out to be. Interesting reading.

Steven

533. Re: Kings Quest for 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <358fcd98.70361318@news.ioa.com>
Source record: 61895

On 21 Jun 1998 02:27:27 GMT, hajjej@aol.com (Hajjej) wrote:

>I was wondering if the first King's Quest game was ever released for an 8 bit
>atari.
>
>
>John Shawler
>
>Euphemisms are for the differently brained.

Nope. Sierra dropped almost all support of Atari computers when KQ1 was released for the IBM PC JR. It's not that it couldn't be done, but it's Ken Williams' position that if they've got a game that won't run easily on a certain system, then screw the system and let the user upgrade. That's still how Sierra does business today, and, like it or not, it's what keeps them in the top 5.

Steven

534. Re: highest dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <358fd0c3.71172206@news.ioa.com>
Source record: 61896

On 22 Jun 1998 03:10:50 GMT, hajjej@aol.com (Hajjej) wrote:

>What is the highest DOS i can run on an 8 bit (specifically 1200XL)
>Thanks
>John Shawler

To call one the "highest DOS" is very difficult. In general, if you're talking about Atari DOS, it's version 2.5. Versions 3.0 etc. were not very successful nor did they really add anything to what 2.5 was already doing. Yeah, I know there's some technical differences, but if you want something better than DOS 2.5, I'd go with MyDos or SpartaDos before I'd use Atari DOS 3.0.

There really is no one perfect DOS that will satisfy every user, so you're best bet is to get all of them you can find and see which one you like.

Good luck
Steven

535. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <358FDF3A.9D69A45@sprynet.com>
Source record: 61897
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Cameron Kaiser wrote:

> >> Atari always showed that they had a very shitty marketing. Sad but
> >> true. Anyway. it still interests me.. what processor is inside an
> >> At800 ?? I remember that the CPC had a Z80/Z81 inside. Was a cool
> >> machine too, but I only remember basic coding on it.
> >
> >6502, just like the C64 (actually, 65C02, isn't it folks?)
> >
> I thought the Atari had a 6502C (not the same thing). The 64 has a 6510, a
> 6502 with a built-in primitive sort of MMU.

Oh dear...here we go again. Yes, the 6510 does everything the 6502 does,
plus it has a special line called AEC which is used to allow another
device (i.e. the VIC chip on the C64) to take control of the bus (hence,
Address Enable Control). I'm sure there are other differences too, but
this is the biggest one.

The 65C02, it's been said, is simply a CMOS version of the chip. IIRC,
Atari Lynx also used a 65C02, but some additional changes were made to
the chip besides the CMOS (like removing undocumented instructions and
adding others, or something of the like).

<sigh> This thread will last for about three weeks or so.

Geoff!

--
Geoff Oltmans - CPE Undergrad University of Alabama in Huntsville
---
*.advocacy newsgroups: Where the thugs of Usenet hang out.
---
http://home.sprynet.com/sprynet/geoff

536. Re: Need Indus Drive Info Please

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: Einhard <dfuller@mc.edu>
Message-ID: <6mos9n$l9e$1@ox.mc.edu>
Source record: 61898

Jim Lazarenko <jlazarenko@NOSPAM.shaw.wave.ca> wrote:
> If anybody out there has an Indus GT disk drive for the Atari 8bit, could
> you please let me know what the values are on the power supply in regards to
> volts, amps, etc.. I have a drive, but I am missing the power supply and
> know that it will not work using a standard Atari drive power supply.

Yep, I had this problem a few months ago. Whatever you do, don't use
the standard Atari drive PS like I did. As William said, I made me an
Indus door stop. ;)

Here's one reply I got from Lenspencer:
The supply that comes with the Indus GT carries a DataByte label, and
is an 11.5-volt DC, 1.95 amp supply. A 12-volt DC supply
rated at least 2 amps should work just fine, just don't go
over 12 volts.

Once I found the right supply, the drive worked like a charm (Indus
sure did make some nice drives!)

-einhard the indus drive fryer :)

537. Odd request...maybe..

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3598f25d.8701493@news.demon.co.uk>
Source record: 61899

First I want to point out that I own the Assembler Ed cartridge and
have the yucky orangey op code sheet to prove it :)

So, what i'm after is the cart but in runable file format. Why?
because I'm using the Atari800win emulator almost all the time rather
than a real 130XE (my pride and joy)..

Has anyone got the assem ed on disk in atr format, its one that im
used too...

TIA...

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

538. Re: NO SUBJECT

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: ullrich@gwis.com
Message-ID: <6mp5ta$l5l$1@news.gwis.com>
Source record: 61900
Cross-posted to: comp.sys.amiga,comp.sys.amiga.misc,comp.sys.atari.8bit,comp.sys.atari.st,rec.collecting

XDelusion (XDelusion@wcoil.com) wrote:
: 1st: is there a way to put password locks over certian direcotires or files
: via WorkBench or DOpus?

Not that I know of. You can write-protect partitions with the 'lock'
command, though. It uses a password, too.

: 2nd: what is a good Shell alternative and how do I install them (I.E. CSHELL),
: and are there GUI's for any of them? :)

Have a look on Aminet. As for the GUI, one word: Workbench. ;)

: 3rd: how do I set up an Icon to execute a startup-script? I have tried setting
: one for humans 3, but it always says I do not have enough mem ect. ect.
: but if I goto shell and execute it manually it will run???

Weird..Not enough mem?
Do you name the icon after your shell script and put 'IconX' in the icon's
default tool line?

Jan

539. Re: How make i good graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6mp6i4$eo4@bgtnsc01.worldnet.att.net>
Source record: 61901

Zaxxon wrote in message

>For ordinary graphics, there's the Atari Artist touch tablet, the
>Atari Light Pen wasn't all that great. There's nothing wrong with joystick,
>with Fun with Art especially, or with Technicolour Dream.

I did LOTS of stuff with fun wih art, and also later the light pen and touch tablet.. I really liked the light pen, and would start there, and then finish with fun with art..

alot of my "heavy metal" graphics were included in a set from Anyic, and when I contacted them they were selling them withou tmy permssion, they got it from me, and I got a nice big (for the time) check as well!!

Those were the days...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

540. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: GAREEE! <gareee@worldnet.att.net>
Message-ID: <6mp6d0$dr9@bgtnsc01.worldnet.att.net>
Source record: 61902

NoSpam wrote in message <6mn1gs$8fq$1@winter.news.erols.com>...
>Many thanks. I had been trying to run zombies.exe and zombies.com from the
>various sites with no luck. I had forgotten that the game was also called
>Realms of Impossibility. That ATR works fine.
>
>
>Richard

Oh and they both pretty much were the same game, if I remember right..
zombies was the initial release form a new company, and realms of
impossibility was the rerelease from a major player..

great idea, BTW ahead of it's time..

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

541. Action!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6mp9oavqa1@nnrp1.dejanews.com>
Source record: 61903

A couple of months ago i bought an old Action! cart without manuals, i've been studied some docs i found on the net and learn a couple of things about this great language, what i need now is a listing of the reserved words for this language, can somebody post one??? thanks a lot guys....

Javier.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

542. Re: Need Indus Drive Info Please

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-23 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.ffa39fca726899298968e@news2.ibm.net>
Source record: 61904

In article <lZFj1.746$606.6735247@news.rdc1.ab.wave.home.com>, Jim Lazarenko (jlazarenko@NOSPAM.shaw.wave.ca) stated:

> If anybody out there has an Indus GT disk drive for the Atari 8bit, could
> you please let me know what the values are on the power supply in regards to
> volts, amps, etc.. I have a drive, but I am missing the power supply and
> know that it will not work using a standard Atari drive power supply.

The power supply with an Indus drive I have is 11.5VDC @ 1.95amps.

==========
lmcclure@ibm.net

543. Flip Flop 800XL game wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: Dirk Pelz <pelz@studm.hrz.uni-siegen.de>
Message-ID: <359037A7.1C473539@studm.hrz.uni-siegen.de>
Source record: 61905

like said in the subject! I like to have that game (FlipFlop)

maybe someone can help

Dirk

544. Re: What games did Frank Cohen program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: mrdo@swbell.net
Message-ID: <35908031.684547@news.swbell.net>
Source record: 61906

I just fired up Sands of Egypt, and sure enough, there was Frank
Cohen's name on the splash screen.
Isaac

On Mon, 22 Jun 1998 05:19:28 GMT, fred.thompson@MCI2000.com (Fred
Thompson) wrote:

>On Tue, 16 Jun 1998 10:58:32 +0100, "Gareth" <garethd_@dial.pipex.com>
>wrote:
>
>>Could anyone tell me a few games Frank Cohen wrote - I remember playing and
>>enjoying a great one but I can't remember *anything* at all about it! I
>>thought he had a part in Bounty Bob Strikes Back - maybe his name appeared
>>in the "secret options" screen as a joke? Anyway, does anyone know which
>>games he did?
>
>Cohen's Towers comes to mind and I know there was at least one other
>that hasn't been mentioned. Sorry, I don't remember the name but for
>some reason I seem to remember pigs as characters.

545. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: tkirby@best.com
Message-ID: <6mqgc3$i5u$1@shell2.ba.best.com>
Source record: 61907

In article <358dc5bd.530013@news.cstone.net>, Rich <rich@cstone.net> wrote:
>I'd really like to get Autoduel working though.
>
>-Rich

Oh please! Pretty please with sugar and 6502s on top? Do you take
bribes? Can I wash your car for you? How about a case of beer?

I'd love to see Autoduel again! It would be great to have it running in
a window on my desktop. *sigh* The time I spent on that game...

--
Tim

546. SSI Phantasie series

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: tkirby@best.com
Message-ID: <6mqiggjtj1@shell2.ba.best.com>
Source record: 61908

Does anyone else remember the Phantasie RPG series? I spent forever playing Phantasie II when I was younger, and I remember being so impressed by the fact that the music would continue playing as the program loaded.

I'm going to go out on a limb and ask if anyone has Phantasie II as ATR or XFD images. I own the game, but my Atari disks and I are far apart at the moment. It's not in any of the archives I can find, and I am beginning to wonder if I'm one of the only people who owned it. Would some kind soul enable me to play my favorite old CRPG again? Many thanks in advance.

Also, there was another sequel, Phantasie III: The Wrath of Nikademus. I've seen this one for the Apple II, the C-64, and even the PC, but was it ever ported to the Atari? As I recall, it had some significant refinements to the game engine, and it would have been interesting to see it on the Atari.

--
Tim

547. FS: SIO2PC = APE cables, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6mqpda$5a0$1@korweta.task.gda.pl>
Source record: 61909
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

Yet another auction, check it out: the stuff is a real bargain.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=18723416

If there is a problem with the ebay server you can always contact me directly.

j131

548. Re: Atari 8bit / ST trackball - the difference?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Ev26pJ.8Dz@iglou.com>
Source record: 61910

On 1998-06-23 garethd_@dial.pipex.com said:
>I have an Atari Trakball which I bought about 15 years ago for an 8
>bit Atari. It looks identical to the ST trackballs produced by
>Atari but for some reason it lacks the functionality - can't use it
>as a mouse. Does anyone know what the precise difference is - is it
>something I may be able to modify in order to get it to work with
>an ST?
Look for a little switch on the bottom for "Joystick" or "trackball" mode.
The 8-bit trackball would need some rewiring to work as a 2-button mouse.

Net-Tamer V 1.08X - Test Drive

549. BEYOND CASTLE WOLFENSTEIN

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: David Chandler <dchandle@earthlink.net>
Message-ID: <6mrcp2gdg1@fir.prod.itd.earthlink.net>
Source record: 61911

Hey Everyone,

I am in dire need of the atr for Beyond castle Wolfenstein. If someone can please send me a FUNCTIONING atr file I would be very appreciative. I have found a couple of sites on the net that have it. but when they are unzipped there are errors. Thanks in advance.

Dave

550. Re: help on price for Atari2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: dmlloyd@earth.execpc.com
Message-ID: <6mrj55$3vn@newsops.execpc.com>
Source record: 61912

In article <19980621081208800.EAA19693@ladder01.news.aol.com>, BaCKwUrDz wrote:
>ive been looking to buy an Atari 2600 and ive found ads
>saying "make an offer" but i dont know what a reasonable price
>to offer someone for a system..
>anyone give me an average price that will not make me sound crazy

If you've seen lots of ads, most likely there is an abundance of 2600s in your area. I'd offer about $10-15, and that's generous. :) I've seen people who couldn't *give* them away. (Of course, where did they all go when *I* was looking for one? :)

--
(*) Dave Lloyd
(*) dmlloyd @ execpc.com -- http://www.execpc.com/~dmlloyd/

551. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: dmlloyd@earth.execpc.com
Message-ID: <6mri1s$3vn@newsops.execpc.com>
Source record: 61913
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <358FDF3A.9D69A45@sprynet.com>, Geoff Oltmans wrote:
>Cameron Kaiser wrote:
>
>> I thought the Atari had a 6502C (not the same thing). The 64 has a 6510, a
>> 6502 with a built-in primitive sort of MMU.

Well, technically, it's not an MMU. It's just an 8-bit output port that
Commodore uses to control bank-switching and such. It's actually quite
similar to Atari's use of PIA port B to control memory bank switching in
the XL/XE systems.

>The 65C02, it's been said, is simply a CMOS version of the chip.

It also has a bunch of new instructions. Also, most (if not all) of the
undocumented 'mystery' instructions that worked on the 6502/6510 won't
work on the 65C02.

>Atari Lynx also used a 65C02, but some additional changes were made to
>the chip besides the CMOS (like removing undocumented instructions and
>adding others, or something of the like).

The changes were in the chip before Atari got hold of it. The 65C02 was
used in the 'enhanced-model' Apple IIe and also the Apple IIc.

<end nitpicks :>
--
(*) Dave Lloyd
(*) dmlloyd @ execpc.com -- http://www.execpc.com/~dmlloyd/

552. FS:Atari 800XL's,600XL,400,800 and other stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <35916FFB.1AB0@ccnet.com>
Source record: 61914

Check my web page below.

--
4Jays Classic Video Games and Old Computers

Buy,Sell,Trade:Atari,Colecovision,Intellivision,Odyssey,
Fairchild,Sega Master Systems,Pongs,Handhelds,Commodore.

http://www.ncal.verio.com/~4jays/
http://www.ncal.verio.com/~4jays/welcome.html

553. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <359173f4.342361@news.iwaynet.net>
Source record: 61915

On Sun, 21 Jun 1998 21:14:28 GMT, mclane@dellos.demon.co.uk (Paul Irvine) wrote:

This is the first version that reliably runs Polish demos and that's the cruelest test I can think of for an emulator. Good job!

Any chance of support for huge .ATRs? I have some 1 meg .ATRs I would love to be able to mount with the emulator.

554. Re: Atari 8bit / ST trackball - the difference?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6mrukm$5rr$3@soap.news.pipex.net>
Source record: 61916

bmarcum@iglou.com wrote in message ...
>
>On 1998-06-23 garethd_@dial.pipex.com said:
> >I have an Atari Trakball which I bought about 15 years ago for an 8
> >bit Atari. It looks identical to the ST trackballs produced by
> >Atari but for some reason it lacks the functionality - can't use it
> >as a mouse. Does anyone know what the precise difference is - is it
> >something I may be able to modify in order to get it to work with
> >an ST?
>Look for a little switch on the bottom for "Joystick" or "trackball" mode.
>The 8-bit trackball would need some rewiring to work as a 2-button mouse.
>
>
>Net-Tamer V 1.08X - Test Drive

Nope, the 8 bit one has the joystick switch as well - another little mystery
I guess. I can't be bothered to risk opening it up: I wouldn't know what to
look for if I did.

Gareth.

555. Re: How make i good graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: Graeme Fenwick <gfenwick@BYESPAMprimex.co.uk>
Message-ID: <3591883f.0@scooby.nildram.co.uk>
Source record: 61917

Zaxxon wrote in message <898571352.939933@Chaos.es.co.nz>...

(Zaxxon = Harvey Kong Tin?)

>You can use special graph paper rules to graphics 7.5 pixel size and
>coloured felts, etc.

I did some of my first programs this way- fiddly if you make a mistake
though...

>For ordinary graphics, there's the Atari Artist touch tablet, the
>Atari Light Pen wasn't all that great. There's nothing wrong with joystick,

Difficult for good sketchy curves.

I used an Amiga to do graphics for one of my games ("Space Bar"), and ported
them over with an AMOS program that generated Atari cassette tones(! - not
the ideal Amiga language for a "serious" program, but the fact it worked at
all was surprising). It meant I could use my favourite paint package at the
time (Brilliance 2.0) and a mouse to draw the graphics, and the results were
reasonably good considering my lack of graphics expertise.
The game code itself was a horrible mess by the end though, because I didn't
plan it out properly- I wasn't very disciplined in my planning at that time.
Urrrgh!
Still, bit off-topic there...

-Graeme Fenwick

556. Rambo XL Installation instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <3591BB5B.643B817F@net66.com>
Source record: 61918

I have a Rambo XL, removed from my first 800XL, that I need to transplant into my new 800xl - anyone have the instructions I could borrow/scan/download?

I'd back-engineer it, but my old machine also had Omnimon, Turbo816, and a 256 to 512 hack on top of the rambo. Too much crap in there.

Mark Statzer
mstatz@net66.com

557. Re: Odd request...maybe..

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2406982234470001@port152.bitstream.net>
Source record: 61919

In article <3598f25d.8701493@news.demon.co.uk>, mclane@dellos.demon.co.uk wrote:

> First I want to point out that I own the Assembler Ed cartridge and
> have the yucky orangey op code sheet to prove it :)
>
> So, what i'm after is the cart but in runable file format. Why?
> because I'm using the Atari800win emulator almost all the time rather
> than a real 130XE (my pride and joy)..
>
> Has anyone got the assem ed on disk in atr format, its one that im
> used too...

E-mail me the cart and I'll--never mind, heh.

You can dump the cart to a file from DOS (or from the Assembler Ed itself for that matter) by doing a binary save. Just use the start and ending of the cart address space for the parameters. As everyone knows, it goes from $A000 to $BFFF. Assuming Atari800win can "insert" cartridge images (sorry, I haven't used it myself, but any self-respecting A8 emulator should), you've got it made.

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984
---

558. ANNOUNCE: Atari TrueType Font is Done!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2406982253550001@port152.bitstream.net>
Source record: 61920

It took a bit longer than I expected, but the TrueType font based the
Atari 8-bit character set I have been working on is finished. It will be
on my website sometime tomorrow (June 25) at this URL:

http://www2.bitstream.net/~marksim/atarimac/font/

It is actually three fonts:

Atari Classic Chunky
A pixel-for-pixel interpretation (think "stairsteps")
Atari Classic Smooth
A version with the jaggies flattened out (think "ramps")
Atari Classic Extrasmooth
Similar to Smooth but with curves (think "slides")

This is freeware and is available in both Mac and PC (Windows) formats.

(Note: some characters will not be accessible, depending on your OS, since
some of the A8 characters occupy special low-ASCII locations which have
special meanings to Macs and PCs.)

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac (and sometimes PC) Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984
---

559. Re: Memory broken down in 800XL - need technical data

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-24 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3591D0E2.5BA@pacbell.net>
Source record: 61921

Zaanradio wrote:
>
> Greetings,
>
> Yesterday I tried checking out my good old 800XL, my first computer, to use
> it a bit to get the 'computer pioneer' feeling back that I always had (I do
> that once in a while), but instead of going to the on-board BASIC it started
> directly with the memory test, and showed most of the RAM as defect. It
> won't do anything else, but the mem test works fine :-) Apparently the RAM
> chips have a limited lifetime or so, because last time I used the computer
> it worked perfectly.
>
> I tried swapping the mem chips, but the fault pattern remained the same, so
> I guess the 8 chips each hold 1 bit of every memory byte.(Is this so?)
> However, my local electronics store hasn't had any 4264's for a LONG time.
> I'm now thinking about using a new static RAM chip with 8x64k or so, but for
> that I need the connections of the original 4264, and preferably the
> schematics for the entire computer. Unfortunately I can't find them on any
> of the XL homepages I found on the web. Could anyone help me with this? I'd
> really like to get it up and running again.
>
> Replies please to schenkev@dds.nl, because this is a friend's computer with
> Internet. I don't have full Internet access myself right now.
>
> Thanks!
>
> Tycho Schenkeveld

You can use 41256 chips in place of the 4164s. You will still have only
64K, but the chips just drop in.

Bob

560. Re: Action!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-25 00:00:00 UTC
From: cv436@torfree.net
Message-ID: <Ev319t.I8y.0.queen@torfree.net>
Source record: 61922

rojasdelap@yahoo.com wrote:
: A couple of months ago i bought an old Action! cart without manuals, i've
: been studied some docs i found on the net and learn a couple of things about
: this great language, what i need now is a listing of the reserved words for
: this language, can somebody post one??? thanks a lot guys....

Well there was a quick reference on Umich which should give you some
specifics. Do you mean like the Action Library (procedures and functions)?
Just like in C, it's the function libraries that really let you do stuff.

Reserved words I would think are along the lines of stuff like PROC,
FUNC, RETURN, IF..FI, WHILE..DO..OD, DEFINE, MODULE, etc... But then is
that what you were looking for?

Later...

561. Re: Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-25 00:00:00 UTC
From: KFergason@aol.com
Message-ID: <3591b9a7.136517149@news.randori.com>
Source record: 61923
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 23 Jun 1998 12:00:42 -0500, Geoff Oltmans <geoff@sprynet.com>
wrote:

>Cameron Kaiser wrote:
>
>Oh dear...here we go again. Yes, the 6510 does everything the 6502 does,
>plus it has a special line called AEC which is used to allow another
>device (i.e. the VIC chip on the C64) to take control of the bus (hence,
>Address Enable Control). I'm sure there are other differences too, but
>this is the biggest one.
>

I would say the biggest difference is the 6 bit I/O port on the 6510.

Kelly

562. FA: Atari 8bit stuff and other items on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-25 00:00:00 UTC
From: vchang@whitestar.morbid.ml.org
Message-ID: <3591e305.92720117@nntp.best.com>
Source record: 61924
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

http://komodo.ebay2.com/aw-cgi/UserISAPI.dll?MfcISAPICommand=ViewListedItems&userid=changmonger

The following are for auction:

Atari 8bit:
Jumpman (Cassette, full package)
Q*Bert (Cartridge, full package)

General Atari stuff:
Surround (2600/VCS, loose)
Atari 7800 joypad
Kraft joystick

NES:
Bee 52 (loose)

The ChangMonger
collector of atari 8bit stuff & handhelds
vchang@whitestar.ml.org -or- morbid@best.com

Antispam technique in place... to reply, use above
email addresses

563. Re: PLEASE HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-25 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <1998062506241300.CAA12712@ladder01.news.aol.com>
Source record: 61925

In article <6mo0gnrop1@as4100c.javanet.com>, "Kent Johnson"
<compx2k@javanet.com> writes:

>Hooked up to the net? Well, the 8-bit is text based, the net is graphics.
>There are several packages that might work, partially, but you will not have
>640x480 graphics in 256 colors (considered a minimum for net cruising on
>IBMs or Macs.)
>
>Without a modem or software it will probably cost you well over $50 to do
>it, however.
>
>--Kent
>
>

The net is not graphics-based, only the web is. FTP, gopher, irc,
telnet, and e-mail are text-based, and with Lynx many web sites can be viewed
as text based. Now all that is needed is a copy of Lynx. I can only seem to
find the Linux version.
Still, it is a possibility, I suppose. BTW many ISP's are text-based but they
do not even know it. Try calling their number with a terminal program and
looking at what pops up.

DSolimano
Have an Atari Day /|\

564. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-25 00:00:00 UTC
From: Jindra Kubec <kubecj@asw.cz>
Message-ID: <359224DA.5C19FD7E@asw.cz>
Source record: 61926

Rusty Burlingame wrote:

> I don't actually remember Autoduel, but (just to add my two cents)
> I would love to see Alley Cat working. That, and the disk sounds that
> you mention in your list of things to do.

Alley Cat works in DOS port with switch -a (Run under OS/A). Try to do it
under Win port.

--
Jindrich Kubec

565. Re: Action!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-25 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6mto6h$6fr$1@nnrp1.dejanews.com>
Source record: 61927

In article <Ev319t.I8y.0.queen@torfree.net>,
cv436@torfree.net (Jeffery Thomas) wrote:
>
> rojasdelap@yahoo.com wrote:
> : A couple of months ago i bought an old Action! cart without manuals, i've
> : been studied some docs i found on the net and learn a couple of things about
> : this great language, what i need now is a listing of the reserved words for
> : this language, can somebody post one??? thanks a lot guys....
>
> Well there was a quick reference on Umich which should give you some
> specifics. Do you mean like the Action Library (procedures and functions)?
> Just like in C, it's the function libraries that really let you do stuff.
>
> Reserved words I would think are along the lines of stuff like PROC,
> FUNC, RETURN, IF..FI, WHILE..DO..OD, DEFINE, MODULE, etc... But then is
> that what you were looking for?
>
> Later...
>
>
That's right, i really don't need an explanation of the words, but i need a
list of them. Thanks a lot for your reply.

Javier.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/ Now offering spam-free web-based newsreading

566. Re: Odd request...maybe..

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-25 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <359c8ece.31716128@news.demon.co.uk>
Source record: 61928

The other Day marksim@bitstream.net (Mark L. Simonson) wrote:

>You can dump the cart to a file from DOS (or from the Assembler Ed itself
>for that matter) by doing a binary save. Just use the start and ending of
>the cart address space for the parameters. As everyone knows, it goes from
>$A000 to $BFFF. Assuming Atari800win can "insert" cartridge images (sorry,
>I haven't used it myself, but any self-respecting A8 emulator should),
>you've got it made.
>
May I thank all those who helped including you Mark. I now have the cart
running very happily on Atari800win...

Thanks again folks :)

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

567. ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-25 00:00:00 UTC
From: The Watcher <Use-Author-Address-Header@[127.1]>
Message-ID: <3597c8f5.27532419@207.126.102.10>
Source record: 61929

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
or best offer. These SELL AT Video 61 for $49.95 used.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
manual, power supply, connecting cables, oil, original cost $399.95.
Also have a non-working 1027, can be fixed at any Atari service center,
both printers cost new $399.95 each, asking $100.00 for both of them.
Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
good condition, like new, supports single and dual density modes,
includes power supply, original cost $179.95, asking $75.00. These
sell at Video 61 for $74.95, same price.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific
programs, already wired for Turbo-816 installation, just need to
re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for
$59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the definition of a
telephone fax machine. By Sec.227(b)(1)(C), it is unlawful to send any unsolicited
advertisement to such equipment. By Sec.227(b)(3)(C), a violation of the aforementioned

Section is punishable by action to recover actual monetary loss, or $1500, whichever is greater, for each violation.

E-mailing me indicates acceptance of these terms.

568. other newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-25 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3592F2F9.5707@pacbell.net>
Source record: 61930

I signed up for some kind of Atari online newsletter and am now receiving posts from this source. Looks like a newsgroup to me - does anyone know what it is? I see some of you guyz in there. Where is this group?

Bob, the lost.....

569. Re: ANNOUNCE: Atari TrueType Font is Done!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-25 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2506982323390001@port134.bitstream.net>
Source record: 61931

In article <marksim-2406982253550001@port152.bitstream.net>,
marksim@bitstream.net (Mark L. Simonson) wrote:

> It took a bit longer than I expected, but the TrueType font based the
> Atari 8-bit character set I have been working on is finished. It will be
> on my website sometime tomorrow (June 25) at this URL:

The URL I posted last night was not correct--use this one:

http://www2.bitstream.net/~marksim/atarimac/fonts.html

The fonts are now available on that page.

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984
---

570. HELP me w/ Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: helbling@aol.com
Message-ID: <1998062601125100.VAA15831@ladder03.news.aol.com>
Source record: 61835

Atari800 emulator will not load for me, I get a SIGSEGV variable error in DOS.
Is this an IRQ conflict? I have this problem on both my laptop & on a desktop.
Any advice?
Thank you,
~chris
helbling@aol.com
Chris Helbling
helbling@aol.com

571. For Sale or trade: Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: Sylvain De Chantal <sylvaindc@videotron.ca>
Message-ID: <01bda0a0$02090900$f865fdcf@SylvainDeChantal>
Source record: 61836

Hi to anybody!

I have here all these for sale or trade, just check at the bottom what i
want if
we do a trade, if you want to buy, PLEASE MAKE AN OFFER !! Thanks !!

For Sale or Trade:
==========

Atari 400/800/XL/XE:
---
* Alphabet Zoo (cart only)
* Basic Computing language (cart only)
* Centipede (cart only)
* [x2] Donkey Kong Junior (cart only)
* Ms.Pac-Man (cart only)
* BOOK: Mapping the Atari
---
* AtariLab Light & AtariLab Temperature Modules (both carts)
* comes with both Books in near mint condition (nothing writen in them)
* AtariLab Interface, Light Probe, Photo-Sensor Probe, Temperature
* Probe, AtariLab Analyser Wheel, AtariLab Red Filter, AtariLab Blue
* Filter, AtariLab Polarizer, Black Rack Filter Holder & Plastic Vile.
* THIS COMES IN 1 PACKAGE ONLY, I WILL NOT BREAK IT

What i want (trade):
==========
T * Disk Drive 3" for Atari XL/XE/XEGS
T * Original XE Joystick (grey)
T * XEGS owner's manual
T * XE Demo Cart

--- Sly DC --- ICQ #14433408
Creator & Maintainer of the Real Pong FAQ, the Game Gear FAQ, the
Sega 32X FAQ, the Arcadia 2001 FAQ and the Hidden Games FAQ.
Come see my web site at: "http://slydc.encomix.es/index.htm"
or my mirror site at: "http://www.chez.com/slydc/"
e-mail: "sylvaindc@videotron.ca" & "slydc@hotmail.com"

572. Re: NO SUBJECT

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: Gary Harris <gharris@***NOSPAM***wr.com.au>
Message-ID: <6n04em$n05$1@the-fly.zip.com.au>
Source record: 61837
Cross-posted to: comp.sys.amiga,comp.sys.amiga.misc,comp.sys.atari.8bit,comp.sys.atari.st,rec.collecting

XDelusion wrote:

> 2nd: what is a good Shell alternative and how do I install them (I.E. CSHELL),
> and are there GUI's for any of them? :)

Go no further than KingCON. The best and only replacement. Free on
Aminet. Filename completion, command buffer, scrollback buffer etc.
Superb!

Cheers.

573. Re: Modem question from the inexperienced

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ywwa4nur5.fsf@co.umist.ac.uk>
Source record: 61838

"Gareth" <garethd_@dial.pipex.com> writes:
> About 2-3 months ago someone did manage to post here from an Atari 8 bit
> computer - does anyone have any details?

Well it wasn't me, but I can (and used to, before I got my university account) do that. When I'm at home all my internet access is via my Atari (a 65XE). Reading from and posting to usenet and this group is do-able, as is e-mail and www (via Lynx). With free local calls then reading and posting to usenet isn't a problem (unfortunately I have to pay for local calls, so I tend not to do it 'cos it works out expensive on phone calls). As has been stated before you need a shell account (one with a text only interface) to do it. You'll also need an 80 column terminal emulator for your Atari (Ice-T or FlickerTerm 80) which are available at the archives. The other thing you need is to know what programs are available on your ISP for usenet access. Common program are rn, trn and tin, even programs like pine and emacs can be used to read/post usenet. Try man rn, man trn, etc. . to find out more about the programs.

If you're reading on-line then modem speed isn't too big an issue (as long as you ISP supports that speed), as you're likely to spend more time reading the news than waiting for the next page to display. Of course if you want to do any downloading, then faster modems mean waiting less. I've got a 2400 modem connected to my Atari (well it talks down the phone line at 2400, but modem to Atari runs at 9600), but it's not a direct connect modem, it needs a separate interface. And its adequate for my needs. I'll leave it up to someone else to explain the different ways of connecting modems to your atari.

574. Re: Action!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: mjarek@ifa.amu.edu.pl
Message-ID: <3593b340.622376@news.amu.edu.pl>
Source record: 61839

I don't have a running Atari right now, but if my memory serves me well after 6 years, I think you can find most reserved words by browsing through one of the following files:

Action! itself (I had a disk version, so maybe on cart it's different.
Action! Runtime Library

I'm not 100% sure of that, though.

Jabberwock

P.S. Is it possible to get the cart onto an image, so I can use it on an emulator?

575. Atari stuff for free

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: rbedeaux@asap.net
Message-ID: <rbedeaux-2606981042420001@128.65.101.50>
Source record: 61840

I have a bunch of old atari stuff I want to get rid of. It won't cost you anything. (Well $10.00 to ship it in the US). Heres a rough list of what I have. BTW want one take all :)

Percom 5.25 floppy drive
2 joysticks
about 8 carts
about 1000 pages of manuals for this that an the other
lots software on floppys

whatever else I can find in my closet

thanks

Rob

p.s 1st one to email me get the lot!

576. Re: Can't use keypad as joystick in Atari800Win 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3593c174.3652299@news.ioa.com>
Source record: 61841

On Fri, 26 Jun 1998 01:13:16 GMT, telcomeng@my-dejanews.com wrote:

>Somebody please help! I can't get the keypad to work as a joystick with
>Atari800Win 2.0, even with Num Lock off. I've tried several games files and
>three computers with the same results. Options/Joystick reports that the
>keyboard joystick is enabled. I'm sure I've missed something very basic, but
>I can't think of anything else to try so I would appreciate hearing some
>ideas from any one.

Same problem for me, too. Also, the sound doesn't work now and my full screen
DirectX mode doesn't work either.

I want to go back to my previous version because of all this mess but I don't
have the install files for it. Does anyone know where to find the last stable
version before 2.0?

I really like this emu, and I wish Richard Lawrence all the best. I just think
I'll wait until the next 2.x release.

Steven

BTW: Richard, if you're reading this, I'm running a Hewlett-Packard Vectra XA
Pentium Pro 200, 32MB RAM, and a Matrox MGA Millinium w/ 2MB RAM w/ MS-DirectX
version 3.0 and a SoundBlaster AWE 64. Any problems with any of the hardware I
should know about?

577. Re: Atari stuff for free

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: rbedeaux@asap.net
Message-ID: <rbedeaux-2606981130230001@128.65.101.50>
Source record: 61842

In article <rbedeaux-2606981042420001@128.65.101.50>, rbedeaux@asap.net
(Rob Bedeaux) wrote:

> I have a bunch of old atari stuff I want to get rid of. It won't cost you
> anything. (Well $10.00 to ship it in the US). Heres a rough list of what
> I have. BTW want one take all :)
>
> Percom 5.25 floppy drive
> 2 joysticks
> about 8 carts
> about 1000 pages of manuals for this that an the other
> lots software on floppys
>
> whatever else I can find in my closet
>
> thanks
>
> Rob
>
> p.s 1st one to email me get the lot!

the lot has been spoken for.

Rob

578. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: elrond@gmx.net
Message-ID: <3593cd32.4283530@news.easynews.net>
Source record: 61843

On Sun, 21 Jun 1998 21:14:28 GMT, mclane@dellos.demon.co.uk (Paul Irvine) wrote:

>OK, Xl-it did work but Atari800win is soo much better..
>
>God I feel young again :)))

Where can I get this new emulator?

--
Christian Sommerer elrond@gmx.net

579. Free Atari Cassettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: jack <jackaloy@aol.com>
Message-ID: <3593D5ED.12@aol.com>
Source record: 61844

As I continue to slowly reorder the basement I have come across a bunch of Atari cassettes. They are all labeled but I have no means of testing them, therefore, I will give any or all of them away for the cost of shipping from NY.

Thanks
Jack

Claim Jumper -Synapse Software
Carnival by Phil Mork - ANALOG Software
DodgeRacer -Synapse Software
Dog Daze by Gary Chang -APX
Frogger by John Harris -Sierra
Graphics Composer-Versawriter
Music Lesson & Player Piano -Swiftware
Player Piano -Educational Software
State & Capitals-Atari
Supergraphics -GRFBAS Demo- United Software of America
Tic-Tac-Toe Facts -JHM Software of Minnesota
Touch Typing-Atari
Writing Program One-Atari
Writing Programs Two-Atari

580. Re: Atari800win is pure gold!!!/Bounty Bob

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35a3e074.8315567@news.demon.co.uk>
Source record: 61845

The other Day "Jim Klein" <jklein@isd.net> wrote:

>Ok, I'm confused & finally am willing to ask about it...
>
>1. Is there a difference between bounty bob & Miner 2049er?
>
Yes, Miner was the 1st game...

>2. If there is, is there really a cart made called Bounty bob strkes back?
>
Yes, it was the 1st 64K cart IIRC. It used bankswitching in 16K lumps
thus made it a tad harder to crack....but it happened :)

>3. Is there actually a working file version of Bounty Bob Strikes back &
>will someone please send a copy to me.
>
Bad move...yes there is but never ask the group as a whole to send it to
you. They *ALL* might just do that....800 copies in your mail box.

Someone will put a link up as I can't run Explorer at the mo..soz

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

581. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35a4e17f.8583317@news.demon.co.uk>
Source record: 61846

The other Day elrond@gmx.net (Christian Sommerer) wrote:

>On Sun, 21 Jun 1998 21:14:28 GMT, mclane@dellos.demon.co.uk (Paul
>Irvine) wrote:
>
>>OK, Xl-it did work but Atari800win is soo much better..
>>
>>God I feel young again :)))
>
>Where can I get this new emulator?

http://www.concentric.net/~Twist/atari800win/

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

582. Re: highest dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <3775-3593DA98-6@newsd-198.iap.bryant.webtv.net>
Source record: 61847

DOS 3.

(putting on flame proof suit...)

583. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: kames@dxnet.com
Message-ID: <f5O4dXX6MbiT-pn2-Gqp3UJ2KMj2K@DRACO>
Source record: 61848

On Tue, 23 Jun 1998 01:46:38, "NoSpam" <npspam@ns.com> wrote:

> Many thanks. I had been trying to run zombies.exe and zombies.com from the
> various sites with no luck. I had forgotten that the game was also called
> Realms of Impossibility. That ATR works fine.
>
>
> Richard
>
>

I guess everyone thinks Winblowz95 is the only os out there. how about
keeping the dos version up to date too.

584. Can't use keypad as joystick in Atari800Win 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: telcomeng@my-dejanews.com
Message-ID: <6n111cvsh1@nnrp1.dejanews.com>
Source record: 61849

Somebody please help! I can't get the keypad to work as a joystick with Atari800Win 2.0, even with Num Lock off. I've tried several games files and three computers with the same results. Options/Joystick reports that the keyboard joystick is enabled. I'm sure I've missed something very basic, but I can't think of anything else to try so I would appreciate hearing some ideas from any one.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

585. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_898864928@rtfm.mit.edu>
Source record: 61850
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm
```

586. ATARI items i have to trade or sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <6n0tn6$e34$1@platane.wanadoo.fr>
Source record: 61851

```
*Consoles
ATARI:**************************************************************************
**********
-atari karts
-Cybermorph
-Memory track
-theme park
-Cd rom jaguar TEMPEST 2000 audio tracks
-Jaguar + pad + peritel + 1 jeu (cybermorph)+ alim, NEUVE

-Atari 2600 junior
-ATARI VCS 2600 + bloc alim + 2 CX40 (joystick)
-ATARI 7800 + 2 CX 78 (joystick) + bloc alim
-Lynx 2 neuve
*Ordinateurs ATARI 16-32
Bits:***************************************************************
-Mega ste 2 mo + clavier + souris + SM144
-Mega ste 2 mo + HD 48MO interne + clavier + souris + SM144
-Souris ST
-Lecteur ATARI 3 1/2 SF354
-Lecteur ATARI 5 1/4 PCF554
*Ordinateurs ATARI 8
Bits:**************************************************************************
-Light gun XE + cartouche bug hunt
-Xe game system + light gun + keyboard + CX40 grey (joystick) + XC 12
+ cart: flight simul + bug hunt + accessories
-130 XE secam + bloc alim + peritel
-800 XL secam + bloc alim + peritel
-Lecteur de k7 ATARI XC12
-Interface 80 colonnes XEP 80
-Interface Parallelle / Serie A850
-modem ATARI a830
-Imprimante matricielle 1029
-Cartouches 8 bits et
consoles:**********************************************************************
***
*cart XL/xe:
-millipede
-missile command
-super breakout new in the box
-et phone home
-blue max
-moon patrol new in the box
-river raid, ms pac man, jungle hunt, basic , centiepede, pac man, star
```

raiders
*cart 2600:
-vanguard
-jungle hunt
-space invaders
-basic programming new in the box
*cart7800 new in the box :
-scrapyard dog
-impossible mission
-alien brigade

587. Re: Can't use keypad as joystick in Atari800Win 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <6n10uc$84i$1@news.storm.ca>
Source record: 61852

Basic question: did you toggle NumLock?

telcomeng@my-dejanews.com wrote in message
<6muu9v$28e$1@nnrp1.dejanews.com>...
>Somebody, please help! I can't get the keypad to work as a joystick with
>Atari800Win 2.0, even with Num Lock off. I've tried several games files
and
>three computers with the same results. Options/Joystick reports that the
>keyboard joystick is enabled. I'm sure I've missed something very basic,
but
>I can't think of anything else to try so I would appreciate hearing some
>ideas from any one.
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

588. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35b3126b.21108987@news.demon.co.uk>
Source record: 61853

The other Day kames@dxnet.com wrote:

>On Tue, 23 Jun 1998 01:46:38, "NoSpam" <npspam@ns.com> wrote:

>I guess everyone thinks Winblowz95 is the only os out there. how about
>keeping the dos version up to date too.

Eh?.....

The DOS version by Petr has the latest source. Its very up to date and
although the two versions have some differences they are both almost
tied together...

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

589. 8 bit Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6n0ud7$d2j$1@mohawk.hwcn.org>
Source record: 61854

I recently subscribed to the Atari 8 mailing list because I was curious of what it had to offer. I have been impressed by the level of discussion on this list.....however, I must say I am ready to remove myself from it.....the amount of traffic in this list is so great, my mailbox is overflowed with its traffic. I really think this is the kind of thing that should be in this newsgroup. I know the people who started it were complaining that this group only contains noise, and no substance.....but these kind of messages are the exact thing we need here. I DON'T need it in my mailbox!

Any thoughts or comments are welcome.

Regards,

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

590. Ultimate Atari Pilgrimage!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6n0vl1$d99$1@mohawk.hwcn.org>
Source record: 61855

Next year I am going to visit Japan. I am staying with a friend who recently got a job teaching English there. We are both Atari owners.....

Get this. We are going to be only a few hours away from Mount Fuji!

I have suggested we make an Atari Flag, and go to the bottom of Mount Fuji and take pictures! What fun!

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

591. MUX FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6n15ep$f0u$1@mohawk.hwcn.org>
Source record: 61856

I have a MUX Multiplexer from C.S.S. for sale. It comes with 1 Master and
3 Slaves, plus cables, Roms, instructions and disk.

I am asking $100 US funds plus shipping from Canada.

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

592. Re: 1200XL & Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35942ED2.CA5A3B91@sisna.com>
Source record: 61857

No you do not need an adaptor to attach the joystick. Perhaps your joystick has craped out on you, get any Atari or other 9pin joystick and try it again if not the you have 1 of 2 chips gone in the computer.

bob

593. Items F/S

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35942F54.AE0980B7@sisna.com>
Source record: 61858

```
1 ea Atari 130XE Computer comes with power supply and video cable $35.00
Shipping included in price

1 ea Atari 850 Interface with Printer cable and power supply $25.00
Shipping included in price.

1 ea XM301 modem, working 300b modem with box and docs make offer.

bob
```

594. Rana Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3594307B.C500FC87@sisna.com>
Source record: 61859

2 Ea Rana double density disk drive power supply and SIO Cable $20.00 shipping included.

For those of you that are unfamiliar with the Rana Disk drive, there are some Atari Programs that will not load on these IE: Flight Simulator II due to the construction of the MECHINISUM they installed in the drive but on most software it will read and write to a format other drives can read. It reads single density, density and 1/2 (Atari Double) and Double density disks. It is the only drive produced that will Format a disk in any density while the drive is not attached to an Atari Computer! Yes that is correct will format a disk in any density not attached to the compurer through switches on front.

bob

595. Can't use keypad as joystick in Atari800Win 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: telcomeng@my-dejanews.com
Message-ID: <6musjc$ts0$1@nnrp1.dejanews.com>
Source record: 61932

Somebody please help! I can't get the keypad to work as a joystick with Atari800Win 2.0, even with Num Lock off. I've tried several games files and three computers with the same results. Options/Joystick reports that the keyboard joystick is enabled. I'm sure I've missed something very basic, but I can't think of anything else to try so I would appreciate hearing some ideas from any one.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

596. Can't use keypad as joystick in Atari800Win 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: telcomeng@my-dejanews.com
Message-ID: <6muu9v$28e$1@nnrp1.dejanews.com>
Source record: 61933

Somebody, please help! I can't get the keypad to work as a joystick with Atari800Win 2.0, even with Num Lock off. I've tried several games files and three computers with the same results. Options/Joystick reports that the keyboard joystick is enabled. I'm sure I've missed something very basic, but I can't think of anything else to try so I would appreciate hearing some ideas from any one.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/ Now offering spam-free web-based newsreading

597. Re: Terry Ortman's rap sheet

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-26 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6mumj7$k4n$1@flex.london.pipex.net>
Source record: 61934

```
Joe wrote in message <6mer1j$8lr$1@camel18.mindspring.com>...
>"Gareth" <garethd_@dial.pipex.com> wrote:
>
>>Heywood Jablowmie wrote in message
>>>Does the word "crosspost" mean anything to you?
>
>>Yes, and I think that's the problem. Is it really necessary to post "Terry
>>Ortman's Rap sheet" *here*?
>
>Then why did you crosspost that here in comp.sys.atari.8bit?

Just because the discussion had already taken place here and I wondered what
people were talking about. Actually, I didn't realise that he was a prolific
rip-off merchant of people in this group. Hush my mouth ;-)

Gareth.
```

598. Atari800Win a few more suggestions

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Bill Kendrick <kendrick@zippy.sonoma.edu>
Message-ID: <3595DD05.81F978AD@zippy.sonoma.edu>
Source record: 61735

Along with SHIFT-support and a fix for that joystick/keypad
problem, I'd like to see the following:

1. Keep running in the background. (Wait, maybe there's already
an option for this..)

2. Make sure all options have keyboard quickies (ie,
under "_M_isc" there's "_G_raphics Speed", "Sound Speed",
and "_C_lear all settings". I assume that you just forgot
to make "S" the key for "Sound Speed", eh? :) Same
under some of the option menus.. I hate using mice, btw. :)

And finally,

3. A shortcut to toggle between "Run as fast as you can" (great
for when stuff is loading and depacking) and normal mode
(useful to hear the music and see the effects. :))

Can you tell I'm doing all my testing with EuroDemos, or what!? ;)

Anyway, GREAT work so far guys! This app. is AWESOME!
I'm SO happy to actually HEAR an Atari 8-bit emulator run,
not just see it run! ;)

And run so well (I get up to 400% speed) on a PC, too! Wow!

-bill!

599. Re: Atari800Win a few more suggestions

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Bill Kendrick <kendrick@zippy.sonoma.edu>
Message-ID: <3595E0AB.9579CEDC@zippy.sonoma.edu>
Source record: 61736

I hate to do this. Two more.

1. Is keyboard click and disk beep support planned?

2. How about something like 'disk light' for the mac.
Show all of the drives as little icons on the status
bar and have them flash during read and writes?
Maybe let you point the mouse over the icon to see
what file is being used?
Maybe even a little sector display to show where
the reads and writes are going? (I'm so used to APE and SIO2PC)

Thanks!!! Sorry to be a pain! :)

-bill!

600. Re: Can't use keypad as joystick in Atari800Win 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: telcomeng@my-dejanews.com
Message-ID: <6n1s2i$8pk$1@nnrp1.dejanews.com>
Source record: 61860

In article <6n10uc$84i$1@news.storm.ca>,
"David A. Paterson" <davepat@total.net> wrote:
>
> Basic question: did you toggle NumLock?
>

Yes, I did toggle NumLock with no success in getting the keypad joystick to work. Other users of Atari800Win V2.0 have reported the same problem, so it appears this program has trouble with certain hardware configurations.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

601. DOS 3 bug (old thread from a couple of months back)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yyaujf47f.fsf_-_@co.umist.ac.uk>
Source record: 61861

marknewtonjohn@webtv.net (Mark Newton-John) writes:

> DOS 3.
> (putting on flame proof suit...)

grin

Seeing as this subject has come up again, I thought I'd post an answer to the question you made a couple of months ago, about DOS 3 bugs. I went home recently and dug out my DOS 3 manual, and lo and behold, the insert listing errata in the manual was still there (its been over 10 years since I got that manual, and the insert is just a loose sheet). Anyway according to the insert there was a bug in early versions of DOS 3 that created problems with random access methods on big files. Apparently the random access method used was incompatible with large files. Unfortunately the insert doesn't give any details (such as file size, or what exactly happens), all it says is that you can check if you've got the buggy version of DOS 3 by doing a PEEK()... can't remember the address off the top of my head, but 1816 rings a bell (the address is also listed in Mapping the Atari).

Personaly I think DOS 3 has been much maligned, because it was so different, it had its good and bad points, one of the worst being all the disk swapping if you only had 1 drive (now if only DOS 3 had come with a ramdisk...), and one of the best being the user interface (disk swapping aside) which IMO was better for first timers than 2.0/2.5, although it lost some of its appeal after you became more experienced. Of course, DOS 3 was my first DOS (and hence has some nostalgic value), so I didn't have the problem of doing the 2.0->3.0 conversion, which would have been a drag. As much as I used to love 3.0 and hate 2.5 (when I first tried it), I couldn't go back to 3.0 now.

On a side note I think DOS 3 was also used on a few commercial games, I seem to remember Level 9's Time and Magik trilogy disk being in DOS 3 format.

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

602. Re: 8 bit Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Sean <sean@SPAMTHIS.thegate.demon.co.uk>
Message-ID: <35950368.MD-0.198.sean@thegate.demon.co.uk>
Source record: 61862

On 26 Jun 1998 19:56:23 GMT, William Moeller said:

> I recently subscribed to the Atari 8 mailing list because I was curious of
> what it had to offer. I have been impressed by the level of discussion on
> this list.....however, I must say I am ready to remove myself from
> it.....the amount of traffic in this list is so great, my mailbox is
> overflowed with its traffic. I really think this is the kind of thing that
> should be in this newsgroup. I know the people who started it were
> complaining that this group only contains noise, and no substance.....but
> these kind of messages are the exact thing we need here. I DON'T need it
> in my mailbox!
>
> Any thoughts or comments are welcome.
>
> Regards,
>
> Willy

I guess people use the mailing list instead of this group to avoid
spam. I don't post very often and get a fair bit of the damn stuff.

As for complaints about the content of this group, take a look at
comp.sys.amstrad.8bit. If this group was like that, you couldn't blame
them, but it's not. Most of the postings to this group are on topic.
Although the stuff about Terry Ortman was getting a bit much,
at least that was Atari related to start with.

IMHO
It's a shame that people split off from the main group because of
nonsense postings and flame wars, this kind of crap shouldn't happen.
If somebody makes a stupid/abusive or off topic posting, surely it's
best to just ignore it, rather than turn it into a blazing row.

Sean...
--
To reply/flame me directly, remove SPAMTHIS from the email address.

603. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: clyde@obwon.kodak.com
Message-ID: <6n316cgct1@thetimes.pixel.kodak.com>
Source record: 61863

In article <hxfJWLw.tandrews16@delphi.com>, Thomas J. Andrews <tandrews16@delphi.com>
writes:
+-I still have the original 800 I bought at a garage sale in 1985-13 years
+-ago this weekend.
+-TJ
+-
I have a similar story. I still use the 130XE w/ BB & floppy board w/ 210meg
Quantum w/ 56k cashe. The 130 is so fast w/ the Quantum & BB I'm trying to get
a 28.8 modem now. And then I should get a net account. as you can see I use
Kodak now.

Atari forever...
Greg

604. FA: 400-800 / c64 / Lynx / 5200

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Paul-David <Pauldb@voyager.cris.com>
Message-ID: <6n32ja$222@examiner.concentric.net>
Source record: 61864

18866389: Commodore 64 Voice Messenger + 2
Current bid: $11.50
Auction ends on: 06/30/98 09:02:40 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=18866389

18867097: 9 Commodore 64 Games & 1 Atari Print Program
Current bid: $9.99
Auction ends on: 06/30/98 09:10:13 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=18867097

18867455: Atari 5200 Pitfall II & Mario Bros.
Bidding starts at: $9.99
Auction ends on: 06/30/98 09:14:31 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=18867455

18867800: Atari 5200 Pengo & River Raid
Bidding starts at: $9.99
Auction ends on: 06/30/98 09:18:46 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=18867800

18868042: Five cartridge games for the Atari Computer
Bidding starts at: $9.99
Auction ends on: 06/30/98 09:21:34 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=18868042

18868378: Atari Lynx Gauntlet Cart & Comlynx cable
Current bid: $15.50
Auction ends on: 06/30/98 09:25:23 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=18868378

18865692: 26 Sega Genesis Boxes
Current bid: $10.49
Auction ends on: 06/30/98 08:54:03 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=18865692

18865944: 26 SNES Super Nintendo Game Boxes
Current bid: $10.49
Auction ends on: 06/30/98 08:57:25 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=18865944

605. how 2 make lowercase letters?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: h0444job@student.hu-berlin.de
Message-ID: <35951094.821DD74E@student.hu-berlin.de>
Source record: 61865

hello,

Iï¿½ï¿½m using Atari800Win 2.0. Iï¿½m trying to make lowercase letters, but
canï¿½t find that caps-key.
reqadme.txt says itï¿½s 'delete', but nothings happening, still UPPERCASE
letters.
i have a german keyboard & win95 os. whatï¿½s wrong?

thanks for any help or leads.

bonus

606. Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: hug@planetmail.net
Message-ID: <35951208.259407155@news-server>
Source record: 61866

Does anyone know if Bob Puff and CSS are still in action, i.e. still producing Black Boxes? Last time I was in contact with Bob, he was looking for a sufficient number of orders before making another production run of the BB's. I can't find Bob on CIS and the CSS BBS no longer has a section listing products for sale (or else that option wasn't working last night...).

Thanks,

Rob

I don't suffer from insanity -- I enjoy every
minute of it!!!

607. Re: highest dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bda1e8$2640afa0$71c2accf@asharkis.erols.com>
Source record: 61867

```
Mark Newton-John <marknewtonjohn@webtv.net> wrote in article
<3775-3593DA98-6@newsd-198.iap.bryant.webtv.net>...
> DOS 3.
>
> (putting on flame proof suit...)
>
>
Actually, no. There was a "DOS 4," which some call Q-DOS and DOS-XE.
Neither were popular for a variety of reasons.
```

608. Re: Free Atari Cassettes

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bda1e8$86ecea80$71c2accf@asharkis.erols.com>
Source record: 61868

Where in New York? I'm on Long Island.

jack <jackaloy@aol.com> wrote in article <3593D5ED.12@aol.com>...
> As I continue to slowly reorder the basement I have come across a bunch
> of Atari cassettes. They are all labeled but I have no means of testing
> them, therefore, I will give any or all of them away for the cost of
> shipping from NY.
>
> Thanks
> Jack
>
> Claim Jumper -Synapse Software
> Carnival by Phil Mork - ANALOG Software
> DodgeRacer -Synapse Software
> Dog Daze by Gary Chang -APX
> Frogger by John Harris -Sierra
> Graphics Composer-Versawriter
> Music Lesson & Player Piano -Swiftware
> Player Piano -Educational Software
> State & Capitals-Atari
> Supergraphics -GRFBAS Demo- United Software of America
> Tic-Tac-Toe Facts -JHM Software of Minnesota
> Touch Typing-Atari
> Writing Program One-Atari
> Writing Programs Two-Atari
>

609. Re: other newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bda1e9$1adec1a0$71c2accf@asharkis.erols.com>
Source record: 61869

Uh, Bob, is it that mailing list out of Poland?

Bob Woolley <rwoolley@pacbell.net> wrote in article
<3592F2F9.5707@pacbell.net>...
> I signed up for some kind of Atari online newsletter and am now
> receiving posts from this source. Looks like a newsgroup to me - does
> anyone know what it is? I see some of you guyz in there. Where is this
> group?
>
> Bob, the lost.....
>

610. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: kames@dxnet.com
Message-ID: <f5O4dXX6MbiT-pn2-cGqNV2PRpQdp@DRACO>
Source record: 61870

On Fri, 26 Jun 1998 21:29:17, mclane@dellos.demon.co.uk (Paul Irvine)
wrote:

> The other Day kames@dxnet.com wrote:
>
> >On Tue, 23 Jun 1998 01:46:38, "NoSpam" <npspam@ns.com> wrote:
>
> >I guess everyone thinks Winblowz95 is the only os out there. how about
> >keeping the dos version up to date too.
>
> Eh?.....
>
> The DOS version by Petr has the latest source. Its very up to date and
> although the two versions have some differences they are both almost
> tied together...
>
> --
> Paul..
>
> "Rumpletweezer ran the Dinky Tinky shop in the foot of the
> Magic oak tree by the wobbly dum dum tree in the shade of
> the magic glade down in Dingly Dell. Here he sold contraceptives..."
> -- Python
> ICQ No: 105793

My apologies if I was speaking before looking. (which I was).

Ken

611. FS Atari 8bit Items (Updated 06/27/98)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Jim Lazarenko <jlazarenko@NOSPAM.shaw.wave.ca>
Message-ID: <u6bl1.1946$606.9775909@news.rdc1.ab.wave.home.com>
Source record: 61871
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic

I have the following Atari 8bit packages, components and cartridges for sale. As I am moving, I would like to sell them and am open to reasonable offers. If you are interested in something, please make me an offer in U.S. Funds (buyer pays shipping). All the equipment is in working condition, but without boxes unless noted.

If you are interested in any of these items, please respond to jlazarenko@NOSPAM.shaw.wave.ca (removing the NOSPAM section first)

Packages
==========
I am taking reasonable offers on this package It is being sold as a package only, I am not splitting the games up.

-Atari 800XL With Power Supply, RF Cable
-2x Suncom Tac-2 Joysticks

And the following loose cartridges...
Centipede
Defender
Donkey Kong
Donkey Kong Junior
Final Legacy
Missle Command
Pole Position
Realsports Football
Robotron: 2084
Star Raiders
Tennis
Moon Patrol

Hardware Please make an offer
==========
-Atari 800XL With Power Supply, RF Cable
-Atari 600XL With Power Supply, RF Cable
-Atari 520 ST Missing all accesories
-Custom made Atari RGB and audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
-Custom made Atari ST Composite Video/Audio cable (standard RCA jacks)

Controllers Please make an offer
==========
-Paddles (multiple sets)-for Atari & Commodore units
-2x Suncom Tac Joysticks-for Atari & Commodore units
-2x Wico Joystick (Black handle with grey base)-for Atari & Commodore units

-1x Spectravideo Joystick with suction cup base-for Atari & Commodore units

Cartridges Please make an offer
==========
Atari Writer
Basic
Centipede
Defender
Donkey Kong
Donkey Kong Junior
Eastern Front (1941)
Final Legacy
Frogger
Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
Miner 2049er
Missle Command
Ms. Pacman
Pac-Man
Pole Position
Qbert
Realsports Football
Robotron: 2084
Star Raiders
Tennis

Books and Manuals Please make an offer
==========
-Atari 800XL Manual and conection guide
-Atari 1050 Manual
-Consumer's Guide "The Users Guide to the Atari"
-Compute's "Third book of Atari"
-Compute's "The Atari Basic Source Book"

Magazines and Specification sheets Please make an offer
==========
-1983 Atari 800XL Brochure
-1986 Atari ST Computer Brochure
-ST-Log Issue 10 Jan 1987
-Antic Volume 4, number 10 Feb 1986
-Start-The ST Quarterly Summer 1996 Premier Issue

612. Atari 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <35956A88.83C@midamer.net>
Source record: 61872
Cross-posted to: alt.atari,comp.sys.atari.8bit,comp.sys.atari.st

How much should a decent 1027 printer run, with Cable?

Tony

613. File Transfer

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <35956A32.5792@midamer.net>
Source record: 61873

Is it possible to transfer PC (TXT) files, to Atariwriter plus and Atari
to PC? If so, how?

Thanks

614. Re: File Transfer

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Sysop*TXG <SysopTXG@underground.demon.nl>
Message-ID: <898977884.14287.0.spot.d4ee0f47@news.demon.nl>
Source record: 61874

Yep, it's possible.

There are a lot of utility's for it. I have a lot of them on my BBS, but
when you want I can e-mail them to you...

Gtx,
Sysop*TXG

Ps. My BBS is not on-line yet but I can make a test account and you can
download the file(s) by filemail if you want...

Let me know...

Tony Martin wrote in message <35956A32.5792@midamer.net>...
>Is it possible to transfer PC (TXT) files, to Atariwriter plus and Atari
>to PC? If so, how?
>
>Thanks

615. Re: Can't use keypad as joystick in Atari800Win 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: David Chandler <dchandle@earthlink.net>
Message-ID: <6n3jvn$hn5$1@ash.prod.itd.earthlink.net>
Source record: 61875

I was unable to use the keypad as well. I have tried every conceivable way of getting it to work...but with no success. I finally bit the bullet and went and bought a $14 gamepad. It works wonderfully and all the games I have downloaded have worked wonderfully wit it.
BUT.... I am unable to see the game in full screen mode. while the window that the game is playing in is sufficient enough for me, I would really like to see these games in fullscreen mode. ANY suggestions on how I can configure this emulator for fullscreen would be appreciated!! Thanks in advance!!!

Dave

telcomeng@my-dejanews.com wrote in message
<6musjc$ts0$1@nnrp1.dejanews.com>...
>Somebody please help! I can't get the keypad to work as a joystick with
>Atari800Win 2.0, even with Num Lock off. I've tried several games files
and
>three computers with the same results. Options/Joystick reports that the
>keyboard joystick is enabled. I'm sure I've missed something very basic,
but
>I can't think of anything else to try so I would appreciate hearing some
>ideas from any one.
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/ Now offering spam-free web-based newsreading

616. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <359d40da.5411162@news.demon.co.uk>
Source record: 61876

The other Day kames@dxnet.com wrote:

>My apologies if I was speaking before looking. (which I was).
>
>Ken

No probs Ken....this is a fun & friendly newsgroup :)

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

617. Re: other newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3595B64D.3BA3@pacbell.net>
Source record: 61877

```
Alan Sharkis wrote:
>
> Uh, Bob, is it that mailing list out of Poland?
>
> Bob Woolley <rwoolley@pacbell.net> wrote in article
> <3592F2F9.5707@pacbell.net>...
> > I signed up for some kind of Atari online newsletter and am now
> > receiving posts from this source. Looks like a newsgroup to me - does
> > anyone know what it is? I see some of you guyz in there. Where is this
> > group?
> >
> > Bob, the lost.....
> >
----
yeah, I guess so. I see a few posts on this subject now - looks like a
splinter group from c.s.a.8. I wish they would just use the newsgroup.

Bob
```

618. Re: Atari 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3595B6AA.1579@pacbell.net>
Source record: 61878
Cross-posted to: alt.atari,comp.sys.atari.8bit,comp.sys.atari.st

Tony Martin wrote:
>
> How much should a decent 1027 printer run, with Cable?
>
> Tony
---
oh, about 30 minutes..... with a new roller.

Bob

619. Re: FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2706982230430001@port111.bitstream.net>
Source record: 61879

In article <19980621140700000.KAA03260@ladder01.news.aol.com>,
hajjej@aol.com (Hajjej) wrote:

> I was wondering if there is a faq for this website, since i have alot of
> questions about my atari, but I dont want to ask something that gets
asked that
> is answered on the faq.
> Thanks

Here it is:

http://www.faqs.org/faqs/atari-8-bit/faq/

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984
---

620. Re: Can't use keypad as joystick in Atari800Win 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Bill Kendrick <kendrick@zippy.sonoma.edu>
Message-ID: <3595BDC5.1A98EFC0@zippy.sonoma.edu>
Source record: 61880

David Chandler wrote:
> ANY suggestions on how I
> can configure this emulator for fullscreen would be appreciated!!

Maybe use Atari800 (for DOS)? That'd be fullscreen!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

Visit XL-Search, the Atari 8-bit FTP-site search engine!
Over 1,100 files archived!

http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

621. Re: Atari 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <5jaNRis.tandrews16@delphi.com>
Source record: 61881

Tony Martin <lmartin@midamer.net> writes:

>How much should a decent 1027 printer run, with Cable?
>
>Tony

Decent 1027? Isn't that an oxymoron?

I've had dealings with three of those things in my time, and there wasn't a "decent" one in the bunch. The first was in a package with my first 800XL/1050 purchase. It worked, kinda, but the mech would get sticky and the wheels would punch up all the wrong characters. I'd clean it and it would work for a week or so, then right back at it again. Sure didn't take long for that to get old.

The second was in another package--an 800XL, 1050, and 1027 all without powersupplies-$10 for all of them. That one didn't work as good as the first one. I still have it around someplace--someplace deep and inaccessable, I hope.

The third was a gift (what'd that guy have against *me*, anyway?) from a former fellow user group member who was getting rid of all things Atari. I tried it just once to see if it worked, and the ink roller was all dried up. A "new" roller from an unopened package in the same box was barely readable. I packed it away with some other stuff from this guy I didn't really want and put it high up in the back of a dark closet. Fortunately, this guy gave me some very valuable stuff in the same gift, including the two drives I now use on my main system.

As to what one is worth, I'm probably the wrong one to ask. I *could* be prejudiced.

TJ

622. FS: Atari 8-bit TG-16/Duo Sega CD SMS 3DO Jaguar Intellivision CHEAP!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: "Marlin Bates, IV" <mbates4@gte.net>
Message-ID: <6n4eue$m4h$1@news-2.news.gte.net>
Source record: 61882
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.sega,rec.games.video.classic,rec.games.video.3do,rec.games.video.intellivision,rec.games.video.atari
Body handling: HTML body converted to readable text

All right folks! I still have quite a few items. Please take a look. I am takling offers on everything. Especially ones which clean me out.

Prices do not include shipping!

Sorry for the length. If you need to look at it separately look at my web pages:

http://home1.gte.net/mbates4/

Here it is:

****
Turbo Grafx & TurboDuo
****

if it says "TTi" it means it did not come with either a case (HuCards) or a box (SCDs). Also, if it is a HuCard and it says "TTI" then it is in a

Generic Hucard jewel Case

Title	Case?	Box?	Docs?	Price
Alien Crush	Y	N	Y	$ 7
Arcade card Duo	Y	TTi	Y	$40
Ballistix	Y	N	Y	$ 5
Blazing Lazers ("Gunhed")	Y	N	Y	$ 5
Bravoman	Y	N	Y	$ 5
China Warrior	Y	N	Y	$ 5
Davis Cup Tennis	Y	Y	Y	$ 9
Fantasy Zone	Y	N	Y	$ 5
Hit The Ice	TTi	Y	Y	$ 7
Jack Nicklaus Turbo Golf	Y	N	Y	$ 5
JJ And Jeff	Y	N	Y	$ 5
Keith Courage In Alpha Zones	Y	N	Y	$ 2
Magical Dinosaur Tour	Y	N	Y	$ 5
Military Madness	Y	N	Y	$15
Pac-Land	Y	N	Y	$ 5
Power Golf	Y	N	Y	$ 5
Silent Debuggers	Y	N	Y	$ 7
Sim Earth: The Living Planet	Y	TTi	Y	$ 7
Sonic Spike	Y	N	Y	$ 5
Splash Lake	Y	TTi	Y	$ 7
Tiger Road	Y	N	Y	$ 5
TV Sports Football	Y	N	Y	$ 5
TV Sports Hockey	Y	N	Y	$ 5

Victory Run Y N Y $ 5
Vigilante Y N Y $ 5
World Class Baseball N N N $ 5

****
Atari 800/XL/XE CArts and hardware
****

All loose cartridges are $3 unless marked

Carts with docs but no box add $1
Carts with box and docs add $2

Title Manufacturer Docs? Box? Price
--- --- --- --- ---
Alphabet Zoo Spinnaker Y Y $ 5
Astrochase ParkerBros N N $ 5
Atari Artist Atari Y N $ 5
AtariLab: Light Module Atari Y Y $ 10
AtariLab: Temperature Module Atari Y Y $ 10
AtariWriter (version A) Atari Y N $ 5
AtariWriter (version C) Atari Y N $ 5
Basic (Rev. A) Atari Y N
Bezerk Atari ? N
Big Bird's Funhouse CBS Soft N
Big Bird's Special Delivery CBS Soft Y N
Buck Rogers: Planet of Zoom Sega Y N
Bug Hunt (Lightgun) Atari Y N
Caverns of Mars (by APX) Atari N
Choplifter! Broderbund Y Y
David's Midnight Magic Atari Y N
Deflektor (proto) Atari Y N $20
Desert Falcon Atari n N
Dig Dug Atari N
Donkey Kong Atari Y N
Donkey Kong Jr. Atari Y Y
E.T. Phone Home Atari Y Y
Educational System Master Cartridge Atari n N
Facemaker Spinnaker Y Y
Fight Night (by Accolade) Atari N
Fraction Fever Spinnaker Y Y
Gato Atari Y N
Gorf ((c)1981 Midway) Roklan Y Y
Into the Eagles Nest (by Pandora Software) Atari Y Y
Joust Atari N N
K-razy Antiks CBS Soft N
K-razy Kritters CBS Soft N
K-razy Shoot-Out CBS Soft Y N
K-star Patrol CBS Soft N
Linking Logic FisherPrice Y Y
Math Encounter Hsu Software Y Y

Math Mileage CBS Soft N
Memory Manor FisherPrice N
Missle Command Atari Y N
Mountain King CBS Soft N N
Ms. Pac Man Atari Y N
Music Composer Atari Y Y
Pitfall Activision n N
Pitstop Epyx n N
Pole Position Atari Y N
Popeye ParkerBros N
Q*Bert ParkerBros N N
Qix Atari N
Real Sports Football Atari Y Y
River Raid Activision N N
Star Raiders Atari Y Y
SW: Return, Jedi: Dth Str Btle ParkerBros N
Star Wars: The Arcade Game ParkerBros n N
Tennis Atari N N
Tower Toppler (proto) Atari n N $20
Wizard of Wor Roklan n N

>Atari 8-bit computer Hardware I own

Dust cover, brown, has Atari, fuji and "1010 Recorder" on it $ 5
Dust cover, brown, has Atari, fuji and "1050 Disk Drive" on it $ 5
400/800 Technical Ref. Notes / Atari $ 3
Atari BASIC / Albrecht, Finkel & Brown $ 2
Atari BASIC Reference Manual / Atari $ 1
Atari BASIC Source Book / Compute! $ 3
Atari Games & Recreations / Kohl, Kahn, & Lindsay $ 3
Atari LOGO Introduction to Programming $ 1
Atari LOGO Reference Manual $ 1
Atari Sound and Graphics / Moore, Lower & Albrecht $ 1
Atari Sound and Graphics / Moore, Lower & Albrecht $ 1
BASIC Exercises for the ATARI / Lamoitier $ 2
DOS II Reference Manual $ 1
Free Software for your Atari / Enrich-Ohaus $ 1
Inside Atari DOS / Compute! $ 1
Machine Language for Beginners / Compute! $ 1
Machine Language for Beginners / Compute $ 1
Mapping the Atari / Chadwick $ 2
Mapping the Atari / Chadwick $ 2
Your Atari Computer / Poole $ 1
Your Atari Computer / Poole $ 1
Touch Typing complete in box $ 2
Amdek Amdisk III 3" Disk drive w/ docs RARE $ 80*****LOWER
Astra 1620 Dual Disk Drive AS-IS $ 5
Atari 1010 Recorder no p/s AS-IS $ 5
Atari 1010 Recorder w/ manual no p/s AS-IS $ 5
Atari 1020 Color Plotter , manual & p/s $ 10
Atari 1025 Printer w/ manual p/s $ 15

Atari 1027 printer w/ p/s AS_IS $ 5
Atari 1027 printer w/ p/s AS_IS $ 5
Atari 1030 Modem, manual & p/s $ 10
Atari 130XE Computer, w/ manual, no p/s "AS-IS" $ 15
Atari 400 w/o p/s $ 5
Atari 410 Program Recorder w/ 400/800 manual AS-IS $ 6
Atari 410 Program Recorder w/ XL manual AS-IS $ 6
Atari 410 Program Recorder AS-IS $ 4
Atari 410 Program Recorder AS-IS $ 4
Atari 800 AS IS w/o p/s $ 5
Atari 800 AS IS w/o p/s $ 5
Atari 800 AS IS w/o p/s $ 5
Atari 800 AS IS w/ p/s $ 7
Atari 800XL w/ manual, p/s AS-IS $ 10
Atari 800XL w/ manual, p/s AS-IS $ 10
Atari 800XL, 256k w/ manual, p/s AS-IS $ 15
Atari 800XL, 512k w/ manual, p/s $ 45
Atari CX-70 Light Pen - XL version $ 5
Atari CX853 16k Memory Module $ 1
Atari Touch Tablet w/manual $ 30
Atari XDM121 Printer (Daisy Wheel) $ 15
Atari XEGS Comp. w/ keybd, lght gun, joystk & manuals $ 25****LOWER
Atari XF551 Disk drive AS-IS $ 15
Atari XM301 300 baud modem "AS IS" $ 3
Atari XM301 300 baud modem w/docs "AS IS $ 5
Atari XMM801 Printer (Dot Matrix) $ 15
CSS Black Box w/ manual power supply and cables $ 75****LOWER
20 MB Harddrive Sub system with Adaptec Controller $ 40****LOWER
Commodore 1801 Color COmposite Monitor $ 20
ICD P:R: Connection, complete in box $ 20
Okimate 10 color printer w/ manual & p/s $ 10
Percom Disk Drive $ 10
SyQuest 306R 5MB Hard Drive w/cart (goes in HD system above $ 15
SyQuest removeable 5MB Hard Drive cartridge (have 50) $ 1 ea
Aerobics (disk) complete in box $ 1

****
Sega Master System
****

Title Box? Docs? Price
Altered Beast Y Y $ 2
F-16 Fighting Falcon Y Y $ 2
Missle Defense 3D Y Y $ 2
Where in World, Carmen Sandiego Y Y $ 3

HARDWARE

Sega Control Stick $ 3
Sega Rapid Fire Device $ 2

```
**************************
Sega CD
**************************
Title Docs? Box? Price

Brutal - Paws of Fury Y Y $ 4
Corpse Killer Y Y $ 4
Dungeon Master 2: Skullkeep Y Y $ 4
Ground Zero Texas (2 CDs) Y Y $ 4
Heart of the Alien Y Y $15
Lethal Enforcers (with gun) Y Y $ 4
Revengers of Vengeance Y N $10
Samurai Showdown Y Y $ 4
Sega Classics 4-in-1 CD Y Y $ 4
Sewar Shark Y Y $ 2
Sherlock Holmes Y Y $ 3
Slipheed Y Y $ 4
Sol Feace Y Y $ 4
Sonic CD Y Y $ 4
Soulstar Y Y $ 4
Stellar Fire Y Y $ 3
Three Ninjas / Hook (2 Cds) Y Y $ 4
Tomcat Alley Y Y $ 3
Wheel of Fortune Y Y $ 4

Hardware for sale

Sega Multi-Tap for Genesis/CD/X'Eye $ 3

**************************
Sega Saturn
**************************

Hardware for sale
Sega Save Game Cartridge (japanese) $ 20

**************************
Atari Jaguar
**************************

Title Manual? Overlay? Box? Price
------------------------------ ------- -------- ---- -----
Checkered Flag Y N/A Y $ 4
Flip Out! Y N/A Y $ 4
I-War Y N/A Y $ 6
Tempest 2000 Audio CD Y N/A Y $ 3
White Men Can't Jump w/ Team Tap Y N/A Y $ 7

**************************
Mattell Intellivision
**************************

Title Company? Overlays? Box? Docs? Price
```

Advanced Dungeons & Dragons MA 2 Y Y $2
Advanced Dungeons & Dragons INTV N N N $2
Armor Battle MA 2 Y Y $2
Astrosmash MA 2 Y Y $2
ABPA Backgammon MA 2 Y Y $3
Beauty & The Beast IM N N N $1
Boxing MA 2 Y Y $2
Burgertime INTV N N N $2
Burgertime MA 2 Y N $2
Carnival CO N N Y $2
Donkey Kong CO N/A Y Y $2
Dragonfire IM N N N $2
Frogger PB N/A Y Y $2
Horse Racing INTV N N N $2
Horse Racing MA 2 N Y $2
Las Vegas Poker & Blackjack MA 2 Y Y $2
Lock 'n Chase MA 2 Y Y $2
Major League Baseball MA 2 Y Y $2
Masters of the Universe MA N N N $2
Mission X MA N N N $1
NASL Soccer MA 2 Y Y $2
NBA Basketball MA 2 Y N $2
NFL Football MA 2 Y Y $2
NHL Hockey MA N N N $1
Night Stalker MA 2 Y Y $2
Night Stalker SEARS 2 Y Y $3
Nova Blast IM N N N $3
PBA Bowling MA 2 Y Y $2
Pitfall AC 2 Y Y $3
Q*Bert PB N N N $3
Reversi MA 2 Y Y $2
Sea Battle MA 2 Y Y $2
Sharp Shot MA N N N $1
Snafu MA N N N $1
Space Armada MA N N N $1
Space Battle SEARS 2 Y Y $3
Space Hawk INTV N N N $2
Space Hawk MA 2 Y Y $2
Space Hawk SEARS 2 Y Y $3
Space Spartans MA 2 Y Y $2
Stampede AC 2 N Y $3
Star Strike MA 2 Y Y $2
Sub Hunt MA 2 Y Y $2
Tennis MA 1 Y Y $2
Tron Deadly Discs MA N N N $1
Tron Maze-a-tron INTV 2 Y Y $3
Tron Solar Sailor MA N N N $2
Utopia MA N N N $2

HARDWARE

INTV II w/ power supply, controllers, missing overlays on contr. $ 5

****
3DO
****

Title Box? Docs? Price
3DO Sampler #4 Y Y $2
Interplay 3DO Buffet (Sampler) Y Y $2
Panasonic Sampler CD N/A Y $2
PGA Tour Golf 96 Y Y $3
Sample This! N/A Y $2
Shock Wave Y Y $3
Soccer Kid Y Y $3
Space Pirates Y Y $3
Station Invasion N Y $3
Stellar 7: Draxon's Revenge Y Y $3
3DO Sampler #1 N/A N/A $2
3DO Sampler #2 N/A N/A $2
Shelly Duvallï¿½s Itï¿½s A Birdï¿½s Life Y Y $3

HARDWARE

Goldstar Controller, complete in box $ 3

623. Re: Can't use keypad as joystick in Atari800Win 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Bill Kendrick <kendrick@zippy.sonoma.edu>
Message-ID: <3595CA7F.B5606C55@zippy.sonoma.edu>
Source record: 61883

D'oh! I just tried Atari800Win 2.0 for Win95 myself for the first
time, and I too have this no joystick problem.

I'm on a Compaq Presario (don't worry, it's my roommate's!)
using it's keyboard.

Under keyboard properites in Control_Panel, it states:
"Standard 101/102-Key or Microsoft Natural Keyboard"

Also, may I make a suggestion for Atari800 and Atari800Win..
A lot of programs for the Atari can be controlled with the
arrow keys... the thing is, in a game situation, no
other keys are really used, so instead of sensing the
actual ARROW keys, it sees the un-CONTROL-ed versions
(punctuation chars.)

How about having CONTROL-Windows-Arrow-keys be equal to
un-CONTROL-Atari-Arrow-keys? And/or having a setting
to switch between Win-Arrow = CONTROL-Arrow and
Win-Arrow = Punctuation?

-bill!

624. Can't use SHIFT in Atari800Win 2.0 (ARGH!)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-27 00:00:00 UTC
From: Bill Kendrick <kendrick@zippy.sonoma.edu>
Message-ID: <3595DBBD.DA0A3A03@zippy.sonoma.edu>
Source record: 61884

Oh no! Atari800Win doesn't handle the SHIFT key correctly!
This is all-important in the demo world!

(BTW, I'm getting side A of the Joyride demo to work great..
so far! I couldn't boot Cool Emotions side A (HARDA.DCM)
for some reason, though.)

These demos test a byte really high up in RAM (my Mapping book's
boxed up at the moment, so I can't look it up) which, among
other things, changes when either SHIFT key is held.

Can we get support for this!? Thanks! :)

-bill!

625. atari800win and 7 cities

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: h0444job@student.hu-berlin.de
Message-ID: <359572D1.DAB746B3@student.hu-berlin.de>
Source record: 61737

hello,

how exactly can i get 7 cities of gold to run, especially the world
maker, using atari800win?
which options have to be checked on/off?
is there a faq or webpage which has help or hints concerning this
emulator and various games?

thanks in advance

bonus

626. Re: Kings Quest for 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: bojay1997@aol.com
Message-ID: <1998062803315800.XAA26927@ladder03.news.aol.com>
Source record: 61738

As proof that King's Quest could've been translated easily to 8-bit systems,
check out the Sega Master System and NES versions.

Bojay

627. Finding Atari OS/A rom

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: BurlingamesSPAM@MEworldnet.NOTatt.net
Message-ID: <6n4mp1$ih8@bgtnsc03.worldnet.att.net>
Source record: 61739

I need some help finding the Atari OS/A rom. It seems that some
applications will only run under this rom. However, none of the
Atari rom collections I can find contain this rom.

Can anyone please help? Also, I'm interested in finding out why
all of the emulators support this rom but nobody seems to have it.

I've messed with my email address, but it's easy to
figure out, and I read the newsgroup everyday.

Thanks for your time --
Rusty
--
Rusty Burlingame
BurlingamesSPAM@MEworldnet.NOTatt.net

628. Re: Can't use keypad as joystick in Atari800Win 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: telcomeng@my-dejanews.com
Message-ID: <6n4r06$dr3$1@nnrp1.dejanews.com>
Source record: 61740

If you haven't already tried it, make sure both "DirectDraw, Windowed" and "No DirectDraw (GDI)" are unchecked on the Graphics Options menu.

In article <6n3jvn$hn5$1@ash.prod.itd.earthlink.net>,
"David Chandler" <dchandle@earthlink.net> wrote:
>
> I was unable to use the keypad as well. I have tried every conceivable way
> of getting it to work...but with no success. I finally bit the bullet and
> went and bought a $14 gamepad. It works wonderfully and all the games I
> have downloaded have worked wonderfully wit it.
> BUT.... I am unable to see the game in full screen mode. while the
> window that the game is playing in is sufficient enough for me, I would
> really like to see these games in fullscreen mode. ANY suggestions on how I
> can configure this emulator for fullscreen would be appreciated!! Thanks in
> advance!!!
>
> Dave
>
ia Deja News, The Leader in Internet Discussion ==-----
> >http://www.dejanews.com/ Now offering spam-free web-based newsreading
>
>

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

629. Re: Atari800Win a few more suggestions

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <6n4oh4$mk6@bgtnsc03.worldnet.att.net>
Source record: 61741

Bill Kendrick wrote:
>
> Along with SHIFT-support and a fix for that joystick/keypad
> problem, I'd like to see the following:
>
> 1. Keep running in the background. (Wait, maybe there's already
> an option for this..)
>
> 2. Make sure all options have keyboard quickies (ie,
> under "_M_isc" there's "_G_raphics Speed", "Sound Speed",
> and "_C_lear all settings". I assume that you just forgot
> to make "S" the key for "Sound Speed", eh? :) Same
> under some of the option menus.. I hate using mice, btw. :)
>
> And finally,
>
> 3. A shortcut to toggle between "Run as fast as you can" (great
> for when stuff is loading and depacking) and normal mode
> (useful to hear the music and see the effects. :))
>
> Can you tell I'm doing all my testing with EuroDemos, or what!? ;)
>
> Anyway, GREAT work so far guys! This app. is AWESOME!
> I'm SO happy to actually HEAR an Atari 8-bit emulator run,
> not just see it run! ;)
>
> And run so well (I get up to 400% speed) on a PC, too! Wow!
>
> -bill!

I would expect a pc to give 400%. anything less is a mac.

--
Remove the extra "h" if you wish to reply.

630. Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6n4h4gfqc2@mohawk.hwcn.org>
Source record: 61742

I am sure that Bob will see this message and fill me in.

When my AC subscription finished, I wanted to renew. However, considering the sporatic (at best) nature of AC, I thought I would wait until the next issue was ready before sending in my money. So, my question is.......has it come out? When was the last issue?

Is AC truly dead?

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

631. Re: Modem question from the inexperienced

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: danlp@pacbell.net
Message-ID: <6n4slf$l8o$1@nnrp2.snfc21.pbi.net>
Source record: 61743

On 1998-06-21 hajjej@aol.com(Hajjej) said:
>Newsgroups: comp.sys.atari.8bit
>I have at&t worldnet in addition to aol, do you know how i can tie
>that in if i get a modem? Also, can anyone point me in the right
>direction in finding a modem for an 8 bit?
>John Shawler
>Euphemisms are for the differently brained.

Hi ya,
This maybe opening up a whole new can o'worms but I use a www text browser
via a PPP account. This done through compuserve and pacbell.net. I have
Net-tamer now but originally used lynx, a dial up program and packet
program all available on compuserve. Thought it might give you some more
to think about
Dan

Have a goody!

Net-Tamer V 1.11 - Test Drive

632. Re: C for 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2lnqi0ww9.fsf@caligula.srv.net>
Source record: 61744

mcurrent@carleton.edu (Michael Current) writes:

> >Is there a C compiler for the 8-bit Ataris? If so, where can find it?
>
> To answer the first question:
>
> - ACE C (John Palevich & Ralph Walden) [D]
> This is a newer version of 'Deep Blue C'.
> - C/65, Tiny C (OSS)
> - C65
> - CC65, 1989 (John R. Dunning) [D]
> This public domain package includes; compiler, linker,
> assembler and object librarian.
> - CC8
> - Deep Blue C, Version 1.2, 1982 (John Palevich, APX) [D]
> Drawn from Ron Cain's public domain C-compiler.
> - DVC C, Version 1.01, 1985 (Ralph E. Walden) [D]
> - LightSpeed C, Version 1.08, 1986
> (Clearstar Softechnology) [D]
>

Some notes:

of the above, I have used Deep Blue C, ACE C, CC8, and C65.

My understanding is that LightSpeed C and DVC C are members of the
Deep Blue C/ACE C/CC8 family, of which CC8 is the most up-to-date.
CC8 implements quite a bit of K&R C. No floating point, though, and
the libraries are not too standard. CC8 uses the ACE C libraries, if
I remember correctly, and the ACE "optimizer" works on its output too.

I used CC8 to teach myself C and had few if any problems working
through the exercises in the original edition of K&R.

C/65 may be a distant cousin, as I think it was also derived from the
Tiny C published in Dr. Dobb's. I have not seen it or used it.

All the Tiny-C-derivative C compilers on the 8-bit that I've seen
compile to bytecodes and run on a simple 16-bit virtual machine. They
are still surprisingly fast, significantly faster than Atari BASIC,
but not as fast as native code.

I purchased source code to Deep Blue C with the compiler from ANTIC
way back when they were clearing out their software inventory. I
don't think (haven't looked at the umich archive in a while) that
source code for any of the later versions (ACE C, CC8) has been made
available. Deep Blue C was really not very usable on the machine I

had at the time, an unexpanded 800XL with one single-sided double-density drive, a US doubled 1050. Also, whatever editor I had at the time sucked and made the edit-compile-run cycle awkward.

CC65 is another beast entirely. At one point it had quite a following. It doesn't (well, didn't when I looked) implement quite as much of C as CC8, but it does compile to 6502 assembly. Source code is available. It can compile itself. It can be compiled on other platforms and used as cross-compiler. There are some clever tools and enhancements written for it, including a simple make that ran under Spartados X.

You will want a RAMdisk or hard disk system to use any C compiler on the 8-bit. I also recommend using textpro as your editor and some recent version of Spartados, since it is easy to flip back and forth between textpro and Spartados. Compile times for small programs by CC8 on my 800XL compared well with compile times of equivalent programs by gcc on my old 386DX40.

None of the C compilers I have seen for the Atari 8-bit implement the full language as described by either the first edition of K&R or as described by the ANSI standard. I would not attempt to port any nontrivial C code from a contemporary platform to the 8-bit with them. On the other hand, they are decent learning tools, and quite sufficient for writing serious software if performance is not absolutely critical.

To sum up: the real choices are CC8 and CC65, both of which are available on the archive. Without a RAMdisk or hard disk, you will be disk-bound and probably won't do much C programming. Get Textpro, too, you'll need a good editor (there are probably others). And don't bother trying to port, say, the GNU utilities to the 8-bit. :)

Brent

633. Re: Atari800win is pure gold!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: elrond@gmx.net
Message-ID: <359b03ad.6321504@news.easynews.net>
Source record: 61745

On Fri, 26 Jun 1998 18:03:50 GMT, mclane@dellos.demon.co.uk (Paul Irvine) wrote:

>The other Day elrond@gmx.net (Christian Sommerer) wrote:
>
>>Where can I get this new emulator?
>
>http://www.concentric.net/~Twist/atari800win/

Thanks!

--
Christian Sommerer elrond@gmx.net

634. True Atari classics are always here for you to download

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: sarcher119@aol.com
Message-ID: <1998062808555100.EAA22990@ladder01.news.aol.com>
Source record: 61746

http://members.aol.com/sarcher119

A site by a true atari lover for Atari lovers everywhere , please email any comments as we are striving to make this the best !!

635. Re: C for 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2g1gp27dy.fsf@caligula.srv.net>
Source record: 61747

Brent Buescher <buesch@srv.net> writes:

> mcurrent@carleton.edu (Michael Current) writes:
>
> > >Is there a C compiler for the 8-bit Ataris? If so, where can find it?
> >
> > To answer the first question:
> >
> > - ACE C (John Palevich & Ralph Walden) [D]
> > This is a newer version of 'Deep Blue C'.
> > - C/65, Tiny C (OSS)
> > - C65
> > - CC65, 1989 (John R. Dunning) [D]
> > This public domain package includes; compiler, linker,
> > assembler and object librarian.
> > - CC8
> > - Deep Blue C, Version 1.2, 1982 (John Palevich, APX) [D]
> > Drawn from Ron Cain's public domain C-compiler.
> > - DVC C, Version 1.01, 1985 (Ralph E. Walden) [D]
> > - LightSpeed C, Version 1.08, 1986
> > (Clearstar Softechnology) [D]
> >
>
> Some notes:
>
> of the above, I have used Deep Blue C, ACE C, CC8, and C65.

Erm, I meant CC65, not C65. I don't know anything at all about C65.

> I used CC8 to teach myself C and had few if any problems working
> through the exercises in the original edition of K&R.

Additionally, if you are going to try programming in C on the
eight-bits, the original edition of Kernighan and Ritchie's The C
Programming Language will do fine if you can find or borrow a used
copy. If you spend good money on it new, make sure to get the latest
edition, even though none of the 8-bit C compilers I know of even try
to implement ANSI C. (I'm assuming here you want to code C on the
8-bit so your skill set will transfer to bigger machines).

Brent

636. German Atari 8 Bit Page

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: wysk@atari-computer.de
Message-ID: <6n554lvuj1@fermi.tro.net>
Source record: 61748

Hello !

A German Atari 8 Bit Emulator Page:

http://www.atari-computer.com/wysk/index.htm

Greetings,

Joerg

637. 8bit material for sale WARNINGS

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.980628132539.12998D-100000@fissure.scar>
Source record: 61749

I just noticed a for sale post from a user caller 'The Watcher', of Starfleet Software. Seems very much like Terry Ortman. A warning to any new users to this message base: Don't buy anything from him! You want a reason why? Just ask half of the members of this usenet message base!

Alan
University of Toronto
Computer Science, Management and Economics

This has been a public service announcement.

638. *** Encounter ***

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: David Chandler <dchandle@earthlink.net>
Message-ID: <6n61p0$285$1@ash.prod.itd.earthlink.net>
Source record: 61750

Hey Everyone,

I was wondering if anyone has been able to find an atr file for the game Encounter. I have searched all over the place and have been able to locate it. If anyone knows of any URLs I can try to get, I would appreciate it. Thanks in advance.

Dave

639. Re: highest dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Ev9z9v.67E@iglou.com>
Source record: 61751

On 1998-06-26 marknewtonjohn@webtv.net(MarkNewton-John) said:
>DOS 3.
>(putting on flame proof suit...)
That was the highest numbered DOS from Atari, but then there was also DOS XE,
and DOS 4 (I've used both).

Net-Tamer V 1.08X - Test Drive

640. Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: Andreas.Mischka@t-online.de
Message-ID: <6n53c4kqr1@news00.btx.dtag.de>
Source record: 61752

Hi,

how can i use the virtual Hard-Disks ?
Where can i find the Help-File for this wonderful emulator ? It was NOT in
the
archive...

Thanks !

Andy

641. Re: Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3597bdbe.19683911@news.demon.co.uk>
Source record: 61753

The other Day Andreas.Mischka@t-online.de (Andreas Mischka) wrote:

>Hi,
>
>how can i use the virtual Hard-Disks ?
>Where can i find the Help-File for this wonderful emulator ? It was NOT in
>the
>archive...

Use the browse button and pick where H1: will be on your HD and then in
a DOS program (2.5, SuperDOS etc etc) you can copy to the H1: instead of
D1: etc etc

The readme does give you a bit of help but no one has written the Help
file even tho Rich has asked if anyone is up to it :)

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

642. Re: Atari 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: Eric Sokolowsky <esok@seal.cs.byu.edu>
Message-ID: <Pine.SGI.3.94.980628173420.10695A-100000@seal.cs.byu.edu>
Source record: 61754
Cross-posted to: alt.atari,comp.sys.atari.8bit,comp.sys.atari.st

On Sat, 27 Jun 1998, Tony Martin wrote:

> How much should a decent 1027 printer run, with Cable?

The 1027 isn't worth much; it's slow and rollers are impossible to find,
even though the output looks pretty good. However, if you're looking for
a letter-quality printer to hook up to the Atari I have just the thing;
an Atari XDM 121 (I think that's the model number). It has the power supply
built in (and a cable to plug it in) and a ribbon included, but no I/O cable.
The best thing is that you can still buy ribbons for it (it's compatible
with some Olivetti ribbon, though I forget exactly which). I'll sell it
for $12 plus whatever it costs to ship it.

643. Columbus area

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: Jack Hock <jhock@iwaynet.net>
Message-ID: <359707C0.3AFD@iwaynet.net>
Source record: 61755

Any diehard 8 bitters on here in the Columbus, Oh area? Would like to hear from you via e-mail.

Jack

644. Re: Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3596FB95.330B@pacbell.net>
Source record: 61756

William Moeller wrote:
>
> I am sure that Bob will see this message and fill me in.
>
> When my AC subscription finished, I wanted to renew. However, considering
> the sporatic (at best) nature of AC, I thought I would wait until the next
> issue was ready before sending in my money. So, my question is.......has
> it come out? When was the last issue?
>
> Is AC truly dead?
>
> Willy
>
> --
> William M. Moeller
> af332@hwcn.org or willy@hwcn.org
>
>
---
define dead..... last issue was almost 12 months ago. I am still working
on the next issue (#8 by my count). I have to get better - can't get any
worse!

Bob

645. WTB:Old Compute! Mags

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-28 00:00:00 UTC
From: Miles Gore <72557.2633@CompuServe.COM>
Message-ID: <OWcCoQqo9GA.140@nih2naac.prod2.compuserve.com>
Source record: 61757
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm

Looking for old Compute! magazines - era pre-1986. Please email.

--

646. Looking for AMS II

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: dan@mxn.com
Message-ID: <6n6r1eeri1@nnrp1.dejanews.com>
Source record: 61758

Hello all. Does anyone know where I can obtain a copy
of Advanced Music System II?

Thanks in advance.

Dan

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

647. Re: highest dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35977F21.732AE8F1@ix.netcom.com>
Source record: 61759

Mark Newton-John wrote:
>
> DOS 3.
>
> (putting on flame proof suit...)

All,
Actually, that's not right. DOS XE was the last Atari DOS. It came with the last batch of XF551 drives. AtariDOS 2.5 was the last compatible DOS (most common) version used. DOS 3.0 was pretty useless. DOS XE was better and somewhat compatible (had converters built in), but not great. I use SpartaDOS X and 3.2d most of the time, but also have MyDOS and Atari DOS 2.x and some others as well.

If you want the most features and most compatibility with most other usere, use MyDOS 4.51 (is that the latest version?). It is 100% AtariDOS 2.x compatible AND handles hard drives and subdirectories. SpartaDOS does too, but in some cases it isn't completely compatible, especially with AtariDOS 2.5 130K (enhanced density) floppies.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

648. Re: *** Encounter ***

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: wysk@atari-computer.de
Message-ID: <6n82t2bgm1@fermi.tro.net>
Source record: 61760

"David Chandler" <dchandle@earthlink.net> schrieb:

> I was wondering if anyone has been able to find an atr file for the game
>Encounter. I have searched all over the place and have been able to locate
>it. If anyone knows of any URLs I can try to get, I would appreciate it.
>Thanks in advance.

Look at my little (very, very little) Atari Archiv, at:

http://home.tronet.de/wysk/archiv.htm

I like this Classic Game too. ;-)

cu,
Joerg

649. need help: 130XE failure

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: Gunther Lippert <glippert@cip.physik.uni-wuerzburg.de>
Message-ID: <359795f7.0@uni-wuerzburg.de>
Source record: 61761

Hello!
A friend of mine owns a 130XE. Sometimes it used to produce weird colorful
patterns on the screen an crash, but switching off and on always made it run
again. Now it did NOT start again (ie produced weird colors instantly).
I didn't get a grip on it so far, so I have no idea what it is, but I wondered
if somebody ever faced the same problem and how it was solved.
(-> only very few failures on mass products are unique!)

Please reply by email because I don't read this group!

btw: Does anybody know a site where I can find idiot proof instructions on
building a soft cart (to be loaded by pc/st/anything) for my 2600?

---------------------=========_____________
Gunther Lippert-unworthiest of all notbies\

650. Re: Kings Quest for 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35979914.250963696@news.ioa.com>
Source record: 61762

On 28 Jun 1998 03:31:58 GMT, bojay1997@aol.com (Bojay1997) wrote:

>As proof that King's Quest could've been translated easily to 8-bit systems,
>check out the Sega Master System and NES versions.

I never knew they made ports for those systems. Could it be that they were done at the same time that KQ1 was rereleased after KQ4 to make use of the point-and-click interface? Surely, the SMS and NES versions didn't have the "type-til-you-bleed" interface, did they?

This just restates my point that Sierra moved to newer 8 and 16-bit machines because they were supposedly newer and better. It (apparently) doesn't mean the games were any better.

Steven

651. Re: Can't use keypad as joystick in Atari800Win 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35979b6f.251567464@news.ioa.com>
Source record: 61763

On Sun, 28 Jun 1998 07:22:45 GMT, telcomeng@my-dejanews.com wrote:

>If you haven't already tried it, make sure both "DirectDraw, Windowed" and "No
>DirectDraw (GDI)" are unchecked on the Graphics Options menu.

But... This is the same problem I have. When I try this, I get an "unsupported mode" error, or something like that. The full-screen implementation in this version has enough differences than the previous version to keep it from working even on a Pentium Pro 200 with a Matrox Millenium card.

I'd love to have a solution to this problem, but unless I can find the previous version of this program, I'll keep using XL-It!2.0 and Atari800 for DOS.

Steven

BTW: Now that our second child is sleeping through the night (he's 2 months and 2 weeks old), I finally got the energy to get back downstairs to connect my 130XE back up to my 486DX4/100 with SIO2PC yesterday. I feel like a kid again!

652. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3597a1af.253167732@news.ioa.com>
Source record: 61764

On 27 Jun 1998 14:56:12 GMT, clyde@obwon.kodak.com (GREG CLYDE) wrote:

>I have a similar story. I still use the 130XE w/ BB & floppy board w/ 210meg
>Quantum w/ 56k cashe. The 130 is so fast w/ the Quantum & BB I'm trying to get
>a 28.8 modem now.

Be forwarned: It's my understanding that the max throughput of an Atari is
19.2Kbps. Still, 28.8 modems are cheap these days.

Steven

653. Re: File Transfer

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3597a23b.253307144@news.ioa.com>
Source record: 61765

On Sat, 27 Jun 1998 14:54:58 -0700, Tony Martin <lmartin@midamer.net> wrote:

>Is it possible to transfer PC (TXT) files, to Atariwriter plus and Atari
>to PC? If so, how?

The easiest solution I've found (assuming you've got the Atari and PC connected via either SIO2PC or with a null-modem cable) is to use the TT program that comes with SIO2PC that converts all the carriage return codes for the target computer. If you don't have the SIO2PC program, you can find it by following the Atari links at www.hackerz.com, as well as a myriad of other sites.

Best of luck!
Steven

654. Re: Atari 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <3597a32e.253550477@news.ioa.com>
Source record: 61766

On Sat, 27 Jun 98 23:50:28 -0500, Thomas J. Andrews <tandrews16@delphi.com>
wrote:
>
>I've had dealings with three of those things in my time, and there wasn't a
>"decent" one in the bunch.

>As to what one is worth, I'm probably the wrong one to ask. I *could* be
>prejudiced.

Then so am I. I had a 1027 through most of high school, and I always had problems with it pushing the paper out at an angle, and if I didn't hover over it all the time, I would get pages that looked like they were done by a drunk typesetter!

Besides, being daisy-wheel, you're stuck with the installed charset. I had a lot of fun making custom fonts on the Atari, and I always hated it that I couldn't print out on paper what I had on-screen.

As another prejudiced 1027 user, I say it's not worth your trouble -- save your money.

BTW: I got a 1025 dot-matrix printer recently, and I understand it uses common typewriter ribbons (I didn't get any with it). Is that true, and where can I get them? Thanks.

655. Re: VIDEO-61

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: FVINAS <FVINAS@dsccc.com>
Message-ID: <3597A32D.35C957FC@dsccc.com>
Source record: 61767

They don't have an e-mail address but you try their phone number
(612) 462-2500. As far as credit cards they do take them.
I hope this help you.

F.Vinas Jr.
Jag fan to the end.

Sysop Fox-1 wrote:
>
> A while ago I read something about Sparta-Dos 3.3c carts...
> AFAIK Video-61 is the company which have these carts.
>
> How can I order some of these carts from the Netherlands ? Can I reach
> them by internet E-mail ? Do they accept credit-cards ?
>
> Let Me Know... .. .
>
> Sysop Fox-1 (fox-1 AT dds DOT nl)
>
>
>
> Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
> ---
> ï¿½

656. old atari s/w "speakin sam"

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: goet <goetz@llab.chinalake.navy.mil>
Message-ID: <01bda36f$77581300$4d558381@caky.chinalake.navy.mil>
Source record: 61768

I am looking for an old atari application I believe called "speakin sam".
it was written in basic----very simple. Can anone help?

657. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: Michael Bennett <mbennett@scsn.net>
Message-ID: <3597C0F8.5411@scsn.net>
Source record: 61769

I have the following Atari8 hardware, software, and printed material for sale. If you're interested, contact me by email: mbennett@scsn.net

Atari Books

I Speak BASIC to my Atari (Hayden Press)
LogoWorks (McGraw-Hill)
Using Newsroom at Home, School, & Work (Compute! Publications)
Atari Sound and Graphics (Wiley Press)
Mapping the Atari (Compute! Publications)
Inside Atari BASIC (Reward Publishing)
Your Atari Computer (McGraw-Hill)
BASIC Computer Games

Analog Computing
6, 7, 9 - 14, 16 - 37, 43, 45 - 51, 54, 56, 58 - 73

Antic
Vol. 2, #10 - 12; Vol. 3, #1, 7 - 12; Vol. 4, #1 - 2, 4 - 7, 9, 11 - 12; Vol. 5, #2 - 5, 8, 10; Vol. 6, #1 - 3, 6; Vol. 7, #1, 4, 8, 10; Vol. 8, #1, 6, 7; Vol. 9, # 2

Professional Software
SynCalc (Regular version and 128k version)
Atari Planetarium
SpartaDOS
JingleDisk (Hi Tech)
Daisy Dot 3
TextPro
Typesetter
Wargame Construction Set
Mercenary
Print Power
AwardWare
Frogger (cart.)

Hardware
2x 500XJ Epyx joysticks
Atari 850 Interface with cables/power supply
Several Tandy Ink Cartridges for Atari Plotter Printer
2x TV switch cables
1 SIO data cable
AtariLab Starter Set
AtariLab Light Module
Atari 1020 Plotter Printer (with power supply)

Atari 1010 Cassette Program Recorder (2x)
C017945 Power Supply
600XL (64k) Computer
130XE Computer with 320k RAM (with power supply)
1050 U.S. Doubled Disk Drive (with power supply)

Weight of all software, books, and hardware is approximately 50 lbs.
Weight of all magazines is 50 lbs.

658. Spartados x

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: John J Boyle <magrep@globalnet.co.uk>
Message-ID: <6n8jqh$d42$1@heliodor.xara.net>
Source record: 61770

I have the cart but no instructions can any body help.
magrep@globalnet.co.uk

659. Re: Spartados x

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998062918061500.OAA18735@ladder01.news.aol.com>
Source record: 61771

B&C Computervision is selling new SpartadosX Manuals for $14.95 according to their web page at www.myatari.com and their phone number is 530-295-9270.

Bostone1@aol.com

660. Cubase

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: Mystice <mystice@gmx.net>
Message-ID: <01bda3a6$d904a1e0$f5c1b4c3@default>
Source record: 61772

Hi

I am searching for a Cubase Version for Atari 1040sT
Who can help me or send me the software? Are there some WebSites for
Atari-Cubase users in I-net?

Mystice
mystice@gmx.net

661. Re: What games did Frank Cohen program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: Bob Zabaga <zabagar@kconsult.com>
Message-ID: <6n96tg$ra4$1@supernews.com>
Source record: 61773

Well,

There was Cohen's Towers...and I think Ghost Chasers.
That's just from memory....and it's been a decade or so........

-later
BOB

Gareth wrote in message <6m5fkt$r6n$1@flex.london.pipex.net>...
>Could anyone tell me a few games Frank Cohen wrote - I remember playing and
>enjoying a great one but I can't remember *anything* at all about it! I
>thought he had a part in Bounty Bob Strikes Back - maybe his name appeared
>in the "secret options" screen as a joke? Anyway, does anyone know which
>games he did?
>
>Thanks.
>
>Gareth.
>--
>(remove _ to reply.)
>
>
>

662. Re: Columbus area

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <1998062922282200.SAA18459@ladder03.news.aol.com>
Source record: 61774

>Any diehard 8 bitters on here in the Columbus, Oh area? Would like to
>hear from you via e-mail.

Hopefully ACE-C is still in existence. Frank Seipel was very active for a while, but I don't recall hearing from him in a while. Last I heard he lived somewhere in Gahanna.

I lived in Columbus for a time till I moved to Florida in late '86, but have lost touch with my old Atari friends there.

663. Re: 8 bit Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: Daniel Gibson <kgibson@startext.net>
Message-ID: <35981B9D.CDF4E38B@startext.net>
Source record: 61775

Where is the atari mailing list signup at? Personally, I think the amount of spam in this group is very low.

Having said that, to stay on topic, anyone have "C" for Atari on atari-format disks? I will hav need of iy in the near future!

Thanks

Dan

Sean wrote:

> On 26 Jun 1998 19:56:23 GMT, William Moeller said:
>
> > I recently subscribed to the Atari 8 mailing list because I was curious of
> > what it had to offer. I have been impressed by the level of discussion on
> > this list.....however, I must say I am ready to remove myself from
> > it.....the amount of traffic in this list is so great, my mailbox is
> > overflowed with its traffic. I really think this is the kind of thing that
> > should be in this newsgroup. I know the people who started it were
> > complaining that this group only contains noise, and no substance.....but
> > these kind of messages are the exact thing we need here. I DON'T need it
> > in my mailbox!
> >
> > Any thoughts or comments are welcome.
> >
> > Regards,
> >
> > Willy
>
> I guess people use the mailing list instead of this group to avoid
> spam. I don't post very often and get a fair bit of the damn stuff.
>
> As for complaints about the content of this group, take a look at
> comp.sys.amstrad.8bit. If this group was like that, you couldn't blame
> them, but it's not. Most of the postings to this group are on topic.
> Although the stuff about Terry Ortman was getting a bit much,
> at least that was Atari related to start with.
>
> IMHO
> It's a shame that people split off from the main group because of
> nonsense postings and flame wars, this kind of crap shouldn't happen.
> If somebody makes a stupid/abusive or off topic posting, surely it's
> best to just ignore it, rather than turn it into a blazing row.
>

> Sean...
> --
> To reply/flame me directly, remove SPAMTHIS from the email address.

--
Daniel and Kathy Gibson
http://www.startext.net/homes/kgibson/mainjav.htm
"Home Of Dan's Javelins and AMXs"
http://www.startext.net/homes/kgibson/tracks/main.htm
"Kate's Track Shack - Home of the 75 cent 8-track!!"

664. Re: NO SUBJECT

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: dt14@uow.edu.au
Message-ID: <dt14.899125148@wumpus>
Source record: 61776
Cross-posted to: comp.sys.amiga,comp.sys.amiga.misc,comp.sys.atari.8bit,comp.sys.atari.st,rec.collecting

Gary Harris <gharris@***NOSPAM***wr.com.au> writes:

>XDelusion wrote:
>
>> 2nd: what is a good Shell alternative and how do I install them (I.E. CSHELL),
>> and are there GUI's for any of them? :)
>
> Go no further than KingCON. The best and only replacement. Free on
>Aminet. Filename completion, command buffer, scrollback buffer etc.
>Superb!
>
> Cheers.

Pity it's not a shell (kingcon itself is confused as to what it reall is)

Some people use WShell and there's ZShell out there somewhere. I think
they both support nameless pipes and all that fancy shit.

Cheers,
```
-- ___ ___
| .| _____ __ __ _____/ \
.--' :|/ .Y || .Y -- _)-7_/
| -- ;| -- ;| `' ;| (_ _ Dave's not here man.
`------^----^-^------^-----'`-'
```
"Beware of yellow snow"

665. Re: Atari 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <BLcMZ5P.tandrews16@delphi.com>
Source record: 61777

Steven Posey <stevenposey@usa.net> writes:

>BTW: I got a 1025 dot-matrix printer recently, and I understand it uses common
>typewriter ribbons (I didn't get any with it). Is that true, and where can I
>get them? Thanks.

I used a 1025 for years. Slow, but a reliable ol' workhorse. Text only,
unfortunately.

It does indeed use a two-spool typewriter-style ribbon, the same one used
by the Gemini 10X and Okidata Microline 80 or 82. In fact, the 1025 is
essentially a modified Microline 80. Office Max used to sell them for a
little over a dollar, but the last time I looked for one for my Gemini was
4 years ago. Another place to try is American Ribbon and Toner Co., Ft.
Lauderdale, FL. (1-800-327-1013) Last price I have for them is $.99 each
in lots of 6, with an additional charge of $3/order. They have colors,
too.

BTW, you should know that the 1025 can't accept printer commands anywhere
but the beginning of the line. Any printable character before the command,
even a space, will cause the command to be ignored. Commands may be
combined on the same line. The 1025 will do doublw-wide, regular, and
condensed pica, 6 or 8 lines/inch line feeds, and standard or International
character set. That's it.

Good luck!

TJ

666. Re: Columbus area

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <ooFm1Q7Ya6yY092yn@ibm.net>
Source record: 61778

In article <359707C0.3AFD@iwaynet.net>, Jack Hock <jhock@iwaynet.net> wrote:
>Any diehard 8 bitters on here in the Columbus, Oh area? Would like to
>hear from you via e-mail.

I'm about 65 miles northwest of Columbus, so I guess you could say I'm
in the area!!

--

**** Please remove * in the e-mail address to reply *****
Ryan 'Gozar' Collins rlcolli@ibm.net
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove * in the e-mail address to reply *****

667. New Game: The Assassin

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: OMCstaff <omc@io.com>
Message-ID: <35986AC5.BAF053CC@io.com>
Source record: 61779

```
News:
-June 29, 1998-

On the horizon is a new game for the Atari 8-bit entitled "The
Assassin". The projected release date is January 1999, though that date
is tentative. Visit the OMC website for more information.

OMC Staff
<http://www.io.com/~omc/>
```

668. Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-29 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <3597B64D.7EB161CC@csfb.com>
Source record: 61780
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

C|NET Central did an article about 30 years of Windows and make several references to Atari, the 8-bit OS and the ST's using GEM. Here's the link:

http://www.cnet.com/Content/Features/Special/30Years/index.html?dd.sd

669. Re: Spartados x

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: hug@planetmail.net
Message-ID: <35993705.47286483@news-server>
Source record: 61781

What do you need to know?

Rob

On Mon, 29 Jun 1998 18:42:49 +0100, "John J Boyle"
<magrep@globalnet.co.uk> wrote:

>I have the cart but no instructions can any body help.
>magrep@globalnet.co.uk
>
>

I don't suffer from insanity -- I enjoy every
minute of it!!!

670. Re: old atari s/w "speakin sam"

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: hug@planetmail.net
Message-ID: <359836c4.47221610@news-server>
Source record: 61782

Hmmm, I think I have the docs for it - not sure if I still have a
working disk of the s/w. What are you looking for, specifically?

Rob

On 29 Jun 1998 15:07:47 GMT, "goet" <goetz@llab.chinalake.navy.mil>
wrote:

>I am looking for an old atari application I believe called "speakin sam".
>it was written in basic----very simple. Can anone help?

I don't suffer from insanity -- I enjoy every
minute of it!!!

671. Re: Columbus area

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: hug@planetmail.net
Message-ID: <359b37c0.47473436@news-server>
Source record: 61783

Don't know if I consider myself "diehard" but I still have an 8-bit
setup and I'm in Columbus...

Rob

On Sun, 28 Jun 1998 20:19:28 -0700, Jack Hock <jhock@iwaynet.net>
wrote:

>Any diehard 8 bitters on here in the Columbus, Oh area? Would like to
>hear from you via e-mail.
>
>Jack

I don't suffer from insanity -- I enjoy every
minute of it!!!

672. Re: Columbus area

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: hug@planetmail.net
Message-ID: <359a376f.47392026@news-server>
Source record: 61784

Last time I checked, ACEC was still in existence. I think they had
the fall bits & pieces sale last year as usual.

Rob

On 29 Jun 1998 22:28:22 GMT, lenspencer@aol.com (Lenspencer) wrote:

>>Any diehard 8 bitters on here in the Columbus, Oh area? Would like to
>>hear from you via e-mail.
>
>Hopefully ACE-C is still in existence. Frank Seipel was very active for a
>while, but I don't recall hearing from him in a while. Last I heard he lived
>somewhere in Gahanna.
>
>I lived in Columbus for a time till I moved to Florida in late '86, but have
>lost touch with my old Atari friends there.

I don't suffer from insanity -- I enjoy every
minute of it!!!

673. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: atari.stuff@ehrich.com
Message-ID: <vsXl1.22$zY.187364@news3.voicenet.com>
Source record: 61785

```
Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists for the PC, Amiga, Vic20 C64, TI, COCO
Video Games, Music CD's, Books on Tape, Computer Courses,
and the latest Atari list.

Atari HW & Software Items for Sale
Plus Shipping - PrePaid Only

--------------------------------------------------------------------------------
Atari power supply for 1050 drive.................. $12
Ape Face Model XLP Digital Device.................. $14
Atari XMM801 printer............................... $15
Atari 1020 Printer................................. $10
Atari 410 Program Recorder (tape deck) ............. $10
Cables for Atari etc from Chelco (6) ............... $ 4 each
Hot Stuff Joystick (rough)......................... $ 4
Joysticks (square) (4)............................. $ 8 each
Paddles (2 sets)................................... $12 each set
DVE Printer Power Supply Model DV-2412A............. $ 8
50 5-1/4 diskettes ................................ $10
50 3-1/2 diskettes................................. $12.50
--------------------------------------------------------------------------------

Diskette Software for Atari Computers
$3.95 each (6 for $18)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
DeBug by Childware
Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
```

MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
Reading Skills
Sesame Str Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spnker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

Diskette Software for Atari Computers
$2.50 each (5 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Astro Grover
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Lode Runner
Lucas Films Ballblazer
Match Up
Master of Lamps
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell

Moon Shuttle
My First Alphabet
On Track Racing
Paint Master Diskette
Print Shop
Sea Bandit
Shape Up
Sky Blazer from Broderbund
Spy vs Spy
Summer Games -
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore

Antic Diskettes from Atari
$1.95 each (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 CompAdv Star Raiders Cartridge w/box
Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box

Atari Artist
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)
Sky Writer

Tape Software for Atari Computers
$2.95 each (4 for $9)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
Gulp!!
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing

Atari Books $4.95 each (5 for $19)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

674. ANNOUNCE: New Atari800Win 2.1 (07/30/98)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: rich@cstone.net
Message-ID: <35986f4f.83187911@news.cstone.net>
Source record: 61786
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Atari800Win is a freeware emulator of the Atari 8-bit computer line
for Win9X/NT. It is located on my web page:

http://www.cris.com/~Twist/atari800win

Here are the new features in 2.1:

06-28-98 Ver 2.1
* The SIO patch option is now configurable on the fly; it doesn't
reboot the machine. Besides the hardware dialog you can flip it
with F11.
* Hardware dialog was reworked to display better on ModeX screens.
Antic dialog is gone; its contents are on the Hardware dialog
now.
* Now using better artifacting code from Perry (text mode still
doesn't work)
* Volume will not be set on MMsystems that can't handle it (what's
up with THAT anyway? Seems to be true for ancient SoundBlasters.
Ugh). Volume slider will be disabled on these systems.
* Fixed SKSTAT handler (could cause missing keystrokes, missed reads
of SHIFT)
* Any nagging sound initialization problems people were having
should be fixed
* Added 48Khz sound output. Most sound cards probably don't support
this; and the WaveOut functions can NOT check for this capability
ahead of time, so be prepared for it to fail. It really rocks on
my SoundBlaster PCI64 though; makes a huge difference for disk
access noises and high frequency stuff.
* Joystick dialog differentiates between "none" and "keypad". Keypad
can only be assigned to one port, and should always work. On 101
keyboards the arrow keys WILL work as Atari arrow keys regardless
of keypad setting. I'm doing it the pristine MSoft way now; so if
it still doesn't work on your keyboard, well, sue Bill Gates or
something.
* Woohoo! Autoduel works! Use 130XE, SIO patch on, and you'll want
to have F8 (full speed) most of the time. One of the best games
ever out of Origin.
* Took out the internal Atari UI until it can be reworked. Too fugly
with the first quicky attempt; and besides it doesn't do anything
the Win UI doesn't.
* Joystick button 2 (if available) flips between full and regular
speed (same as keyboard F8). Button 3 pauses/unpauses (keyboard
F9). Button 4 flips the SIO patch (keyboard F11). Yes, I will make
these configurable later on.

* Pausing the emulator now shades the screen 50%.
* Reorganized CPU code for both (slight) speed and size improvement.
* Fixed SIO bug in drive status (DCOMND 0x53).

675. Re: need help: 130XE failure

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <BPUvZDK.rldetlefsen@delphi.com>
Source record: 61787

Gunther Lippert <glippert@cip.physik.uni-wuerzburg.de> writes:

>A friend of mine owns a 130XE. Sometimes it used to produce weird colorful
>patterns on the screen an crash, but switching off and on always made it run
>again. Now it did NOT start again (ie produced weird colors instantly).

(CC by email)
Gunther, my first thought would be to check the power supply. I've had this
happen when a big filter cap lead breaks free from the circuit board(a cold
solder connection). A worse case is the regulator leaking AC into the 5volt
dc line. Anyway, swap the power suplly with a good one, or if electronic
skills are present, open the case and check the parts.
Rick D.

676. Re: atari800win and 7 cities

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: twistdeja@my-dejanews.com
Message-ID: <6n9u8ekln1@nnrp1.dejanews.com>
Source record: 61788

In article <359572D1.DAB746B3@student.hu-berlin.de>,
h0444job@student.hu-berlin.de wrote:

> how exactly can i get 7 cities of gold to run, especially the world
> maker, using atari800win?

Using Atari800Win 2.0 or later, set up the Atari as 800 OS/B, SIO Patch *OFF*,
no Basic. Boot and go.

-Rich

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

677. Re: Atari800Win a few more suggestions

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: rich@cstone.net
Message-ID: <6n9unslec1@nnrp1.dejanews.com>
Source record: 61789

> 1. Is keyboard click and disk beep support planned?

Keyboard click would be difficult (except for the XL/XE), but not impossible. Basically the internal speaker becomes a fifth voice of limited range, but any output produced by it (the speaker was basically binary) would have to be real time mixed with the regular sound channels.

Disk beep works fine, providing you don't have patched SIO mode on. The device NAK noise doesn't work though, which I find disappointing. It's been a long time since my computer spit a rasberry at me.

> 2. How about something like 'disk light' for the mac.
> Show all of the drives as little icons on the status
> bar and have them flash during read and writes?
> Maybe let you point the mouse over the icon to see
> what file is being used?
> Maybe even a little sector display to show where
> the reads and writes are going? (I'm so used to APE and SIO2PC)

All of these are not particularly difficult to implement but use valuable CPU time for non-essential features. Also, there's no place to put them on non-menu display modes...I suppose they could just be implemented as sort of an alpha channel in the overscan area of the Atari. I've thought about it before, just haven't expended effort (I already get e-mails from people with 486's yelling and screaming about speed).

-Rich

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

678. Re: Can't use SHIFT in Atari800Win 2.0 (ARGH!)

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: rich@cstone.net
Message-ID: <6n9usu$lf1$1@nnrp1.dejanews.com>
Source record: 61790

In article <3595DBBD.DA0A3A03@zippy.sonoma.edu>,
Bill Kendrick <kendrick@zippy.sonoma.edu> wrote:
>
> Oh no! Atari800Win doesn't handle the SHIFT key correctly!
> This is all-important in the demo world!

SKSTAT handling is fixed in version 2.1, which I just posted.

> (BTW, I'm getting side A of the Joyride demo to work great..
> so far! I couldn't boot Cool Emotions side A (HARDA.DCM)
> for some reason, though.)

Also fixed in 2.1 is a esoteric SIO DCOMND 0x53 bug that may or may not make
some disk images that were not working ok now. All I know for sure is it fixed
Strip Poker.

> These demos test a byte really high up in RAM (my Mapping book's

SKSTAT is 0xD20F

-Rich

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

679. Re: Can't use keypad as joystick in Atari800Win 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: twistdeja@my-dejanews.com
Message-ID: <6n9v1ilmv1@nnrp1.dejanews.com>
Source record: 61791

In article <3595CA7F.B5606C55@zippy.sonoma.edu>,
Bill Kendrick <kendrick@zippy.sonoma.edu> wrote:

> D'oh! I just tried Atari800Win 2.0 for Win95 myself for the first
> time, and I too have this no joystick problem.

Fixed in 2.1. I really recommend getting a game pad. They are dirt cheap and work well for 8-bit games.

> How about having CONTROL-Windows-Arrow-keys be equal to
> un-CONTROL-Atari-Arrow-keys? And/or having a setting
> to switch between Win-Arrow = CONTROL-Arrow and
> Win-Arrow = Punctuation?

This is confusing just to read :-). I can't imagine trying to explain it to people. As it stands now the regular arrow keys (not on the keypad) are always the Atari arrow keys, and the keypad can be either arrow or joystick depending on status of numlock. Since both arrows and joystick are available (on 101 keyboards) I'd prefer to keep it with that layout.

-Rich

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

680. Re: Atari800Win a few more suggestions

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: rich@cstone.net
Message-ID: <6n9vf8$m62$1@nnrp1.dejanews.com>
Source record: 61792

> Bill Kendrick wrote:

Interesting that I can't find the original for this, even with DejaNews. Oh well. For reference I do not necessarily read the newsgroup daily. If people want to get hold of me, e-mail using rich@kesmai.com or rich@cstone.net works.

> > 1. Keep running in the background. (Wait, maybe there's already
> > an option for this..)

I purposefully did this. It's to prevent the user from being hosed when a Windows modal dialog box pops up and he is in the middle of running up the screen for an important land purchase in M.U.L.E., or whatever. It keeps a focus switch from ruining your game play basically.

> > 2. Make sure all options have keyboard quickies (ie,
> > under "_M_isc" there's "_G_raphics Speed", "Sound Speed",
> > and "_C_lear all settings". I assume that you just forgot
> > to make "S" the key for "Sound Speed", eh? :) Same
> > under some of the option menus.. I hate using mice, btw. :)

Keyboard accelerators exist for all the menu systems. Alt-O brings down the options menu, S brings up the dialog. There is no Windows standard for implementing things like a slider (for volume) with the keyboard, so at that point, yeah, you have to use the mouse.

> > 3. A shortcut to toggle between "Run as fast as you can" (great
> > for when stuff is loading and depacking) and normal mode
> > (useful to hear the music and see the effects. :))

This exists in 2.1 with a joystick/game pad. Eventually I'll work up a control panel that allows assignment of toggle operations to any joystick button/reasonable key. Although finding keys that aren't being used by an Atari sequence would be an adventure.

> > And run so well (I get up to 400% speed) on a PC, too! Wow!

Set refresh = 2, you'll probably get more. I have a debug build that has a toggle for screen updates that can give me 2000-3000% speed on a P2.

-Rich

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

681. Monitor help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <28495-3598713B-3@newsd-123.bryant.webtv.net>
Source record: 61793

I just got a Commodore 2002 monitor cheap and I want to hook it up to the 800xl but I dont know what kind of cable to get, anyone know what to do? It has standard RCA jacks on the back.....

682. Looking for Ultima I for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: tommage@aol.com
Message-ID: <1998063006583000.CAA22805@ladder03.news.aol.com>
Source record: 61794

The Sierra version, originals only please!!! Partial games considered, will trade for or buy.

Thanks,
Tom

683. ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: The Watcher <Use-Author-Address-Header@[127.1]>
Message-ID: <35998e32.14982002@207.126.102.10>
Source record: 61795

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
or best offer. These SELL AT Video 61 for $49.95 used.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
manual, power supply, connecting cables, oil, original cost $399.95.
Also have a non-working 1027, can be fixed at any Atari service center,
both printers cost new $399.95 each, asking $100.00 for both of them.
Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
good condition, like new, supports single and dual density modes,
includes power supply, original cost $179.95, asking $75.00. These
sell at Video 61 for $74.95, same price.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific
programs, already wired for Turbo-816 installation, just need to
re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for
$59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the definition of a
telephone fax machine. By Sec.227(b)(1)(C), it is unlawful to send any unsolicited
advertisement to such equipment. By Sec.227(b)(3)(C), a violation of the aforementioned

Section is punishable by action to recover actual monetary loss, or $1500, whichever is greater, for each violation.

E-mailing me indicates acceptance of these terms.

684. FS: SIO2PC APE cable, cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6na8ca$2aa$1@korweta.task.gda.pl>
Source record: 61796
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

New, better offer!
Check it out:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=19328492

or contact me directly.

j131

685. Re: old atari s/w "speakin sam"

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3598C660.640380E3@ix.netcom.com>
Source record: 61797

goet wrote:
>
> I am looking for an old atari application I believe called "speakin sam".
> it was written in basic----very simple. Can anone help?

Goet,
Do you have the actual SAM (Speech Automated Mouth) program? If not the BASIC program won't do anything for you. You can write loads of programs in BASIC for SAM. I'm working on a little Wizard (8-ball) program that has about 15-20 different responses. Anyway, SAM is a machine language phoneme/text to speech program that you have to run before you can run any other program that uses the speech. SAM should be available from www.myatari.com.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

686. Re: Cubase

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3598C75B.BF7D86E2@ix.netcom.com>
Source record: 61798

```
Mystice wrote:
>
> Hi
>
> I am searching for a Cubase Version for Atari 1040sT
> Who can help me or send me the software? Are there some WebSites for
> Atari-Cubase users in I-net?
>
> Mystice
> mystice@gmx.net

Mystice,
Try www.myatari.com or Toad Computers in Maryland
(www.ataricentral.com).

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

687. Re: 8 bit Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6nanu4$s0c$1@nets3.rz.RWTH-Aachen.DE>
Source record: 61799

In article <6n0ud7$d2j$1@mohawk.hwcn.org>, af332@freenet.hamilton.on.ca
says...
>
>
>I recently subscribed to the Atari 8 mailing list because I was
curious of
>what it had to offer. I have been impressed by the level of discussion
on
>this list.....however, I must say I am ready to remove myself from
>it.....the amount of traffic in this list is so great, my mailbox is
>overflowed with its traffic. I really think this is the kind of thing
that
>should be in this newsgroup.

> William M. Moeller

Howdy Willy

Is this "real atari 8 bit" talk or "Atari Emulator" talk?

CU Mathy van Nisselroy

688. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6naoas$s0c$2@nets3.rz.RWTH-Aachen.DE>
Source record: 61800

In article <3597a1af.253167732@news.ioa.com>, stevenposey@usa.net says...
>
>On 27 Jun 1998 14:56:12 GMT, clyde@obwon.kodak.com (GREG CLYDE) wrote:
>
>
>>I have a similar story. I still use the 130XE w/ BB & floppy board w/ 210meg
>>Quantum w/ 56k cashe. The 130 is so fast w/ the Quantum & BB I'm trying to
get
>>a 28.8 modem now.
>
>Be forwarned: It's my understanding that the max throughput of an Atari is
>19.2Kbps. Still, 28.8 modems are cheap these days.
>
>Steven

Howdy Steven

Maximum throughput of the BLACKBOX is 19k2 (until somebody speeds up the 6551.
Which should be quite simple. The 6551 will go up to 115k2, with the right
cristal. But the Atari will probable not be able to keep up with that.).

The Atari can go much faster. The XF will do 38k, the 1050 with Happy 52k (I
guess) and in Germany they have 1050 upgrades that will do 72k and even go over
90k!!! Maybe some of the German guys on here can say something about these
upgrades.

CU Mathy Van Nisselroy

689. Re: Black Box & CSS

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6naoju$s0c$3@nets3.rz.RWTH-Aachen.DE>
Source record: 61801

In article <35951208.259407155@news-server>, hug@planetmail.net says...
>
>Does anyone know if Bob Puff and CSS are still in action, i.e. still
>producing Black Boxes? Last time I was in contact with Bob, he was
>looking for a sufficient number of orders before making another
>production run of the BB's. I can't find Bob on CIS and the CSS BBS
>no longer has a section listing products for sale (or else that option
>wasn't working last night...).
>
>Thanks,
>
>Rob

He's still around I guess. You just have to call him "voice". The number is
on most of the documentation he wrote (on of the phone numbers on the od docs
has been disconnected. You need the other number :-)) and on Michael
Currents FAQ/Vendor-developer list.

CU Mathy Van Nisselroy

PS yep, it's not a local call of me either (unless Rochester floaded to the
other side of the ocean last night. I haven't checked yet :-))

690. Re: File Transfer

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6naovd$s0c$4@nets3.rz.RWTH-Aachen.DE>
Source record: 61802

In article <35956A32.5792@midamer.net>, lmartin@midamer.net says...
>
>Is it possible to transfer PC (TXT) files, to Atariwriter plus and Atari
>to PC? If so, how?
>
>Thanks

I'll let the other guys explain the cheap way. Here's the expensive one.

Buy a BlackBox plus Floppyboard and use BBXFER17.COM.

If you only wanna read PC files on your Atari, buy an XF551 and one of CSS's updates/upgrades (one just gets the bugs out of the XF's OS, the other(s) enable you to turn your Xf551 into a 3.5" drive (either just the 3.5" or 3.5" and 5.25" or (not on earlier versions) two 3.5" mechanisums)

CU Mathy Van Nisselroy

691. Re: VIDEO-61

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6napai$s0c$5@nets3.rz.RWTH-Aachen.DE>
Source record: 61803

In article <898991962@stackbbs.xs4all.nl>, sysop.fox-1@stackbbs.xs4all.nl
says...
>
>A while ago I read something about Sparta-Dos 3.3c carts...
>AFAIK Video-61 is the company which have these carts.
>
>How can I order some of these carts from the Netherlands ? Can I reach
>them by internet E-mail ? Do they accept credit-cards ?
>
>Let Me Know... .. .
>
>Sysop Fox-1 (fox-1 AT dds DOT nl)

Well, they have a BBS running Pro! but their not connected to the IMR or
IAN. If you still need that, please leave me email at YOUR BBS.

CU Mathy Van Nisselroy

692. Re: 8 bit Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bda430$225f5360$d0c2accf@asharkis.erols.com>
Source record: 61804

There is some emulator talk, but most of it centers around building a new computer that will be Atari 8-bit compatible. There are other advanced topics, too. In addition, there's some promotional stuff from the Polish and other Eastern European groups. All of those topics, I feel, are long overdue in this newsgroup. There's also a proposal to link that mailing list with INFO-ATARI8.

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in article <6nanu4$s0c$1@nets3.rz.RWTH-Aachen.DE>...
> In article <6n0ud7$d2j$1@mohawk.hwcn.org>, af332@freenet.hamilton.on.ca
> says...
> >
> >
> >I recently subscribed to the Atari 8 mailing list because I was
> curious of
> >what it had to offer. I have been impressed by the level of discussion
> on
> >this list.....however, I must say I am ready to remove myself from
> >it.....the amount of traffic in this list is so great, my mailbox is
> >overflowed with its traffic. I really think this is the kind of thing
> that
> >should be in this newsgroup.
>
> > William M. Moeller
>
> Howdy Willy
>
> Is this "real atari 8 bit" talk or "Atari Emulator" talk?
>
> CU Mathy van Nisselroy
>
>
>

693. Sound in Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bda431$0d5578e0$d0c2accf@asharkis.erols.com>
Source record: 61805

I'm having a problem with sound roughness in Atari800win. It's similar to, but not as bad, as the roughness I experienced with some versions of XFormer, including XFormer '98. I'm using a Creative AWE-32 sound card (non plug-and-play) and Darek Mihocka attributed some of the problems to the latency of this card. However, Atari800 for DOS and XL-It! don't give me those problems.

Since both Atari800win and XFormer 98 run in small windows, with constant flashing of the mouse cursor, I'm wondering if the problem is not in the sound card at all.

Anyone?

694. Atari equip. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: Michael Bennett <mbennett@scsn.net>
Message-ID: <3598F678.170D@scsn.net>
Source record: 61806

Several have asked about prices for my equipment, so here is a little
more info...

I would think $125 (plus shipping) for all the hardware listed below
would be a fair price.

Make an offer plus shipping costs for the books and software.

Also make an offer plus shipping for the magazines.

Michael Bennett
email: mbennett@scsn.net
web: http://www.scsn.net/users/mbennett

Atari Hardware for sale:
2x 500XJ Epyx joysticks
Atari 850 Interface with cables
Several Tandy Ink Cartridges for Atari Plotter Printer
2x TV switch cables
1 SIO data cable
AtariLab Starter Set
AtariLab Light Module
Atari 1020 Plotter Printer (with power supply)
Atari 1010 Cassette Program Recorder
C017945 Power Supply
600XL (64k)
130XE Computer with 320k RAM (with power supply)
1050 U.S. Doubled Disk Drive (with power supply)

Atari Books

I Speak BASIC to my Atari (Hayden Press)
LogoWorks (McGraw-Hill)
Using Newsroom at Home, School, & Work (Compute! Publications)
Atari Sound and Graphics (Wiley Press)
Mapping the Atari (Compute! Publications)
Inside Atari BASIC (Reward Publishing)
Your Atari Computer (McGraw-Hill)
BASIC Computer Games

Analog Computing
6, 7, 9 - 14, 16 - 37, 43, 45 - 51, 54, 56, 58 - 73

Antic
Vol. 2, #10 - 12; Vol. 3, #1, 7 - 12; Vol. 4, #1 - 2, 4 - 7, 9, 11 - 12;
Vol. 5, #2 - 5, 8, 10; Vol. 6, #1 - 3, 6; Vol. 7, #1, 4, 8, 10; Vol. 8,
#1, 6, 7; Vol. 9, # 2

Professional Software
SynCalc (Regular version and 128k version)
Atari Planetarium
SpartaDOS
JingleDisk (Hi Tech)
Daisy Dot 3
TextPro
Typesetter
Wargame Construction Set
Mercenary
Print Power
AwardWare
Frogger (cart.)

Public Domain software
Hundreds of disks, including some professional stuff without hardcopy documentation.

695. Re: NO SUBJECT

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: Nicholas Stallard <Snowy@studbox.uni-stuttgart.de>
Message-ID: <1101.485T2662T10082970@studbox.uni-stuttgart.de>
Source record: 61807
Cross-posted to: comp.sys.amiga,comp.sys.amiga.misc,comp.sys.atari.8bit,comp.sys.atari.st,rec.collecting

dave said about Re: NO SUBJECT

> Gary Harris <gharris@***NOSPAM***wr.com.au> writes:

>>XDelusion wrote:
>>
>>> 2nd: what is a good Shell alternative and how do I install them (I.E.
>>> CSHELL), and are there GUI's for any of them? :)
>>
>> Go no further than KingCON. The best and only replacement. Free on
>>Aminet. Filename completion, command buffer, scrollback buffer etc.
>>Superb!
>>
>> Cheers.

> Pity it's not a shell (kingcon itself is confused as to what it reall is)

I regard KingCon as CON: replacement, although Kingcon does not implement
all the functionality CON: has (ksh likes crashing if run under KCON: i.e)

> Some people use WShell and there's ZShell out there somewhere. I think

WShell is impossible to get (and really fun to configure as I have heard)
and ZShell I have never heard of..

> they both support nameless pipes and all that fancy shit.

You do not need KingCon: to have nameles pipes.

Cya, Nicholas

--
__
__/// Snowy@studbox.uni-stuttgart.de <*> Irc: Yagger (#amigacafe/undernet)
\XX/ http://home.pages.de/~Snowy/ <*> Too Lazy to Fail..

696. Re: Sound in Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: rich@cstone.net
Message-ID: <6nb5g3$9s4$1@nnrp1.dejanews.com>
Source record: 61808

In article <01bda431$0d5578e0$d0c2accf@asharkis.erols.com>,
"Alan Sharkis" <asharkis@erols.com> wrote:

> I'm having a problem with sound roughness in Atari800win. It's similar to,
> but not as bad, as the roughness I experienced with some versions of
> XFormer, including XFormer '98. I'm using a Creative AWE-32 sound card

The most likely cause is that your machine overall isn't keeping up with the emulation. Try to find your fastest graphics mode (Use Info/Graphics Speed to test them). If the sound doesn't break up or breaks up less in this mode, it's an overall speed problem, not specific to the sound card as such.

> (non plug-and-play) and Darek Mihocka attributed some of the problems to
> the latency of this card. However, Atari800 for DOS and XL-It! don't give
> me those problems.

Atari800(DOS) and XL-It run under DOS. They have DMA interrupts, something that is not available in Windows. To spare a long discussion, I'll just say it's a lot more difficult to feed a streaming sound buffer in Windows than it is in DOS. But then again, running XL-It in a DOS session brings everything else in Windows to a crawl (and running it in DOS doesn't give you anything else period, of course). Tradeoffs everywhere.

> Since both Atari800win and XFormer 98 run in small windows, with constant
> flashing of the mouse cursor, I'm wondering if the problem is not in the
> sound card at all.

Atari800Win is not limited to running in a Window, it can go full screen and still be a well behaved Windows app. In any case I doubt the mouse pointer is much of an issue, as on most graphics cards it's a very low overhead thing to update the mouse.

-Rich

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

697. For Sale Atari 8-Bit stuff.400,800,800XL,1200XL,etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <35990E74.3B25@ccnet.com>
Source record: 61809

Check my web page below for complete systems,game carts and parts.Just
got a like new 1200XL in the Box.
--
4Jays Classic Video Games and Old Computers

Buy,Sell,Trade:Atari,Colecovision,Intellivision,Odyssey,
Fairchild,Sega Master Systems,Pongs,Handhelds,Commodore.

http://www.ncal.verio.com/~4jays/
http://www.ncal.verio.com/~4jays/welcome.html

698. Re: highest dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: mhop@snip.net
Message-ID: <35990f7f.52275394@news.snip.net>
Source record: 61810

On Mon, 29 Jun 1998 07:48:49 -0400, Robert S Ely <rely@ix.netcom.com>
wrote:

>Mark Newton-John wrote:
>>
>> DOS 3.
>>
>> (putting on flame proof suit...)
>
>All,
> Actually, that's not right. DOS XE was the last Atari DOS. It came with
>the last batch of XF551 drives. AtariDOS 2.5 was the last compatible DOS
>(most common) version used. DOS 3.0 was pretty useless. DOS XE was
>better and somewhat compatible (had converters built in), but not great.
>I use SpartaDOS X and 3.2d most of the time, but also have MyDOS and
>Atari DOS 2.x and some others as well.
>
> If you want the most features and most compatibility with most other
>usere, use MyDOS 4.51 (is that the latest version?). It is 100% AtariDOS
>2.x compatible AND handles hard drives and subdirectories. SpartaDOS
>does too, but in some cases it isn't completely compatible, especially
>with AtariDOS 2.5 130K (enhanced density) floppies.

Hi Bob. :)

I liked DOS 3. My brothers and I used it a lot. I know it isn't
compatible with the 2.x, but it seemed more powerfull. Even so, 2 or
2.5 seem to be used most often. Of course, SpartaDos's command line
kicked butt, and it's compatibility with the US Doubler and dos 2.0
and multiple drives makes it a great dos for home use.

699. FS: 8-Bit / 2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <3598F23C.F4B62C4E@mail.bcpl.lib.md.us>
Source record: 61811

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 410 Program Recorder (HongKong) $10
(2) Atari 1030 300 Baud Direct Connect modems {each}$10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 w/ power supply $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

Prices do not include shipping
Reply to: jholford@bcpl.net
Feel free to ask any questions
```

700. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: szhays@dogbert.ucdavis.edu
Message-ID: <6nbm6o$jv9$1@mark.ucdavis.edu>
Source record: 61812
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari

```
Curt Vendel (curt.vendel.2@csfb.com) wrote:
: C|NET Central did an article about 30 years of Windows and make several
: references to Atari, the 8-bit OS and the ST's using GEM. Here's the
: link:
:
: http://www.cnet.com/Content/Features/Special/30Years/index.html?dd.sd

This is a hilarious article. I haven't even gotten to the Atari bits yet
and I am already ROTFL-ing.

--
.....................................................................
: Eric Hays, The Internship & Career Center - http://icc.ucdavis.edu :
: 530-752-2819 - Office hours 8 am to noon & 1 pm to 4 pm Mon -> Fri :
+-------------------------------------------------------------------+
```

701. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <1998063022425300.SAA10717@ladder03.news.aol.com>
Source record: 61813

ATTENTION:

IF YOU HAVE MONEY TO BURN THEN BURN IT, IF YOU HAVE MONEY TO FLUSH DOWN THE TOILET THEN DO IT!!!

ITS THE SAME AS SENDING MONEY TO TERRY ORTMAN OF STARFLEET SOFTWARE!!!!

YOU'LL SEND MONEY AND NEVER RECEIVE A SINGLE THING EXCEPT GRIEF!!!!!!!

702. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-06-30 00:00:00 UTC
From: Andrew S Chadick <sirandrew@sprintmail.com>
Message-ID: <3599CC3F.10C3DFB1@sprintmail.com>
Source record: 61814
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Depressing

703. 3.5" floppies, hard drives, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: mikhol74@aol.com
Message-ID: <1998070122060200.SAA25041@ladder03.news.aol.com>
Source record: 61635

I was wondering if it was possible to hook up 3.5" floppy drives to an Atari 800XL? Also, can a hard drive be hooked up? Once upon a time, on the internet, I saw an artice on upgrading an 800XL to either 256K or 512K, is this still possible, and if so, is it hard to do? Thank you very much for any replies.

Michael Wallace >> Hyborian Mindset Barbarian Productions <<

The problem with the world is that everyone is a few drinks behind.
--Humphrey Bogart

704. Atari800 Win keybpad problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: G T Clark <clarkg@cadvision.com>
Message-ID: <359aad48.0@news.cadvision.com>
Source record: 61636

Hi reader,

Has anbybody found a way to use the keypad as a joystick in Atari800Win
2.0/2.1? In the release notes the author mentions that it is a Windows
problem, but it just won't respond on my machine even with caps lock off.
For some reason it recognises 0/Insert to be the fire button though.

Thanks much for any help,

Alan Clark

http:\\www.cadvision.com\grahamclark
clarkg@cadvision.com

705. Re: Where can I stop this kind of junk ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: Jason Duerstock <jduersto@email.msn.com>
Message-ID: <uSAyEpTp9GA.221@upnetnews05>
Source record: 61637

Chances are that this is someone trying to set up Andy for some police harassment. If you can pull the full header from the mail, you can figure out where the original forge piece came from with a little work...If you forward the mail back to your ISP, chances are someone there should have enough of a clue to help you too.

Jason

Vidar "Hawk" Olavesen wrote in message <01bda520$569fed60$b7374382@vidar>...
>Hi, there. I got a message from : YOURS2BE@aol.com sounding like this :
>

-snip-
>
>I would like to report it and if anybody knows who to contact, please let
>me know.
>
>Thanks and take care

706. Re: highest dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <EvFv58.8KI@iglou.com>
Source record: 61638

On 1998-07-01 mikhol74@aol.com(Mikhol74) said:
>I realize that I am new to this newsgroup, but you can add a hard
>drive to an 800XL? Thanks.
Yes, you need to get an interface like the MIO or Black Box. The FAQ
explains about it, see:
http://www.faqs.org/faqs/atari-8-bit/faq/section-38.html
or the whole FAQ at
http://www.faqs.org/faqs/atari-8-bit
Bob Klaas often posts to this newsgroup, and he might still have some hard
drive systems for sale.

And on the 8th day God said, "Murphy, you're in charge."

Net-Tamer V 1.08X - Test Drive

707. Re: Q: Scott Wozniak wants to know if...

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <359AD5C7.752E@pacbell.net>
Source record: 61639

Mathy Van Nisselroy wrote:

> Maximum throughput of the BLACKBOX is 19k2 (until somebody speeds up the 6551.
> Which should be quite simple. The 6551 will go up to 115k2, with the right
> cristal. But the Atari will probable not be able to keep up with that.).
>
> The Atari can go much faster. The XF will do 38k, the 1050 with Happy 52k (I
> guess) and in Germany they have 1050 upgrades that will do 72k and even go over
> 90k!!! Maybe some of the German guys on here can say something about these
> upgrades.
>
> CU Mathy Van Nisselroy

Of course the Atari can keep up with 115K.... that is about 90usec per
character. Slow, by any standard. The problem is the interrupts - you
can't go away for 2-3ms and expect the stay connected!
I think I can fix that.... :)

Bob

708. Re: Monitor trouble/question

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <359AD6B4.6FD6@pacbell.net>
Source record: 61640

Robert Huggins wrote:
>
> I've just picked up a Commodore 1802 with some strange behavior. It's
> displaying three vertical bands - 1 red, 1 blue, and 1 green. It does
> display the text from the XE. All I get on the audio channel is a
> hum. The question is - is this thing fried in some expensive way or
> is this a small adjustment that I'm overlooking? Playing with the
> 1802's front controls has no effect on the colored display...
>
> Thanks,
>
> Rob
>
> ---
> I don't suffer from insanity -- I enjoy every
> minute of it!!!
---
you got the plugs mixed up there, fella.... maybe the audio in the
chroma and the chroma in the audio? or something?

Bob

709. Atari Printer Protocol

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <359aef48.0@news3.uswest.net>
Source record: 61641

Sorry, I started to ask this question before but never finished. So how long is the data frame the computer sends out to the printer? The o/s manual says it is a fixed length. I think that's about it.

Thanks,

Patrick Robbins
Probb26666@usa.net

710. Re: Atari 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <ZRRNJXR.tandrews16@delphi.com>
Source record: 61642

Steven Posey <stevenposey@usa.net> writes:

>BTW: I got a 1025 dot-matrix printer recently, and I understand it uses common
>typewriter ribbons (I didn't get any with it). Is that true, and where can I
>get them? Thanks.

I found a box today with some of my old 1025/Gemini 10X ribbons in it. One of
these days I'll figure out why I didn't throw them away...

Anyway, the ribbon numbers are Pelikan Z470 or Nukote BM176. Hope that helps.

TJ

711. WANTED: Jaguar Flash ROM Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: KevinManne@wycol.com
Message-ID: <6nc5h8$r3s$1@nnrp1.dejanews.com>
Source record: 61815

Hi:

I'm looking for an Atari Jaguar Flash ROM cartridge. If you have one
available, please e-mail me at KevinManne@wycol.com with your price.

Thanks,
-Kevin

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

712. 3 Atari 8-bit computer carts...$12 shipped

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998070100293700.UAA24659@ladder03.news.aol.com>
Source record: 61816

I have 3 carts for the Atari 8-bit computers that I'm selling for $12 shipped via Priority Mail. They are:

MegaMania by Activision
Frogger by Parker Bros
Star Raiders by Atari

All carts are in very good shape with the labels completely intact. (No rips, peeling or stickers.) I have excellent references on eBay for those that need them. Thanks for looking.

713. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bda487$c29496e0$2ac3accf@asharkis.erols.com>
Source record: 61817
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Curt Vendel <curt.vendel.2@csfb.com> wrote in article
<3597B64D.7EB161CC@csfb.com>...
> C|NET Central did an article about 30 years of Windows and make several
> references to Atari, the 8-bit OS and the ST's using GEM. Here's the
> link:

I guess we all agree: Atari could have been a contender, but it suffered through several managements that just didn't manage. It's no sadder today than when you and I first discussed it; in fact, I think the situation is even brighter today than six months ago because of what I see in this ng, on the mailing lists, in FidoNet, and from users in general.

714. Re: highest dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: mikhol74@aol.com
Message-ID: <19980701005211100.UAA27852@ladder03.news.aol.com>
Source record: 61818

>> If you want the most features and most compatibility with most other
>>usere, use MyDOS 4.51 (is that the latest version?). It is 100% AtariDOS
>>2.x compatible AND handles hard drives and subdirectories. SpartaDOS
>>does too, but in some cases it isn't completely compatible, especially
>>with AtariDOS 2.5 130K (enhanced density) floppies.
>
>

I realize that I am new to this newsgroup, but you can add a hard drive to an
800XL? Thanks.

Michael Wallace >> Hyborian Mindset Barbarian Productions <<

The problem with the world is that everyone is a few drinks behind.
--Humphrey Bogart

715. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998070101522300.VAA08499@ladder01.news.aol.com>
Source record: 61819

Did anybody notice how they refer to Atari as the "makers of Pac-Man" in that article?

716. Best Terminal Program for an 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19980701021214400.WAA11382@ladder01.news.aol.com>
Source record: 61820

I need a good terminal program for an Atari 800xl that supports VT-100 (maybe ANSI too?). I have an Atari 1050 disk drive so if someone could send me a disk with a good terminal program(s) on it, I'd be happy to pay for shipping plus a few $$ for your time. If you have a terminal program that fits the above description, let me know!

Thanks,

Sam Hartmann

717. Re: Best Terminal Program for an 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19980701021419 00.WAA10116@ladder03.news.aol.com>
Source record: 61821

OOPS, I need a terminal program that will support the MPP 1000C joystick-port modem. Sorry about that :)

-Sam

718. Re: highest dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998070104123700.AAA27509@ladder03.news.aol.com>
Source record: 61822

> but in some cases it isn't completely compatible, especially
>>with AtariDOS 2.5 130K (enhanced density) floppies.

Yes, this is a problem, and it seems like a lot
of disks are turning up in 130K. Anybody know of a good converion program to
read
Dos 2.5 E/D disks and transfer them to
regular D/D? Will Sparta 3.x or SDX?
Larry

719. Monitor trouble/question

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: hug@planetmail.net
Message-ID: <359bb51d.874235@news-server>
Source record: 61823

I've just picked up a Commodore 1802 with some strange behavior. It's displaying three vertical bands - 1 red, 1 blue, and 1 green. It does display the text from the XE. All I get on the audio channel is a hum. The question is - is this thing fried in some expensive way or is this a small adjustment that I'm overlooking? Playing with the 1802's front controls has no effect on the colored display...

Thanks,

Rob

I don't suffer from insanity -- I enjoy every
minute of it!!!

720. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda4b7$cc1c0240$365e0fcb@default>
Source record: 61824
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

```
Alan Sharkis <asharkis@erols.com> wrote in article
<01bda487$c29496e0$2ac3accf@asharkis.erols.com>...
>
>
> Curt Vendel <curt.vendel.2@csfb.com> wrote in article
> <3597B64D.7EB161CC@csfb.com>...
> > C|NET Central did an article about 30 years of Windows and make several
> > references to Atari, the 8-bit OS and the ST's using GEM. Here's the
> > link:
>
> I guess we all agree: Atari could have been a contender, but it
suffered
> through several managements that just didn't manage. It's no sadder
today
> than when you and I first discussed it; in fact, I think the situation is
> even brighter today than six months ago because of what I see in this ng,
> on the mailing lists, in FidoNet, and from users in general.
>
That article has no credibility.
Whilst it's fair to include the Atari they totally ignored the Amiga
achievements. The first multitasking GUI on a home computer surely deserves
a mention, doesn't it?
```

721. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <359A1AD3.59A3AAED@ix.netcom.com>
Source record: 61825
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

```
Clockmeister wrote:
>
> Alan Sharkis <asharkis@erols.com> wrote in article
> <01bda487$c29496e0$2ac3accf@asharkis.erols.com>...
> >
> >
> > Curt Vendel <curt.vendel.2@csfb.com> wrote in article
> > <3597B64D.7EB161CC@csfb.com>...
> > > C|NET Central did an article about 30 years of Windows and make several
> > > references to Atari, the 8-bit OS and the ST's using GEM. Here's the
> > > link:
> >
> > I guess we all agree: Atari could have been a contender, but it
> suffered
> > through several managements that just didn't manage. It's no sadder
> today
> > than when you and I first discussed it; in fact, I think the situation is
> > even brighter today than six months ago because of what I see in this ng,
> > on the mailing lists, in FidoNet, and from users in general.
> >
> That article has no credibility.
> Whilst it's fair to include the Atari they totally ignored the Amiga
> achievements. The first multitasking GUI on a home computer surely deserves
> a mention, doesn't it?

All,
Speaking of the Amiga, Gateway has announced that they are working on a
new Amiga computer. OS 4 will be a tempory OS for software companies to
build apps then when the new machine hits the streets next year, it will
have OS5. They said that this machine will be better than any consumer
PC available.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

722. Re: Best Terminal Program for an 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <359A1BBC.EA99916E@ix.netcom.com>
Source record: 61826

PBjurman wrote:
>
> I need a good terminal program for an Atari 800xl that supports VT-100 (maybe
> ANSI too?). I have an Atari 1050 disk drive so if someone could send me a disk
> with a good terminal program(s) on it, I'd be happy to pay for shipping plus a
> few $$ for your time. If you have a terminal program that fits the above
> description, let me know!
>
> Thanks,
>
> Sam Hartmann

Sam,
Try either Ice-T or FlickerTerm. These should be available at
ftp://atari.archive.umich.edu/atari/8bit/ The Atari Archive at UMich.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

723. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EvEyyq.HJ1@cix.compulink.co.uk>
Source record: 61827

In article <01bda4b7$cc1c0240$365e0fcb@default>, gerryvdb@tnet.com.au
(Clockmeister) wrote:
> Whilst it's fair to include the Atari they totally ignored the Amiga
> achievements. The first multitasking GUI on a home computer surely deser
> ves a mention, doesn't it?
The Amiga most certainly wasn't the first multitasking GUI by several
years. However, to be fair, that does depend on your definition of
multitasking and GUI. Earlier systems were task-switchers rather than
multitasking, albeit clever ones and other true multitaskers (286 based)
were written that were GUI but character based rather than pixel based.

When was X-Windows first put together? What about the Xerox Star, did that
multitask or was it 'just' a GUI system, I thought it multitasked(?) and
that was late 70's.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

724. Re: highest dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.980701032703.19147A-100000@vtn1>
Source record: 61828

Either Sparta 3.x or 4.x can read DOS 2.5 130k disks and write them out to
a true double density disk in either Sparta or DOS 2.0 format.

MYDOS 4.x can also handle the task.

Neither Sparta nor MYDOS will write to the sectors past 720 on a DOS 2.5
130k disk but they will happily read them.

John

On 1 Jul 1998, LWhite6497 wrote:

> > but in some cases it isn't completely compatible, especially
> >>with AtariDOS 2.5 130K (enhanced density) floppies.
>
> Yes, this is a problem, and it seems like a lot
> of disks are turning up in 130K. Anybody know of a good converion program to
> read
> Dos 2.5 E/D disks and transfer them to
> regular D/D? Will Sparta 3.x or SDX?
> Larry
>
>

725. Re: Best Terminal Program for an 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bda4f6$54811e20$84c2accf@asharkis.erols.com>
Source record: 61829

If he has an unmodified 800XL he needs to know that the version of Ice-T he wants is 1.0, not 2.72. Otherwise, your advice, as always, was on the mark.

Robert S Ely <rely@ix.netcom.com> wrote in article <359A1BBC.EA99916E@ix.netcom.com>...
> PBjurman wrote:
> >
> > I need a good terminal program for an Atari 800xl that supports VT-100 (maybe
> > ANSI too?). I have an Atari 1050 disk drive so if someone could send me a disk
> > with a good terminal program(s) on it, I'd be happy to pay for shipping plus a
> > few $$ for your time. If you have a terminal program that fits the above
> > description, let me know!
> >
> > Thanks,
> >
> > Sam Hartmann
>
> Sam,
> Try either Ice-T or FlickerTerm. These should be available at
> ftp://atari.archive.umich.edu/atari/8bit/ The Atari Archive at UMich.
>
> --
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
>

726. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bda4f6$9fb521c0$84c2accf@asharkis.erols.com>
Source record: 61830

Swozniak <swozniak@aol.com> wrote in article
<1998070101522300.VAA08499@ladder01.news.aol.com>...
> Did anybody notice how they refer to Atari as the "makers of Pac-Man" in
that
> article?
>

I certainly did. But I realize that the article had to include lots of
people who were not Atari fans and needed to be reminded of what was most
popularly associated with Atari -- whether we like it or not.

727. Atari 8 Bit fair in Herten (ger) 98

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <6ndkdr$3st$1@villon.Fh-Worms.de>
Source record: 61831

Hi to all,

the greatest Atari 8 Bit fair is on it way.

The JHV of the ABBUC (greatest German Atari 8 Bit User Club) will be held in Herten near Dortmund (Germany). The fair will start at 10 o clock and end when the last user is gone (16 AM). The fair shows the last inventions that are made in Germany for the Atari 8 Bit systems (software & hardware). There are vendors and devellopers like Stefan Dorndorf. Stefan has develloped the old Prower Drive XF 351 Os and will release the new Hyper Os for the XF. This updated OS will solve many XF problems for the Xf versions with 5.25" or 3.5" drives. The ABBUC PD Libary will be there, the Floppy Doc, the manual and documentation service, and the head of the ABBUC
will be on the fair. Like every year will there be a great range of software and hardware. The following systems will be supported:

5% VCS, 5% XL, 40% XE and other dead systems like Lynx and Jag (5%).

The software will be wide spread from education to programming and fun. The hardware from 800XL to 130XE or 1050
to XF ... and some things that are hard to find out of Germany.

For more informations visit the following Homepage or E-Mail them.

Homepage from Thomas Grassel:
http://home.t-online.de/home/tgrasel/
E-Mail: tgrasel@controlware.de

Homepage of the ABBUC
http://home.t-online.de/home/wburger/
E-Mail: wburger@cityweb.de

--
Mit freundlichen Gruessen
BYE

King Kong "Torsten Schall"
E-Mail: schallt@fh-worms.de

728. Software to give away!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: Denis Williamson <denis.williamson@cableinet.co.uk>
Message-ID: <359A5AD6.18482F57@cableinet.co.uk>
Source record: 61832

I live in England, U.K. and have a lot of disk and cartridge based 8-bit
software that I no longer have any use for as my hardware has rusted
away.

I would like to give it to a user rather than a speculator and, because
I would really like as little hassle as possible, that would probably
mean giving it to someone who lives in England and/or someone who could
come and collect it (address available to anyone interested).

As I have no hardware, I can no longer guarantee that anything will
still work, but as it will be free perhaps that's not a big risk?

A list of the major items follows, although there are many extra disks
of "Page 6" and "Atari User" origin.

If anyone is interested, or has questions, please send me a mail.

Denis Williamson
denis.williamson@cableinet.co.uk

ATARI 8-bit : Software

Atari DISK-based Software (5ï¿½ floppies)

Infocom Adventures (all except Starcross still in original boxes with
all the bits)
ï¿½ Suspect
ï¿½ Cutthroats
ï¿½ Infidel
ï¿½ Leather Godesses of Phoebus
ï¿½ Moonmist
ï¿½ Suspended
ï¿½ Seastalker
ï¿½ Planetfall
ï¿½ Deadline
ï¿½ Wishbringer
ï¿½ Starcross

Others
ï¿½ Flight Simulator II (SubLogic)
ï¿½ Silent Service
ï¿½ F-15 Strike Eagle
ï¿½ Spitfire Ace
ï¿½ Solo
ï¿½ Mercenary (I) & Second City
ï¿½ Kennedy Approach
ï¿½ LeaderBoard (Golf)

ï¿½ Alternate Reality (1: The City + 2: The Dungeon)
ï¿½ Hacker
ï¿½ Encounter
ï¿½ Eastern Front (APX)
ï¿½ Archon II (Adept)

ï¿½ Movie Manager (Electronic Arts)
ï¿½ Adventure Writer
ï¿½ File Manager+ (Synapse)
ï¿½ Bill Budgeï¿½s Pintable Construction Set

Cartridges
ï¿½ Action (OSS) + Manual
ï¿½ MAC/65 (OSS) + Manual
ï¿½ Pilot computing language
ï¿½ Basic ï¿½ ï¿½
ï¿½ AtariWriter
ï¿½ AtariArtist (no pad, sorry)

ï¿½ Computer Chess
ï¿½ Tennis
ï¿½ Pole Position
ï¿½ Mountain King

Books
ï¿½ Your Atari Computer (Poole + McNiff & Cook)
ï¿½ Mapping the Atari (Chadwick)
ï¿½ The Atari Assembler (Inman & Inman)
ï¿½ Assembly Lang. Programming for the Atari Computers (Chasin)
ï¿½ Atari 130XL Machine Lang. for the Absolute Beginner (Bergin)
ï¿½ Computeï¿½s 1st book of Atari Graphics
ï¿½ SpeedScript (Word Processor code)
----

729. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda512$98207420$385e0fcb@default>
Source record: 61833
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

<SNIP>

> > > > C|NET Central did an article about 30 years of Windows and make
several
> > > > references to Atari, the 8-bit OS and the ST's using GEM. Here's
the
> > > > link:
> > > >
> > > > I guess we all agree: Atari could have been a contender, but it
> > suffered
> > > > through several managements that just didn't manage. It's no sadder
> > today
> > > > than when you and I first discussed it; in fact, I think the
situation is
> > > > even brighter today than six months ago because of what I see in this
ng,
> > > > on the mailing lists, in FidoNet, and from users in general.
> > > >
> > That article has no credibility.
> > Whilst it's fair to include the Atari they totally ignored the Amiga
> > achievements. The first multitasking GUI on a home computer surely
deserves
> > a mention, doesn't it?
>
> All,
> Speaking of the Amiga, Gateway has announced that they are working on a
> new Amiga computer. OS 4 will be a tempory OS for software companies to
> build apps then when the new machine hits the streets next year, it will
> have OS5. They said that this machine will be better than any consumer
> PC available.
>
Gateway actually haven't announced anything (AFAIK) but Amiga International
have released those details. They do have full support from Gateway
however, including substantional financial support.
PPC has been dropped in favour of an as yet unavailable CPU/Processor which
supposedly will feature a programmable instruction set.
The new system due in 1999 will be 5-10 times faster then current PII
400Mhz/100Mhz bus systems.
OS 5.0 will be the OS running on this system, with the developer OS 4.0 and
machine (Amiga/PC hybrid) released later this year to allow developers time
to develop applications for the new system and to have them ready when the
new machine is officially released.

Current PPC upgrades will continue to be sold and supported with the manufacturers of these boards (finally) working together to support the Amiga community until the new machine is available.
The OS 3.5 upgrade has been cancelled by AI.

With Gateways backing the Amiga could once again be a viable platform. Besides, we must be due for another platform to kick the shit out of the current Mac and PC systems. How stale can it get ?.

Regards,

Clockmeister.

730. FS: Atari ST Software from ZZyzx

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-01 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <359e85b8.6427579@news.earthlink.net>
Source record: 61834

ATARI ST Software. Complete Software Packages. Assume there is a box unless it says otherwise:
==========

BALANCE OF POWER THE 1990 EDITION by Chris Crawford from Mindscape. 3.5" floppy requires Dual-sided drive. Manual, warranty card, reference card. Box has two small puncture wounds on rear side, otherwise perfect.
VG+/NM
$10.00

BARD'S TALE; TALES OF THE UNKNOWN. Electronic Arts. 1985. Role playing. Two 3.5" floppys, manual, loading instructions, folder.
Good/VG++
$8.00

BATTLEHAWKS 1942 from LucasFilm. Two 3.5" floppys, manual (which is a spiral bound book).. Box is shrinkwrapped except top where opende. 1" tear in flap).
VG++/VG++
$20.00

CAPTAIN FIZZ MEETS THE BLASTER-TRONS. from Psygnosis. 1988. 3.5" floppy, manual. Platform game. Box crushed a bit only on underside.
VG+/NM
$10.00

CHAMPIONSHIP WRESTLING from Epyx. 3.5" floppy, manual, box. Box has been crushed
VG+/VG+
$7.50

ELITE from Rainbird. 3.5" floppy for color machines only. Manual, loading card, warranty card.
VG++/NM
$10.00

FALCON THE F-16 FIGHTER SIM from Spectrum Holobyte. 1987. Two 3.5" floppys, manual, map, warranty cards, lots of inserts. Box is shrinkwrapped except at top, where opened.
VG++/NM
$20.00

HOYLE BOOK OF GAMES VOLUME 2 SOLITARE from Sierra. 3.5" floppy, manual, warranty card.
VG++/NM
$10.00

KING OF CHICAGO from Cinemaware. Two 3.5" floppys, manual, loading card.
VG+/vg++
$20.00

LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS from Sierra. Two 3.5" floppys, manual, reference card, aratist reference card, read-me-first sheet.
VG++/VG++
$15.00

MARBLE MADNESS from EA. 2 floppys, no manual, in a folder/box.
VG++
$5.00

PALADIN from Omnitrend. includes the Quest disk. 3.5" floppys, manual.
VG++/NM
$12.00

POPULOUS by Bullfrog from Electronic Arts. There are 2 differend 3.5" floppys in this package. One has a yellow label #e09731XL and the other is black #352702. The spring for the sliding door is missing on the Yellow label so the black on may haver been a replacement. Manual, warranty card, loading instructions.
NM/NM
$15.00

PRINTMASTER PLUS from Unison World. Floppy, manual, etc. Also included is ART GALLERY I and ART GALLERY II disks and a poster for those disks. Also included is FONTS AND BORDERS floppy plus it's manual.
VG+/VG++
$12.00

ROCKET RANGER. For the Atari ST. Cimemaware. Interactive Movie. Complete with all props, and three 3.5" floppys.
VG++/NM.
$25.00

S.D.I. from Cinemaware.6 Two 3.5" floppys, manual.
VG+/VG++
$20.00

SHADOW OF THE BEAST from Psygnosis. Two 3.5" floppys, manual.
VG++/NM
$10.00

SPACE CUTTER from Rainbird. 3.5" floppy, manual, warranty card. This looks new but there is a 1" scrape on top flap of box.
VG++/NM
$10.00

STAC THE ATARI ST ADVENTURE CREATOR. from Terrific Software. 1988. Two 3.5" floppys, manual.
NM/NM

$10.00

STARQUAKE from Terrific Software. 3.5" floppy, manual, warranty card, aftermarket paper map. Box is still shrinkwrapped except top where opened.
VG++/VG++
$10.00

TALESPIN. AN ADVENTURE GAME CREATION PROGRAM from Microdeal. 1989. Two 3.5" floppys, manual, warranty card, lots of inserts. Box has one 3" wrincle.
VG++/NM
$10.00

TETRIS from Spectrum Holobyte. 1987. Two 3.5" floppys, manual, warranty card.
VG+/NM
$10.00

THEIR FINEST HOUR from LucasFilm Games. Two 3.5" floppys, manual (a spiral bound book), code wheel, warranty card, inserts, reference card.
VG++/NM
$15

TOWER TOPPLER from Epyx. 3.5" floppy for color machines only. Platform game. Manual, loading card, catalog, lots of inserts. Box is shrinkwrapped except at top.
VG++/NM
$7.50

TRAILBLAZER from Mindscape. Floppy, manual, in a folder/box.
VG++/VG++
$7.50

TV SPORTS FOOTBALL from Cimemaware. 3.5" floppy, manual, player guide, warranty card, catalog, lots of inserts.
VG+/NM
$15.00

WAR IN MIDDLE EARTH from Melbourne House. three 3.5" floppys, manual. Missing the paper map.
VG++/G++
$15.00

WORLD KARATE CHAMPIONSHIP from Epyx. Two 3.5" floppys, manual, box. Box has been crushed. Manual has rusty staples.
VG+/VG+
$7.50

ZAK McKRACKEN AND THE ALIEN MINDBENDERS. from Lucas Arts. 1988. Graphic adventure. Three 3.5" floppys, manual, security card, National Inquisitor newspaper, box.

VG++/VG++.
$15.00

ZAK McKRACKEN AND THE ALIEN MINDBENDERS. Hint Book. Lucas Arts. still
usable but missing the red plastic strip fro viewing the book.
VG++
$5.00

ZANY GOLF from Electronic Arts. Two 3.5" floppys, box. No manual.
VG+/NM
$5.00

Floppy disk only
==========

TV TITLES 2.0 from J.P. Deziel Serial # 120.
VG++
$5.00

Here is the way I grade software. There are seperate grades for the
box first, and what's in the box second. For example, VG++/NM would
mean the box is VG++ and the contents of the box is near mint.

Shrinkwrapped (ss)
Self-explanatory.

Near Mint (NM)
This is the highest grade for an unsealed item.
"Mint" is not used as a grade because, without a
microscope and 40
minutes of inspection, perfection cannot be verified
to
everyone's satisfaction. Near Mint ranges from
appearing unused, to an item that may have been used,
but is
without a notable cosmetic defect as evidence of that
use.

Basically, a NM/NM package should be a reasonable
simile to a fresh, unused
copy.

Very Good Plus Plus (VG++)
This grade refers to an attractive,
fresh-in-appearance item that, upon closer
inspection, has been disqualified from the NM
category due to (usually)
one flaw that could not be overlooked.

For boxes, this includes: a small split of the seam;
some clear tape on one corner.
Basically, and this includes the contents of the box
as well, a VG++ item is qualified by having a

noticeable, yet functionally insignificant defect that
verifies that the item has been used. A VG++ item
appears neither blatantly
second-hand, nor does it have the sparkle of
"brand-new".

Very Good Plus (VG+)
This is the broadest grade serving as a catch-all for
any decent, presentable,
average, usable (not marred or defective) item.
People ordering VG+ items
usually are prepared to accept an imperfect item
representing the artifact
that it is, and are going to enjoy it without being
excessively preoccupied
with cosmetic details. VG+ is a fine copy that is
indisputably "used", being
your basic "decent used package" for utilitarian
purposes.

Boxes and contents will have some combination of one
to a few of the following
defects:
partial seam split (with or without clear tape
repairs), minor dirt ring,
some minor warping due to moisture, a creased
corner, small squishing of the
box.
The box and contents must be free of major
defacements, and will certainly not have ALL of the
preceding minor ones on the same piece!

Very Good (VG)
This is the beginning of "rough" for collector's
purposes. A VG record is
usually one that a collector will buy to fill a
"hole" in his/her library until a better copy
comes along. We usually don't advertise items with either VG
covers or discs unless they are deemed scarce enough
to attract a collector
for this purpose.

Good Plus (G+)
Averaged between VG and G,

Good (G)
Items graded "good" are very used and only
presentable to the least
discriminating collector. This classification is
usually employed for
boxes when it's the contents that's worth collecting,
and vice-versa; or when

the component in question is so very rare that its
existence in any condition
is regarded as manna from heaven. It should not be
confused as referring to "Good" COLLECTIBLE

Fair (Fr) or Poor (P) or Missing Component (*)
For advertising purposes, if either box or contents
is either Fair or Poor, we
treat it as functionally missing , and we have graded
only the component
that is G or better, essentially selling that
component "as is", theoretically
without its decrepit companion. In these cases, the
grade should include an
asterisk in place of the Fair/Poor cover or jacket to
reflect its effective
absence.

Supplementary Notations
Condition augmentations: there are some common
exceptions to the overall
condition of an item that merit independent notation
from the
overall grade assigned, rather than being "averaged
in" as with standard
gradeable wear. These are usually after-production
aberrations courtesy of
the record company such as:

Writing on front cover, back cover, label, tape
on seams or spine,
water damage (especially if it's growing "hair"),
applied era "pop-culture"
stickers (such as "right-on" with fist) etc.
These minute details are usually only noted on
rare and expensive items.

"We're not flying...We're falling with style."
Buzz Lightyear

731. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <359ad9a2.1199376@news.iwaynet.net>
Source record: 61643
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

On 1 Jul 1998 16:59:45 GMT, "Clockmeister" <gerryvdb@tnet.com.au>
wrote:

>
>With Gateways backing the Amiga could once again be a viable platform.
>Besides, we must be due for another platform to kick the shit out of the
>current Mac and PC systems. How stale can it get ?.
>

Yes, but only if the the system is open and if people are eventually
able to build one themselves from modular components as well as use
industry standard cases, video cards, etc. etc. I don't care WHAT
cool things they put in it if it is going to be another eighties
style closed up box that can only be minimally upgraded with
manufacturer supplied parts.

Apple will yet die of this disease. We don't need another carrier of
it.

732. Re: Atari 8 Bit fair in Herten (ger) 98

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bda559$a53db900$39c3accf@asharkis.erols.com>
Source record: 61644

WHAT's THE DATE????

schallt@worms.fh-rpl.de wrote in article
<6ndkdr$3st$1@villon.Fh-Worms.de>...
> Hi to all,
>
>
> the greatest Atari 8 Bit fair is on it way.
>
>
> The JHV of the ABBUC (greatest German Atari 8 Bit User Club) will be
held in Herten near Dortmund (Germany).
> The fair will start at 10 o clock and end when the last user is gone (
16 AM). The fair shows the last
> inventions that are made in Germany for the Atari 8 Bit systems (
software & hardware). There are vendors and
> devellopers like Stefan Dorndorf. Stefan has develloped the old Prower
Drive XF 351 Os and will release the new
> Hyper Os for the XF. This updated OS will solve many XF problems for the
Xf versions with 5.25" or 3.5" drives.
> The ABBUC PD Libary will be there, the Floppy Doc, the manual and
documentation service, and the head of the ABBUC
> will be on the fair. Like every year will there be a great range of
software and hardware. The following systems
> will be supported:
>
> 5% VCS, 5% XL, 40% XE and other dead systems like Lynx and Jag (5%).
>
> The software will be wide spread from education to programming and fun.
The hardware from 800XL to 130XE or 1050
> to XF ... and some things that are hard to find out of Germany.
>
> For more informations visit the following Homepage or E-Mail them.
>
> Homepage from Thomas Grassel:
> http://home.t-online.de/home/tgrasel/
> E-Mail: tgrasel@controlware.de
>
>
> Homepage of the ABBUC
> http://home.t-online.de/home/wburger/
> E-Mail: wburger@cityweb.de
>

> --
> Mit freundlichen Gruessen
> BYE
>
>
>
> King Kong "Torsten Schall"
> E-Mail: schallt@fh-worms.de
>

733. Commodore monitor cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <2645-359B05E7-8@newsd-124.bryant.webtv.net>
Source record: 61645

Where can someone obtain a commodore monitor cable for the atari 8 bit? I read on the FAQ that the commodore monitors are one of the best for the atari, but I need the appropriate cable to get it working. This is slightly off topic, but I hooked it up to my VCR and I got an excellent picture. Do any SVGA monitors have RCA jacks?

734. FS: SIO2PC APE cables cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6nfl61$9ki$1@korweta.task.gda.pl>
Source record: 61646
Cross-posted to: comp.sys.atari.8bit,

New, better offer, check it out:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=19712254

or contact me directly, satisfaction guaranteed.

j131

PS. Specjalne rabaty dla kupujacych z Polski.

735. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <359B7322.D6C8F6CE@NO.SPAM.emw.ericsson.se>
Source record: 61647
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Robert S Ely wrote:

> Speaking of the Amiga, Gateway has announced that they are working on a
> new Amiga computer. OS 4 will be a tempory OS for software companies to
> build apps then when the new machine hits the streets next year, it will
> have OS5. They said that this machine will be better than any consumer
> PC available.

If you ask me this new computer doesn't realy sounds like a Amiga at all. It will only be compatible with old amiga apps through emulation. The OS will be completely new and based on a outside developed kernal like BeOS, or Mach. This you can already be done under Linux. It will not include a Motorola CPU, it's probably going to use intels comming Merced chip, or something else shitty. The "new" amiga which will be like a bridge to the new platform which will be released later this year will be based
on the Pentium, so it's clear that they will go for the x86/intel line like everyone else. Don't forget that Gateway has only made intel boxes and never even seen a PPC.

Basicly it's a completely new computer and OS with the Amiga name on it. It's like buying a PC whith the Commodore sign on it. It has got nothing at all to do with Commodore.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

736. New ST Informer out!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: stirrell@portland.com
Message-ID: <stirrell-0207980808540001@portland15.portland.com>
Source record: 61648
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.atari.8bit

The newest issue of ST Informer has made it online. Check it out.
It includes an interview with Bill Kendrick, reviews of three games, an
article on photo scanning and processing with an Atari by David Acklam and
much more.

-scott tirrell

--
* Scott Tirrell stirrell@portland.com *
* Web Editor, ST Informer Magazine *
* http://www.chatlink.com/~stinformer *
* "Have you played your Atari today?" *

737. atari800win

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <359b75c8.85822978@207.97.159.250>
Source record: 61649

It would be nice to be able to redefine the keyboard input on atari800 win so I could play ultima iii!!

738. Re: Atari Printer Protocol

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.980702050553.28790A-100000@vtn1>
Source record: 61650

```
40 bytes (same size as the printer buffer). The buffer is padded with
spaces if required to make up the 40 after an eol and file close.,

On Wed, 1 Jul 1998, Patrick Robbins wrote:

> Sorry, I started to ask this question before but never finished. So how
> long is the data frame the computer sends out to the printer? The o/s
> manual says it is a fixed length. I think that's about it.
>
> Thanks,
>
> Patrick Robbins
> Probb26666@usa.net
>
>
>
>
```

739. Re: Atari 1200XL jumpers!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: fripe@my-dejanews.com
Message-ID: <6ng4r3lqr1@nnrp1.dejanews.com>
Source record: 61651

Hi Bob, were you able to supply me with the jumper settings in the 1200XL?

/Freddie

In article <35871FA9.4289@pacbell.net>,
rwoolley@pacbell.net wrote:
>
> fripe@my-dejanews.com wrote:
> >
> > Hi,
> >
> > Does anybody know how to change the jumpers for the OS sockets inside the
> > Atari 1200XL?
> >
> > So it is possible to install EPROM with more space and some hombrewed
things..
> >
> > Regards!
> >
> > Freddie
> >
> > -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> > http://www.dejanews.com/ Now offering spam-free web-based newsreading
> ----
> R U kidding? You betcha! What did you have in mind? I'll lay out the
> jumpers for you.
>
> Bob
>

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

740. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <359BA45B.153D@mst.tn.utwente.nl>
Source record: 61652
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Clockmeister wrote:

> With Gateways backing the Amiga could once again be a viable platform.
> Besides, we must be due for another platform to kick the shit out of the
> current Mac and PC systems. How stale can it get ?.

What about the Digital Alpha work stations?

That are real computers! After an 8 bit spectrum and a 16/32 bit
Atari it is time to scale up again. Not to a lousy 32bit system. That
was interesting 10 years ago. Nope, time to get 64 bit hardware, that
is progress!

The Alpha processor is for serveral years the fastest processor
available. The newest stuff if quite expensive. But if you go for
the outdated stuff you get a good price. Outdated are:
300-400MHz 21164 processors, they come typically with 96kB
2nd level cache and 1Mb 3rd level cache.
(My system, 300 MHz Alpha 21164, 1MB cache, 64MB RAM, SCSI CD ROM,
1GB SCSI harddisk, Matrox Millenium graphics card and ethernet
network was about NLG 2500 or about 1250 US$, half a year ago.)

Take as OS Linux and you have some real computing power on
your desk.

Bye, Hans

741. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda5d2$ce590e60$475e0fcb@default>
Source record: 61653
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Hans Wessels <mr_ni@mst.tn.utwente.nl> wrote in article
<359BA45B.153D@mst.tn.utwente.nl>...
> Clockmeister wrote:
>
> > With Gateways backing the Amiga could once again be a viable platform.
> > Besides, we must be due for another platform to kick the shit out of
the
> > current Mac and PC systems. How stale can it get ?.
>
> What about the Digital Alpha work stations?
>
> That are real computers! After an 8 bit spectrum and a 16/32 bit
> Atari it is time to scale up again. Not to a lousy 32bit system. That
> was interesting 10 years ago. Nope, time to get 64 bit hardware, that
> is progress!
>
> The Alpha processor is for serveral years the fastest processor
> available. The newest stuff if quite expensive. But if you go for
> the outdated stuff you get a good price. Outdated are:
> 300-400MHz 21164 processors, they come typically with 96kB
> 2nd level cache and 1Mb 3rd level cache.
> (My system, 300 MHz Alpha 21164, 1MB cache, 64MB RAM, SCSI CD ROM,
> 1GB SCSI harddisk, Matrox Millenium graphics card and ethernet
> network was about NLG 2500 or about 1250 US$, half a year ago.)
>
> Take as OS Linux and you have some real computing power on
> your desk.
>
> Bye, Hans
Is the latest Alpha 5-10 times faster then a PII 400Mhz/100Mhz bus ?.

742. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda5d3$6fb5a660$475e0fcb@default>
Source record: 61654
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

dmaxwell@iwaynet.net wrote in article
<359ad9a2.1199376@news.iwaynet.net>...
> On 1 Jul 1998 16:59:45 GMT, "Clockmeister" <gerryvdb@tnet.com.au>
> wrote:
>
>
> > >With Gateways backing the Amiga could once again be a viable platform.
> > >Besides, we must be due for another platform to kick the shit out of the
> > >current Mac and PC systems. How stale can it get ?.
> > >
>
> Yes, but only if the the system is open and if people are eventually
> able to build one themselves from modular components as well as use
> industry standard cases, video cards, etc. etc. I don't care WHAT
> cool things they put in it if it is going to be another eighties
> style closed up box that can only be minimally upgraded with
> manufacturer supplied parts.

Modular and PCI slots for the use of cheap PC accesories.

> Apple will yet die of this disease. We don't need another carrier of
> it.
>

743. Atari 2600 and 16 carts auction at ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: leghornfoghorn@hotmail.com
Message-ID: <6nggnl$b6i$1@nnrp1.dejanews.com>
Source record: 61655
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=18957187

Atari 2600 with 16 carts. Set includes console, 2 joysticks, 1 set of paddles, 1 video game pad, power supply and 16 game carts. Games include Pac-man Super Cobra, Star Raiders, Frogger, Combat (includes Tank, Tank-Pong, Invisible-Tank, Biplane, & Jet Fighter), Strawberry Shortcake, Swordquest, Basketball, Amidar, Asteroids, Missle Command, Star Wars- Jedi Arena, Spiderman, Human Cannonball, Kool-Aid Man, and Backgammon. Also includes all manuals except for Frogger and Amidar. Buyer pays shipping. Happy Bidding.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=18957187

Ends at 07/02/98 21:32:21 PDT

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

744. Re: Atari Printer Protocol

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: Martin Misovic <martin@hdo.sk>
Message-ID: <359BC8D6.CBCD38F8@hdo.sk>
Source record: 61656

The protocol is complicated. Computer sends 4 bytes + 1 byte checksum
to get status from printer. Then computer receives 4+1 bytes as status.
When computer wants to send data (to print), it sends 4+1 bytes as
command
and about 128 bytes as data. This is simple description.

I have implemented simple program in Borland Pascal simulating printer &
floppy drive and is connected to atari (800XE) with serial cable &
voltage
convertor.

martin

Patrick Robbins wrote:
>
> Sorry, I started to ask this question before but never finished. So how
> long is the data frame the computer sends out to the printer? The o/s
> manual says it is a fixed length. I think that's about it.
>
> Thanks,
>
> Patrick Robbins
> Probb26666@usa.net

745. The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: see_the_below@text.com
Message-ID: <359bdca9.1693667@news.clara.net>
Source record: 61657
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

```
The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show
-----------------------------------------------------------------

Yes, it's showtime once again! All owners of 8 Bit machines are
welcomed through the gates of this, the Fifth Northern SAM and
Spectrum Show.

This time, we're opening at a BRAND NEW LOCATION! Instead of at
Wetherby, which some people have had trouble in reaching, we have
organised this show for Bolton, in Greater Manchester. The new
location offers a much greater facility for parking, and offers easy
availability by rail and bus.

Whether you be an ordinary user, or any sort of support service
(magazine, software publisher, hardware creator, etc) then we'd love
to see you there. And this time, due to the new venue, we've even
managed to reduce stall costs for anyone wishing to book!

The show is held at Horwich, Bolton - within easy reach of local
buses, trains etc. If you're unsure of where to go, sending an SSAE
will give you directions.

At previous shows, we've had all the top names on the SAM & Spectrum
scene; Crashed, Impact, Quazar, Alchemist Research, Persona, Format,
Fred, Sintech, Blitz Magazine, Flexibase, SD Software, ZX Files and
more .... And they've all been invited for this time around too.

So don't miss out! Be there on the 12th September 1998.

For more details send an SSAE to:

NSSS, 32 Barleyfields Road, Wetherby, West Yorks LS22 6PW
or fax (01204) 453030
```

746. Re: VIDEO-61

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <359B77E1.31820E8E@sisna.com>
Source record: 61658

They do not have an internet account, you can reach them via mail
Video 61
22735 Congo St.
Stacy, Mn 55079
phone 612-462-2500
Attention Lance Ringquist, and yes he does accept credit cards.

bob

747. Re: File Transfer

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <359B793B.480FBADE@sisna.com>
Source record: 61659

I just finished converting about 400 disks from Atari Writer Plus. You need to pull up the file then do an Asci save in Atari Writer Control Q, same with the PC do Asci save. Then I put them on an Atari hard drive with a BBS system, downloaded them to the PC, and then converted them to a CD-Rom. So yes it is possible.

Also there is another way, If you have a Happy 1050, there is a file Happy put out that formats the 1050 in a format the PC can read but can not remember the file name or where I put the old disk. It let you work on Text files with the PC and or Atari.

bob

748. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6239-359C482A-140@newsd-123.bryant.webtv.net>
Source record: 61660

I read this article, but it didn't have much to do with Atari 8bit. They showed a nice picture of an 8bit, and alluded to the fact that at one time the system was competitive and a market leader.

vs

749. Atari vs CBM - Why not?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: Mika Lindblad <mig@tbf.bbbs!NOSPAM!.eu.org>
Message-ID: <a5e097.e2bcb1@tbf.dyn.ml.org>
Source record: 61661

Quoting the inspirational words of Cameron Kaiser.

>> Atari always showed that they had a very shitty marketing. Sad but
>> true. Anyway. it still interests me.. what processor is inside an
>> At800 ?? I remember that the CPC had a Z80/Z81 inside. Was a cool
>> machine too, but I only remember basic coding on it.
>6502, just like the C64 (actually, 65C02, isn't it folks?)
CK> I thought the Atari had a 6502C (not the same thing). The 64 has a
CK> 6510, a 6502 with a built-in primitive sort of MMU.

Here's some information about old computers and processors.
They're not really exact (no sub-models or such..) but I think
they'll do fine enough.

Name Company CPU MEM(def/max)
ZX81 Sinclair Z80A 1k(16k)
Jupiter Ace Jupiter Cantab Z80A 3k
ZX Spectrum Sinclair Z80A 16k(48k)
VIC 20 Commodore 6502 5k(29k)
TI-99/4A Texas Instruments 9900 16k(48k)
M5 Sord Z80A 20k(52k)
600XL Atari 6502 16k(64k)
Colour Genie EACA Z80 32k
Atmos Oric 6502 48k
PS 1500 Sharp *(1) 4k(8k)
Dragon Dragon Data 6809 32k(64k)
Lynx Camputers Z80 48k(128k)
TRS-80 Colour Computer Tandy 6809 16k(32k)
Electron Arcon 6502 32k
SV-318 Spectravideo Z80A 32k(144k)
C-64 Commodore 6510 64k
Elan 64 Elan Computers Z80A 64k(3,9MB)
800XL Atari 6502 64k
MZ700 Sharp Z80A 64k
MTX500 Memotech Z80A 32k(512k)
BBC Micro Model B Acorn 6502 32k
Sinclair QL Sinclair 68008 128k(640k)
TRS-80 Model 100 Tandy 8085-CMOS 8k(32k)
PC Junior IBM 8088 64k(128k)
Apple IIe Apple 6502 64k(128k)

*(1) = the book only says "CMOS-processor". I have no more information
about that one.

The above information was taken from the finnish edition of
'The Beginners Computer Handbook'.

It was published by Usborne Publishing Ltd. in 1983. =)

AFAIK, I some more of that information in a book which I right now can't remember. I could verify that information next time I visit the local library (which would be somewhere around the time when school begins again.. <g>)

---------- ..
|E-mail : mig@tbf.bbbs.eu.org Fidonet : 2:222/50|
`' ----------'

750. FS-Atari pinball games

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-02 00:00:00 UTC
From: NO_S*P*A*M_skulpa@usit.net
Message-ID: <359c0b1a.84425321@news.usit.net>
Source record: 61662

Rasterblaster by Bill Budge
Pinball Construction Set by Bill Budge - Drag and drop from 1982!
Night Mission" Pinball by SubLogic

Make me an offer
Steve

(Remove the NO_S*P*A*M_ before replying!

751. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <6nhdbr$ums@usenet.pa.dec.com>
Source record: 61663
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari

In article <359BA45B.153D@mst.tn.utwente.nl>, mr_ni@mst.tn.utwente.nl wrote:
>
>What about the Digital Alpha work stations?
>
>Take as OS Linux and you have some real computing power on
>your desk.
>

And you can render your own Titanic movies with them :-)

William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

752. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: Liam Busey <liam1@ix.netcom.com>
Message-ID: <359C7831.4E16@ix.netcom.com>
Source record: 61664
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

dmaxwell@iwaynet.net wrote:

> Yes, but only if the the system is open and if people are eventually
> able to build one themselves from modular components as well as use
> industry standard cases, video cards, etc. etc. I don't care WHAT
> cool things they put in it if it is going to be another eighties
> style closed up box that can only be minimally upgraded with
> manufacturer supplied parts.
>
> Apple will yet die of this disease. We don't need another carrier of
> it.

Apple has been around for over 20 years. That's a long time for a computer manufacturer. I don't think they'll be disappearing any time soon.

753. Atari 8 bit fair Herten Germany

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <6nhtd6$7i4$1@villon.Fh-Worms.de>
Source record: 61665

Hi to all,

the greatest Atari 8 Bit fair is on it way...

Ups have i told you the date???

It is the 10/24/98 or 24.10.1998.

BYE

King kong "Torsten Schall"
E-Mail: schallt@fh-worms.de

754. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EvIH7H.30E@cix.compulink.co.uk>
Source record: 61666

In article <6nhdbr$ums@usenet.pa.dec.com>, wongck@letterbox.com (William Wong) wrote:

> In article <359BA45B.153D@mst.tn.utwente.nl>, mr_ni@mst.tn.utwente.nl wr
> ote:
> >
> >What about the Digital Alpha work stations?
> >
> >Take as OS Linux and you have some real computing power on
> >your desk.
> >
>
> And you can render your own Titanic movies with them :-)
Yeah but with just one machine it's probably quicker to build anothe rboat and sink it ;-)

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

755. Re: The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: djmann@pine.shu.ac.uk
Message-ID: <6ni6dn$q1s$1@pheidippides.axion.bt.co.uk>
Source record: 61667
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

In article <359bdca9.1693667@news.clara.net>, see_the_below@text.com wrote:
>The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show
>----------

>This time, we're opening at a BRAND NEW LOCATION! Instead of at
>Wetherby, which some people have had trouble in reaching, we have
>organised this show for Bolton, in Greater Manchester. The new
>location offers a much greater facility for parking, and offers easy
>availability by rail and bus.
>
>The show is held at Horwich, Bolton - within easy reach of local
>buses, trains etc. If you're unsure of where to go, sending an SSAE
>will give you directions.

Woo hoo
my hometown... and i'll actually be back in bolton in september:)

so... time to draw a list of the various pubs up:)

for those unawares.... bolton: immortalised as the first town in the klf's song "it's grim up north"... home of samuel crompton... who invented the spinning mule.... and... erm.... ah.... there's a cool big chimney thing in moss bank park and... erm...

fred dibnah! (yes... and? Ed)

see ya there:)
juice.... stuck in ^&*%^&%* ipswich

756. Re: The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: Daren <d@bbcd.co.uk>
Message-ID: <899456051.9647.1.nnrp-04.c1ed74ef@news.demon.co.uk>
Source record: 61668
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

Excellent! I live in Horwich!

There are stacks of pubs there, so we can all get hammered afterwards.

Daz

see_the_below@text.com wrote in message <359bdca9.1693667@news.clara.net>...
>The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show
>--
>
>Yes, it's showtime once again! All owners of 8 Bit machines are
>welcomed through the gates of this, the Fifth Northern SAM and
>Spectrum Show.
>
>This time, we're opening at a BRAND NEW LOCATION! Instead of at
>Wetherby, which some people have had trouble in reaching, we have
>organised this show for Bolton, in Greater Manchester. The new
>location offers a much greater facility for parking, and offers easy
>availability by rail and bus.
>
>Whether you be an ordinary user, or any sort of support service
>(magazine, software publisher, hardware creator, etc) then we'd love
>to see you there. And this time, due to the new venue, we've even
>managed to reduce stall costs for anyone wishing to book!
>
>The show is held at Horwich, Bolton - within easy reach of local
>buses, trains etc. If you're unsure of where to go, sending an SSAE
>will give you directions.
>
>At previous shows, we've had all the top names on the SAM & Spectrum
>scene; Crashed, Impact, Quazar, Alchemist Research, Persona, Format,
>Fred, Sintech, Blitz Magazine, Flexibase, SD Software, ZX Files and
>more .... And they've all been invited for this time around too.
>
>So don't miss out! Be there on the 12th September 1998.
>
>For more details send an SSAE to:
>
>NSSS, 32 Barleyfields Road, Wetherby, West Yorks LS22 6PW
>or fax (01204) 453030
>

757. Re: The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: djmann@pine.shu.ac.uk
Message-ID: <6ni7ag$q1s$2@pheidippides.axion.bt.co.uk>
Source record: 61669
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

In article <899456051.9647.1.nnrp-04.c1ed74ef@news.demon.co.uk>, "Daren" <d@bbcd.co.uk>
wrote:
>Excellent! I live in Horwich!
>
>There are stacks of pubs there, so we can all get hammered afterwards.
>
>Daz
>

argh
3rd time i've sent this... first time i pressed escape (too much vi:) and
second time i did alt-f-s (too much ms mail)

right
here we go again (he's starting to develop a nervous twitch- Ed)

so there's two of us then?

what you recommend? sams bar first, or do we not stoop that low?

also... there's no mention of where in horwich in yon email... what ya
reckon... leisure centre or reebok stadium?

anyways, did you go to rivi or the *other* one?

laters
juice... *sigh*... right... alt-f-e

758. Re: The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: Daren <d@bbcd.co.uk>
Message-ID: <899459272.23157.0.nnrp-10.c1ed74ef@news.demon.co.uk>
Source record: 61670
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

Well, the order of pubs should be:

The Black Bull, Brown Cow, Bridge, Sams Bar, Saddle, Albert Arms, Bay Horse, Bowling Green, Original Bay Horse (aka Fat Franks/The Flea Pit), The Crown, Queens Head, Toll Bar, and finally back to the Albert for some serious after time.

Then we all crash back at my place and get my plus 2 plugged into my telly.

I went to Turton High in Bromley X, only lived in Horwich 8 years.

It should be at the leisure centre - I can walk it to there.

juice wrote in message <6ni7ag$q1s$2@pheidippides.axion.bt.co.uk>...
>In article <899456051.9647.1.nnrp-04.c1ed74ef@news.demon.co.uk>, "Daren"
<d@bbcd.co.uk> wrote:
>>Excellent! I live in Horwich!
>>
>>There are stacks of pubs there, so we can all get hammered afterwards.
>>
>>Daz
>>
>
>argh
>3rd time i've sent this... first time i pressed escape (too much vi:) and
>second time i did alt-f-s (too much ms mail)
>
>right
>here we go again (he's starting to develop a nervous twitch- Ed)
>
>so there's two of us then?
>
>what you recommend? sams bar first, or do we not stoop that low?
>
>also... there's no mention of where in horwich in yon email... what ya
>reckon... leisure centre or reebok stadium?
>
>anyways, did you go to rivi or the *other* one?
>
>laters
> juice... *sigh*... right... alt-f-e

759. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EvIK84.Cn4@cix.compulink.co.uk>
Source record: 61671

In article <359C7831.4E16@ix.netcom.com>, liam1@ix.netcom.com (Liam Busey)
wrote:
> Apple has been around for over 20 years. That's a long time for a
> computer manufacturer. I don't think they'll be disappearing any time
> soon.
Digital. Honeywell. Burroughs. Commodore. All gone. Need I go on?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

760. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda66d$c6a09260$3e5e0fcb@default>
Source record: 61672
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote in article
<359B7322.D6C8F6CE@NO.SPAM.emw.ericsson.se>...
> Robert S Ely wrote:
>
> > Speaking of the Amiga, Gateway has announced that they are
working on a
> > new Amiga computer. OS 4 will be a tempory OS for software companies to
> > build apps then when the new machine hits the streets next year, it
will
> > have OS5. They said that this machine will be better than any consumer
> > PC available.
>
> If you ask me this new computer doesn't realy sounds like a Amiga at all.
It will
> only be compatible with old amiga apps through emulation. The OS will be
completely

Are you saying that if a new ST was released it would have to be 100%
backward compatable with the old eighties designed hardware ?.
Emulation is a great solution for backwards compatability.

> new and based on a outside developed kernal like BeOS, or Mach. This you
can already

The kernal will "borrow" parts from other OS's, a lot of the features of
workbench will be retained and enhanced further.

> be done under Linux. It will not include a Motorola CPU, it's probably
going to use
> intels comming Merced chip, or something else shitty. The "new" amiga
which will be

Definately not Merced or anything Intel.

> like a bridge to the new platform which will be released later this year
will be
> based
> on the Pentium, so it's clear that they will go for the x86/intel line
like everyone
> else. Don't forget that Gateway has only made intel boxes and never even
seen a PPC.

Gateway wouldn't pay $40 mill for a virtually dead platform with only a
small user base and then spend money on redevelopment to sell rebadged

PC's. Who'd buy them ?, Amigans certailny wouldn't and neither would Joe Blow.

>
> Basicly it's a completely new computer and OS with the Amiga name on it. It's like
> buying a PC whith the Commodore sign on it. It has got nothing at all to do with
> Commodore.

It's for real dude, and it's an Amiga and it's not a PC.
I can't see a PC being 5-10X faster then the current PII by end 1999.

Besides, what the hell is the problem with having another alternative to Intel ?.

Sour grapes ?
:-)

Regards,

Clockmeister.

761. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <359CBBD0.299E@mst.tn.utwente.nl>
Source record: 61673
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Clockmeister wrote:
>
> Hans Wessels <mr_ni@mst.tn.utwente.nl> wrote in article
> <359BA45B.153D@mst.tn.utwente.nl>...
> >
> > What about the Digital Alpha work stations?
> >
> > That are real computers! After an 8 bit spectrum and a 16/32 bit
> > Atari it is time to scale up again. Not to a lousy 32bit system. That
> > was interesting 10 years ago. Nope, time to get 64 bit hardware, that
> > is progress!
> >
>
> Is the latest Alpha 5-10 times faster then a PII 400Mhz/100Mhz bus ?.

The Alpha 21264 is, esp. on the floatingpoint part. Integer
specs are a bit less. And this processor is shiping now. It's
not some magical vapor ware like Intel Merced or a 'quantum
processor' to be released in 1999. It is simply the fastest
processor available.

Bye, Hans

762. Re: The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: djmann@pine.shu.ac.uk
Message-ID: <6niip6$3c4$1@pheidippides.axion.bt.co.uk>
Source record: 61674
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

In article <899459272.23157.0.nnrp-10.c1ed74ef@news.demon.co.uk>, "Daren" <d@bbcd.co.uk>
wrote:
>Well, the order of pubs should be:
>
>The Black Bull, Brown Cow, Bridge, Sams Bar, Saddle, Albert Arms, Bay Horse,
>Bowling Green, Original Bay Horse (aka Fat Franks/The Flea Pit), The Crown,
>Queens Head, Toll Bar, and finally back to the Albert for some serious after
>time.
>
>Then we all crash back at my place and get my plus 2 plugged into my telly.
>
>I went to Turton High in Bromley X, only lived in Horwich 8 years.
>
>It should be at the leisure centre - I can walk it to there.

you missed out samuels bar... behind sams bar

that o-so authentic irish pub:)

juice... remembering wandering around there on results day:)
HIC

763. Re: The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: imc@comlab.ox.ac.uk
Message-ID: <14976-peripatetic.imc@comlab.ox.ac.uk>
Source record: 61675
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

In article <6ni6dn$q1s$1@pheidippides.axion.bt.co.uk>, djmann@pine.shu.ac.uk (juice) wrote:
>for those unawares.... bolton: immortalised as the first town in the klf's
>song "it's grim up north"... home of samuel crompton... who invented the
>spinning mule.... and... erm.... ah.... there's a cool big chimney thing in
>moss bank park and... erm...

>fred dibnah! (yes... and? Ed)

Johnny Ball! He used to live on Lever Edge Lane, if I'm remembering correctly.

Also: Peter Kay (Sunday Show), Sara Cox (erm... well I'm led to believe she used to present the Girlie Show).
--
---- Ian Collier : imc@comlab.ox.ac.uk : WWW page (including Spectrum section):
------ http://www.comlab.ox.ac.uk/oucl/users/ian.collier/imc.html

764. Re: The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: Daren <d@bbcd.co.uk>
Message-ID: <899472621.9250.0.nnrp-02.c1ed74ef@news.demon.co.uk>
Source record: 61676
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

Samuel's has been 'renovated' - it's now called 'Harry AJ's

And they still have that headcase doing the Kareoke on Thursdays.

juice wrote in message <6niip6$3c4$1@pheidippides.axion.bt.co.uk>...
>In article <899459272.23157.0.nnrp-10.c1ed74ef@news.demon.co.uk>, "Daren"
<d@bbcd.co.uk> wrote:
>>Well, the order of pubs should be:
>>
>>The Black Bull, Brown Cow, Bridge, Sams Bar, Saddle, Albert Arms, Bay
Horse,
>>Bowling Green, Original Bay Horse (aka Fat Franks/The Flea Pit), The
Crown,
>>Queens Head, Toll Bar, and finally back to the Albert for some serious
after
>>time.
>>
>>Then we all crash back at my place and get my plus 2 plugged into my
telly.
>>
>>I went to Turton High in Bromley X, only lived in Horwich 8 years.
>>
>>It should be at the leisure centre - I can walk it to there.
>
>you missed out samuels bar... behind sams bar
>
>that o-so authentic irish pub:)
>
> juice... remembering wandering around there on results day:)
> *HIC*

765. FA - Atari 1200XL - In Org BOX!!! - ends 7/8

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6nir87$i0e$1@supernews.com>
Source record: 61677

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=19657252

766. FA - Atari 1050 5.25" Drive - NICE!! - ends 7/8

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6nircg$du5$1@supernews.com>
Source record: 61678

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=19656890

767. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <359CF0E1.D961B11F@NO.SPAM.emw.ericsson.se>
Source record: 61679
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Clockmeister wrote:

> > new and based on a outside developed kernal like BeOS, or Mach. This you
> can already
>
> The kernal will "borrow" parts from other OS's, a lot of the features of
> workbench will be retained and enhanced further.

Who says?

> > Basicly it's a completely new computer and OS with the Amiga name on it.
> It's like
> > buying a PC whith the Commodore sign on it. It has got nothing at all to
> do with
> > Commodore.
>
> It's for real dude, and it's an Amiga and it's not a PC.

And it's not a Amiga.

> I can't see a PC being 5-10X faster then the current PII by end 1999.

5-10x times faster than what? A sluggish 266MHz P2, or a 400MHz? I wonder
how they define "todays PCs"?

And which is this mysterious CPU?

> Besides, what the hell is the problem with having another alternative to
> Intel ?.

Nothing! Did you say that?

> Sour grapes ?

For what? I think you have missed something obvious and the funny thing is that
you doesn't even know it.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

768. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <359CF277.612EA1B5@NO.SPAM.emw.ericsson.se>
Source record: 61680
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

```
Clockmeister wrote:
>
> Is the latest Alpha 5-10 times faster then a PII 400Mhz/100Mhz bus ?.

The current Alpha (available since last year) is 4-7 times as fast
as a P2. Next one out next year will be between 8-15 times as fast.

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

769. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bda69e$f39f7840$375e0fcb@default>
Source record: 61681
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

William Wong <wongck@letterbox.com> wrote in article
<6nhdbr$ums@usenet.pa.dec.com>...
> In article <359BA45B.153D@mst.tn.utwente.nl>, mr_ni@mst.tn.utwente.nl
wrote:
> >
> >What about the Digital Alpha work stations?
> >
> >Take as OS Linux and you have some real computing power on
> >your desk.
> >
>
> And you can render your own Titanic movies with them :-)
>
> William

And the Amiga II will also be able to do that, for $500 US. (approx)

> ---
> Windows 95 (n) - 32-bit extensions and a graphical
> shell for a 16-bit patch to an 8-bit operating system
> originally coded for a 4-bit microprocessor, written
> by a 2-bit company that can't stand 1 bit of competition
>
> ,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
> William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
> Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
> http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95
>

770. Hacker's Treasure Chest

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: Pete Shay <pshay_@_ibm.net>
Message-ID: <359CE3EE.5602@_ibm.net>
Source record: 61682

Years ago I had a program called Hacker's Treasure Chest. (Also called Pirate's Treasure Chest.) It was from Gardner Computing which was located somewhere in NY, and it came with a large printout of copy-protection schemes and related items.

Does anyone know how I could get ahold of it again? I have no idea who has the rights.

thanks....

pete

771. Where is the Yogi site?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: followell@dynasty.net
Message-ID: <359d10dd.2387477@news.supernews.com>
Source record: 61683

I haven't used the Yogi archive in a while. Is it gone or just
moved? Could someone pass the address on to me? Thanks in advance for
any information available.

Sincerely,
- Byron Followell
followell@dynasty.net (Home & preferred address)
Byron_Followell@tmmna.com (Work address)
Homepage: http://www.geocities.com/heartland/acres/6391/

Reach me by ICQ. My ICQ# is 13014170 or,
* Page me online through my Personal Communication Center:
http://wwp.mirabilis.com/13014170 (go there and try it!) or,
* Send me E-mail Express directly to my computer screen
13014170@pager.mirabilis.com

772. DOS XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: Pete Shay <pshay_@_ibm.net>
Message-ID: <359CE770.1B61@_ibm.net>
Source record: 61684

Anyone know where I could get DOS XL from?

thanks....

pete

773. Re: The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: nsss_98@usa.net
Message-ID: <359d31e6.3557931@news.clara.net>
Source record: 61685
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

On Thu, 02 Jul 1998 19:17:11 GMT, see_the_below@text.com wrote:

>The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show
>---

Forgot to add... the email address for any enquiries is:

nsss_98@usa.net

Thanks

774. Alley Cat for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: BurlingamesSPAM@MEworldnet.NOTatt.net
Message-ID: <6nje2f$rfa@bgtnsc01.worldnet.att.net>
Source record: 61686

I've been trying for a long time to get Alley Cat to run
under one of the Atari emulators. Can anyone help me out
here? I have tried every emulator I can find with every
different combination of options, and I still cannot get
this game to run. I need specific help.

Thanks,
Rusty (email address munged)
--
Rusty Burlingame
BurlingamesSPAM@MEworldnet.NOTatt.net

775. The 'Break Movie' Warehouse

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: nunayur@bidness.com
Message-ID: <6njpdb$2ng_002@ambrosia.flash.net>
Source record: 61687

The next bi-weekly atascii movie is online at The 'Break Movie' Warehouse:
"The Creature", by "Tim".

A new movie is be posted online in RealMedia format every two weeks!

http://www.flash.net/~ambrosia/index2.html -*- Tom -*-

776. Atari Files on CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <359D705C.FF787B40@sisna.com>
Source record: 61688

I have just competed a CD-ROM of Atari files both in P/D and Shareware
total of over 9,000 Atari Files over a year in construction. Read only
at this time on a PC with CD-ROM. Price $23.00 shipping included
anywhere in the world.

If interested reply here or by mail
Bob Klaas
%K-Products
P.O. Box 22122 A.M.F.
Salt Lake City, Ut. 84122

bob

777. Re: Where is the Yogi site?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <359D6380.E7B2B6D@sisna.com>
Source record: 61689

Do a Yahoo search for Atari and you will find it listed.

bob

778. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <359D6E72.F0B4F38B@sisna.com>
Source record: 61690

This person must be totally out of touch with what is going on in the real world. Atari equipment it totally out of date, out of stock and anyone can find it available anywhere on the net or in a Thrift Store for much less.

I sell for less on all items mentioned and will guarantee them for 30 days or longer in some instances. Mail Problems delivering or you just got a Lemon, like mentioned in some car dealerships. (almost blew it put a car mfg. name in there!)...hahaha Sorry Terry get up to date either drop your price or sit on it for another 5 years.

Atair 800XL's Lower price $20.00 shipped comes with Power Supply and Video cable.

Atari 400 computer 16k, power supply and basic cart $15.00 shipped

Atari 130XE video cable power supply $35.00 shipped.

Atari 1200XL Video cable power supply and basic Cart shipping inc $25.00

Atari Antiques..

As A TOTAL JOKE!

300baud acoustical Modem $150.00 guarantee 2n day shipping!

Supra Hard Drive Interface board guaranteed not to work as received from Supra Corp. with the buy out of the Atari 8-Bit Interface they produced and sent to me as product! $75.00 yes I will pay second day shipping!

Atari 400 computer upgraded to 48k, with a nice Metal Keyboard installed guaranteed to work for however $125.00 shipping will negociate.hahaha

get the point? Get real..I do have these items and the post was in protest!..I will accept lower offers, understand ability. If you want an Item not listed in my post e_mail me, I will locate it at a reasonable price if I already do not have it stored somewhere.

bob

779. Re: Atari Printer Protocol

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <359D667D.D62E400B@sisna.com>
Source record: 61691

What are you attempting to do? There are several programs available to write different printer drivers for the Atari 8-bit. Each printer has it's own protocol.

bob

780. Re: highest dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <359D6573.423C4E24@sisna.com>
Source record: 61692

Any dos that will work on the Atari 8-bit system will work on the 1200XL
Dos 1.0, not recomended if you have it.
Dos 2.5
Smart Dos
Sparta Dos 1.0 through 3.3a/c if you have it.
Dos Xl
just about any dos that will run on any 400 computer through the 130XE
but the Sparta higher versions require 64k or above which you have.

In other words if you can boot the dos you can run it, simple enough?

bob

781. Re: Atari 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <359D6A5B.99673D30@sisna.com>
Source record: 61693

The 1027 printer produced by Atari was the Worst Printer made. It only did Text files, no Graphics ect. You had to feed it a sheet at a time and it was slow. Now when it came to Atari Support, and Repair, the documentation I have states, when it fails replace the Mechanism. So what does that tell you about the printer? A small Boat Anchor you got it a 1025 printer beats it all to heck..and any direcet conect Graphics printer beats it by speed and repair costs. Junk it Atari Did.

An Seikosha AT100(AXIOM) printer can replace it for $25.00 shipped direconnect and auto form feed.

bob

782. Re: Commodore monitor cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <359D65FB.83EEFB38@sisna.com>
Source record: 61694

I still have a few cables left that will let you hook your Atari to a RGB composite monitor. Even the Commodore Monitor for $5.00 each shipped.

bob

783. Re: Need Indus Drive Info Please

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <359D645F.3D3DBC35@sisna.com>
Source record: 61695

An Atari 5200 power supply will also drive the Indus Disk Drive. As to hooking a Atari 9v AC drive to an Indus, some will blow the Diaodes and some will not, don't count it out until you have tried a DC power supply on it, if it doesn't come up right away turn it off and replace both 7812 in the back of the board, unless you have a way to check see which is blown.

bob

784. Re: Monitor trouble/question

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <359D6744.1AE9842B@sisna.com>
Source record: 61696

First of all which cable so you have connected to your Atari? 2Prong or
3Prong to the Monitor?

bob

785. Re: Atari Printer Protocol

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <359dbf6f.0@news3.uswest.net>
Source record: 61697

BobKlaas wrote in message <359D667D.D62E400B@sisna.com>...
>What are you attempting to do? There are several programs available to
>write different printer drivers for the Atari 8-bit. Each printer has
>it's own protocol.
>
>bob

I want to use the resident printer handler to control the arm on my Atari-Bot. The thing will be controlled by a 68HC11 on a botboard if I can figure out how to get it to do the serial stuff. Maybe there's a better way but I've used up the joystick ports already. If I do this then I could lprint from basic or write "programs" with a word processor and print them to run it. I also just like the idea of developing new Sio hardware. I found a section in the O/S manual that says the data frame can be 41 or 30 bytes long depending on the printer mode. I also know about the timing requirements so unless there are any other complications I'm going to try it.

786. Q: SLM 605 shows Change Drum; changed but no Effect..

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-03 00:00:00 UTC
From: MP-Computersysteme@t-online.de
Message-ID: <6ni6nt$r87$1@news02.btx.dtag.de>
Source record: 61698

Hi Folks,

there seems to be a little Problem with my SLM 605.
After changing the Drum, due to lack Prints, after a few Weeks the
Change Drum LED lits.
Is there a Way to get that fixed ??

Thanks in advance !

Michael Walther
072536448-0001@t-online.de

787. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-04 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <6njvc7$fun@usenet.pa.dec.com>
Source record: 61699
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari

In article <01bda69e$f39f7840$375e0fcb@default>, "Clockmeister" <gerryvdb@tnet.com.au>
wrote:
>
>
>>
>> And you can render your own Titanic movies with them :-)
>>
>And the Amiga II will also be able to do that, for $500 US. (approx)
>

Titanic was officially render on Alphas running Linux.
Amiga can probably do that, they did an great job in babylon 5, but the
Titanic team decided to use Alpha/Linux combination.

W

788. TAF MonSTEr Flea market July 11th - Update!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-04 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <359d8b17.0@diana.idirect.com>
Source record: 61700

SATURDAY, JULY 11TH, 1998 is the date for the Toronto
Atari Federation FLEA MARKET! The doors open to the
public at 1:00 PM and will remain open until 5:00 PM.

This may be your 'last chance' to come to a bazaar of
Atari related pre-owned hardware and software where
you may find that peripheral, application or utility
for your ST/Mega/TT/Falcon 16/32-bit computer system
or your XL/XE 8-bit classic computer system.

Not only is this an opportunity to buy or sell hard- ware and software
for TAF members and other Atarians, this will also be an event whereby
you can learn what you can still do with an Atari, including the
Internet, Desktop Publishing, Scanning OCR, MIDI, and much, much, more!
There is a confirmed Internet Demo by Dan Dreibelbis (using the suite of
available Internet prgs. running under STiNG), Howard Carson of MGI will
be showing Calamus SL-98, Martin Neuland will do a demo of Logic 2.5,
and Darek Michoka of Emulators Inc. will be offering his latest version
of his GEMulator Atari emulation program for the PC .

If you have original software or hardware that you no
longer have any use for, get yourself a half-table and
try to sell it! Or find that treasure that you have
always wanted. Great deals should be in abundance.

We are anticipating a good turnout and hoping to have
some dealers at this event and thus TAF has booked a
larger hall to accomadate everyone. To help defray some
of TAF's costs of the event, the following will apply:

Half-Table's will be $5.00 or the Full-Table for $10.00
each. Half-Table's are FREE to TAF MEMBERS. Admision
is $2.00 per non-member family but if you are selling
and have taken a half-table or more, admission is inc-
luded. Admission for TAF members is, of course, Free.

The Flea Market will run from 1:00 PM to 5:00 PM, with
setup commencing for sellors after 12:00 PM, noon, and
teardown after 5:00 PM. This should allow enough time
for as many people inside and outside Toronto to attend
the event.

As usual, piracy cannot and will not be condoned. You
must be selling original pre-owned software only. If
anyone is caught selling pirated software or stolen
hardware, they will be dealt with severely!!

The TORONTO ATARI FEDERATION Flea Market will be held in the "Gold Room" of the North York Memorial Community Hall on the Lower or Concourse Level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkhome Ave. Parkhome is 5 stoplights North of Hwy 401 running East off of Yonge.

Parking garage inside the complex - enter next to the Novotel Hotel on Parkhome Ave. Those comming by public transport can take the TTC's Yonge Subway, North to the North York City Centre Station, then walk through the tunnel into the concourse, down to the food court, turn left and find the Memorial Hall on your right.

Saturday, July 11, 1998, 1pm - 5pm for the TAF "Flea Market. To contact TAF on booking a table or tables:

TAF Voice Telephone Answering Device - (416) 425-5357
Dan Dreibelbis, VP, 416-766-4743 or dreibel@idirect.com
Dave Lee, Treasurer - Sysop TAF ONLINE EMC & BBS (28.8 8-N-1) - 416-421-8999 or dave.lee@taf.ftn.org or
via NetMail at AtariNet 51:5/0 or FidoNet 1:2424/823
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog /atari/phoenix.htm
= 30 =

789. Re: Commodore monitor cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-04 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998070401562700.VAA17066@ladder03.news.aol.com>
Source record: 61701

> Do any SVGA monitors have RCA jacks?
>
>
Rare, and probably becoming rarer. I have a Mitsubishi
Diamond Scan AUM 1381A which has SVGA, TTL, and
Composite inputs. I bought it about 1991, I think. If you are
interested, try the Mitsubishi Medical Products Division. Last
info I had they were the part of Mitsubishi that sold this type
of equipment. Sony used to make a model with multiple inputs.
I have my PC and 8-bit hooked up to this monitor. One of these
days I'll do the Bob Woolley TTL-40 mod and have a really
good looking 40 column green-screen display.
CMD (C64) vendor/publisher still has cables last time I
checked. They are on the net at http://www.cmdweb.com
Larry White

790. Re: Where is the Yogi site?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-04 00:00:00 UTC
From: followell@dynasty.net
Message-ID: <359da09c.39191948@news.supernews.com>
Source record: 61702

On Fri, 03 Jul 1998 16:04:32 -0700, BobKlaas <bobkla19@sisna.com>
wrote:

>Do a Yahoo search for Atari and you will find it listed.
>
>bob

Thanks alot Bob.

Sincerely,
- Byron Followell
followell@dynasty.net (Home & preferred address)
Byron_Followell@tmmna.com (Work address)
Homepage: http://www.geocities.com/heartland/acres/6391/

Reach me by ICQ. My ICQ# is 13014170 or,
* Page me online through my Personal Communication Center:
http://wwp.mirabilis.com/13014170 (go there and try it!) or,
* Send me E-mail Express directly to my computer screen
13014170@pager.mirabilis.com

791. Re: Where is the Yogi site?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-04 00:00:00 UTC
From: followell@dynasty.net
Message-ID: <359da21b.39575343@news.supernews.com>
Source record: 61703

On Fri, 03 Jul 1998 16:04:32 -0700, BobKlaas <bobkla19@sisna.com>
wrote:

>Do a Yahoo search for Atari and you will find it listed.
>
>bob

Bob,
I'm sure you meant well, but, I know how to use a search
engine. I'm not looking for someone to tell me where to search for the
site. I'm asking for the address for the site itself. All Yahoo lists
is the very first location for the Yogi site which was obsolete over a
year ago. Is there anyone out there who knows the address? Thanks
again.

Sincerely,
- Byron Followell
followell@dynasty.net (Home & preferred address)
Byron_Followell@tmmna.com (Work address)
Homepage: http://www.geocities.com/heartland/acres/6391/

Reach me by ICQ. My ICQ# is 13014170 or,
* Page me online through my Personal Communication Center:
http://wwp.mirabilis.com/13014170 (go there and try it!) or,
* Send me E-mail Express directly to my computer screen
13014170@pager.mirabilis.com

792. Re: Where is the Yogi site?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-04 00:00:00 UTC
From: G T Clark <clarkg@cadvision.com>
Message-ID: <359ddd21.0@news.cadvision.com>
Source record: 61704

Yogi and Justin's site is mirrored at
http://aegis.mcs.kent.edu/~clisowsk/mirrors/

793. Re: Commodore monitor cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-04 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2af6qatuv.fsf@caligula.srv.net>
Source record: 61705

lwhite6497@aol.com (LWhite6497) writes:

> > Do any SVGA monitors have RCA jacks?
> >
> >
> Rare, and probably becoming rarer. I have a Mitsubishi
> Diamond Scan AUM 1381A which has SVGA, TTL, and
> Composite inputs. I bought it about 1991, I think. If you are
> interested, try the Mitsubishi Medical Products Division. Last
> info I had they were the part of Mitsubishi that sold this type
> of equipment. Sony used to make a model with multiple inputs.
> I have my PC and 8-bit hooked up to this monitor. One of these
> days I'll do the Bob Woolley TTL-40 mod and have a really
> good looking 40 column green-screen display.
> CMD (C64) vendor/publisher still has cables last time I
> checked. They are on the net at http://www.cmdweb.com
> Larry White

Large (>21") "multimedia" or "presentation" monitors still have multiple inputs. They are hideously expensive though, and tend to be limited in the SVGA modes they can display. They usually have every input you can possibly imagine, SVGA, BNC jacks for each RGB component, s-video, RCA composite jacks, etc. If you can find an older one cheap (surplus) go for it.

Brent

794. Hard Disk Recovery Utility

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-04 00:00:00 UTC
From: "Rick C." <seppie@anv.net>
Message-ID: <359DFA14.3EE8@anv.net>
Source record: 61706

hello. I've had an Atari for close to 15 years now. Since i got a PC, i pretty much ignored my Atari. Friday night i set it up, and realized that my hard drive system was messed up. I use an MIO, an Adaptec 4000 controller, and two seagate 20 megabyte hard drives. Both the hard drives are thrashed as far as data goes. I can't retrieve any data. I used to have a file called "HDRECVR.COM" on disk that would fix a botched hard drive. I have over 200 floppies and would hate to go through each one of them.

Does anyone have this file, or a file that is similiar that would repair a erroneous hard drive? I'd appreciate any help!

thanks

Rick
seppie@anv.net

795. ATARI to PC and vise versa

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-04 00:00:00 UTC
From: "Rick C." <seppie@anv.net>
Message-ID: <359DFAA8.1B8C@anv.net>
Source record: 61707

hello. Looking for a utility that would let me transfer files from
Atari 8bit computer to PC and vise versa. Please reply..

thanks

Rick
seppie@anv.net

796. Re: Hard Disk Recovery Utility

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-04 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998070415064900.LAA08895@ladder01.news.aol.com>
Source record: 61708

> Both the hard
>drives are thrashed as far as data goes. I can't retrieve any data.
First, what DOS are you using?
Larry

797. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-05 00:00:00 UTC
From: sinclair2246@my-dejanews.com
Message-ID: <6nogcd$c2n$1@nnrp1.dejanews.com>
Source record: 61709
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <359ad9a2.1199376@news.iwaynet.net>,
dmaxwell@iwaynet.net wrote:

> Yes, but only if the the system is open and if people are eventually
> able to build one themselves from modular components as well as use
> industry standard cases, video cards, etc. etc. I don't care WHAT
> cool things they put in it if it is going to be another eighties
> style closed up box that can only be minimally upgraded with
> manufacturer supplied parts.
>
> Apple will yet die of this disease. We don't need another carrier of
> it.

And what will they die from? I guess you have not been keeping up with the
happenings in Cupertino lately.. With the imac on the verge of being released
and continued high G3 sales moving forward, what more could you want?

Peter S.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

798. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-05 00:00:00 UTC
From: atari8@usa.net
Message-ID: <6np3p6qib1@nnrp1.dejanews.com>
Source record: 61710
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6njvc7$fun@usenet.pa.dec.com>,
wongck@letterbox.com (William Wong) wrote:
>
> In article <01bda69e$f39f7840$375e0fcb@default>, "Clockmeister"
<gerryvdb@tnet.com.au> wrote:
> >
> >
> >>
> >> And you can render your own Titanic movies with them :-)
> >>
> >And the Amiga II will also be able to do that, for $500 US. (approx)
> >
>
> Titanic was officially render on Alphas running Linux.
> Amiga can probably do that, they did an great job in babylon 5, but the
> Titanic team decided to use Alpha/Linux combination.

They did a great job on the first *FEW* episodes of B5, but they went to more
powerful equipment later. Also, it was an Amiga coupled with the Video
Toaster, not just an Amiga alone.

John Collins ("Not NWPAC")
bosco@REMOVEME.axtek.com

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

799. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-05 00:00:00 UTC
From: charles <charles@dorsai.org>
Message-ID: <359FF73D.26D85A1@dorsai.org>
Source record: 61711

atari 800 xl

first reasonable offer gets it

not in original box, but in original styrofoam!

email please

800. Re: Monitor trouble/question

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-05 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Evn919.B9A@iglou.com>
Source record: 61712

On 1998-07-01 hug@planetmail.net said:
>I've just picked up a Commodore 1802 with some strange behavior.
>It's displaying three vertical bands - 1 red, 1 blue, and 1 green.
>It does display the text from the XE. All I get on the audio
>channel is a hum. The question is - is this thing fried in some
>expensive way or is this a small adjustment that I'm overlooking?
>Playing with the 1802's front controls has no effect on the colored
>display...
Are you sure that the problem is in the monitor and not the XE? If it's
the monitor you might want to look for another one. If it's the XE it might
just need a new power supply.

Net-Tamer V 1.08X - Test Drive

801. Re: Atari 1200XL jumpers!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-05 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35A01D96.5A66@pacbell.net>
Source record: 61713

fripe@my-dejanews.com wrote:
>
> Hi Bob, were you able to supply me with the jumper settings in the 1200XL?
>

> > ----
> > R U kidding? You betcha! What did you have in mind? I'll lay out the
> > jumpers for you.
> >
> > Bob
> >
>
> ------== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
----
well, you haven't told me what you want to do... but, I'll detail the
installation of a 128K EPROM in the existing U13 socket.

remove both U12 and U13
if not already present, put a 28 pin socket in U13
remove jumpers W6, W7, W8, and W9
add jumpers to W11, W12 and W13
solder a wire from the TOP of W6 to pin 23 of the CPU (U21)
plug a 600XL/800XL PAL into U14
plug an 800XL (or other 16K OS) ROM into U13

done - you have pretty much an 800XL system.

one problem is the BASIC setup - the OS will enable BASIC halfway unless
you hold down OPTION key during boot.

there are lots of other configurations.... and bigger ROMs.

Bob

802. Re: A bright Star in the Atari heavens

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-05 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35A0207D.2E35@pacbell.net>
Source record: 61714

SArcher119 wrote:
>
> http://members.aol.com/sarcher119
>
> A site by a true atari lover for Atari lovers everywhere , please email any
> comments as we are striving to make this the best !!
---
how come I just find junk at your site? I don't see no Atari stuff
here.... of course, I am a total dunderhoof at this, which is why I am
bothering to ask.

Bob

803. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-05 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q07m7.af3.jedi@dementia.mishnet>
Source record: 61715
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Sun, 05 Jul 1998 23:55:17 GMT, atari8@usa.net <atari8@usa.net> wrote:
>In article <6njvc7$fun@usenet.pa.dec.com>,
> wongck@letterbox.com (William Wong) wrote:
>>
>> In article <01bda69e$f39f7840$375e0fcb@default>, "Clockmeister"
><gerryvdb@tnet.com.au> wrote:
>> >
>> >
>> >>
>> >> And you can render your own Titanic movies with them :-)
>> >>
>> >And the Amiga II will also be able to do that, for $500 US. (approx)
>> >
>>
>> Titanic was officially render on Alphas running Linux.
>> Amiga can probably do that, they did an great job in babylon 5, but the
>> Titanic team decided to use Alpha/Linux combination.
>
>They did a great job on the first *FEW* episodes of B5, but they went to more
>powerful equipment later. Also, it was an Amiga coupled with the Video
>Toaster, not just an Amiga alone.

Amigas, could indeed, reproduce the efforts accomplished by
the Titanic render farm even without the Toasters...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

804. To Trade: ST stuff for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-05 00:00:00 UTC
From: Embedded MicroSystems <Arudzki@m3.sprynet.com>
Message-ID: <35A044AF.3485@m3.sprynet.com>
Source record: 61716

I have an Atari Mega 2 (with 4 meg installed) , ATSPEED (16MHz)
installed and switchable, and a monochrome monitor, that I want to trade
for some 8 bit stuff.

I would like to get a complete 8-bit system perferably with a 3.5"
modified XF551 drive. If not, then a double density drive.

My ideal trade would be someone with a bunch of 8-bit stuff they want to
get rid of, and could use an ST system more than the 8-bit.

Thanks.

e-mail me at tony@embeddedmicro.com

tony

805. Re: Atari Printer Protocol

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35A0BACF.FC82376F@ix.netcom.com>
Source record: 61585

Patrick Robbins wrote:
>
> BobKlaas wrote in message <359D667D.D62E400B@sisna.com>...
> >What are you attempting to do? There are several programs available to
> >write different printer drivers for the Atari 8-bit. Each printer has
> >it's own protocol.
> >
> >bob
>
> I want to use the resident printer handler to control the arm on my
> Atari-Bot. The thing will be controlled by a 68HC11 on a botboard if I can
> figure out how to get it to do the serial stuff. Maybe there's a better way
> but I've used up the joystick ports already. If I do this then I could
> lprint from basic or write "programs" with a word processor and print them
> to run it. I also just like the idea of developing new Sio hardware. I
> found a section in the O/S manual that says the data frame can be 41 or 30
> bytes long depending on the printer mode. I also know about the timing
> requirements so unless there are any other complications I'm going to try
> it.

Patrick,
Your best bet, if you are trying to do serial (RS232) is to get
yourself an 850 or P:R: Connection type interface box. These provide
real RS232 and parallel printer ports. They are reasonablely inexpensive
too. I hace an interface you can hace for $10.00 + s&h. e-mail me if you
are interested.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

806. Re: SpartaDOS docs?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35A0BD75.F2E2DCF@ix.netcom.com>
Source record: 61586

Christopher Kmiec wrote:
>
> Hi,
>
> Could someone point to a place where I can find ANY SpartaDOS info, i.e.
> commands, syntax, internals, etc. Any info would be welcome.
>
> Thanks,
>
> Chris Kmiec

Chris,
The best source for SD info that I've had is the SpartaDOS Construction
Set and SpartaDOS X manuals. These are availavle at www.myatari.com.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

807. Re: Alley Cat for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <35a0bda3.526863@207.97.159.250>
Source record: 61587

On Fri, 3 Jul 1998 15:16:36 -0500,
BurlingamesSPAM@MEworldnet.NOTatt.net (Rusty Burlingame) wrote:

>I've been trying for a long time to get Alley Cat to run
>under one of the Atari emulators. Can anyone help me out
>here? I have tried every emulator I can find with every
>different combination of options, and I still cannot get
>this game to run. I need specific help.
>

You can't use menu.atr to load alley cat off the megaimage, you have
to boot mydos 4.5 at d1: and then load it manually. It works fine
that way.

yogi

808. Re : How make i good graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998070613054300.JAA02320@ladder03.news.aol.com>
Source record: 61588

There are several very good German or Polish drawing programs at
ftp://matrix.ibb.waw.pl/pub/a8/
They are major improvements over all the old stuff.
You can also port PC bitmap graphics to HIP format (160*200 in 30 shades) using
bmp2hip.exe, draw in interlace mode...
Check them out, as well as all the Polish demos (some tell you which programs
have been used)...

Bertrand M. (LEXX)

809. Lots of .ATR soon!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: Frank Rachel <frachel@beaconsoftware.com>
Message-ID: <6nqj09hrl1@client3.news.psi.net>
Source record: 61589

I am in the process of converting all my Atari disks (at least 550 disks) to .ATR's. When I am done, I would like to make them accessible to everyone. Anyone have any ideas of where I might be able to find a home for them?

810. Re: Atari 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35a0d7bc.407510376@news.ioa.com>
Source record: 61590

On Mon, 6 Jul 98 00:31:48 -0500, rldetlefsen@delphi.com wrote:

>BobKlaas <bobkla19@sisna.com> writes:
>
>>The 1027 printer produced by Atari was the Worst Printer made. It only
>>did Text files, no Graphics ect. You had to feed it a sheet at a time
>>and it was slow. Now when it came to Atari Support, and Repair, the
>
>(SNIP)
>I disagree. Remember, it was the early eighties. The standard for professional
>office documents was a 10 pitch typewritten page. Graphics were uncommon. For
>its(small) size, the 1027 was quite capable, accounting to the too many that
>had alignment problems. Any dotmatrix was unuseable for business or college
>papers. Speed was not an issue. The 1027 was the computer version of the type
>writer, only enhanced.

I completely agree with you. The 1027 was excellent for printing out term papers, etc. (I got many good comments from teachers about how my papers looked). However, in my experience, my 1027 required way too much hand-holding to keep it in alignment as it printed. There were several nights that still haunt me when I had to stay up long past my bedtime because I had to keep reprinting pages that kept screwing up. For me, personally, speed was a big issue, especially when combined with the aggrevation of having to reprint botched pages. But yes, it printed documents very attractively, and business-like -- when it worked.

The real issue as originally posted was whether or not the 1027 was worth buying *today*. IMHO, that's a definite NO, and I think Bob Klaas would agree with me.

Steven

811. Re: Atari800 Win keybpad problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35a0dcf6.408849162@news.ioa.com>
Source record: 61591

On Mon, 06 Jul 1998 07:06:18 GMT, twistdeja@my-dejanews.com wrote:

>In article <359aad48.0@news.cadvision.com>,
> "G T Clark" <clarkg@cadvision.com> wrote:
>
>> Has anbybody found a way to use the keypad as a joystick in Atari800Win
>> 2.0/2.1? In the release notes the author mentions that it is a Windows
>> problem, but it just won't respond on my machine even with caps lock off.
>> For some reason it recognises 0/Insert to be the fire button though.
>
>In 2.1, if your keypad doesn't work as a joystick, it isn't telling Windows
>it's a keypad. What I mean by that is the keystrokes are not appearing (after
>being routed through Windows) to Atari800Win as VK_KEYPAD0 etc.
>
>This seems to be true of some keyboards, but I have no idea how to compensate
>for it aside from making every key assignable. The virtual keycodes exist for
>the explicit reason of not screwing up with varying keyboards.
>
>I'm curious - in Internet Explorer for instance, with NumLock off, can you
>scroll up and down with the 9 and 3 keys? This would show that it really is
>showing up as a keypad, at least in some way. This is assuming you've already
>had numlock off for Atari800win of course.
>
>-Rich

Hey Rich, I don't know if I've told you this in any other posts or e-mail, but I got my keyboard working with the NumLock ON, by toggling it off and then back on again. It's a Hewlett-Packard Win95-keys keyboard, and if others have keyboards with the Win95 special keys, you might want to try it out.

Best of luck!
Steven

812. Where can I get a Touch Typing cart for an Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: Arlene Allen <aasap@erols.com>
Message-ID: <35A07C13.AB6@erols.com>
Source record: 61592

```
Just got an Atari 400 and it would be the perfect thing
for teaching my brother how to type. Any information?
```

813. Re: A bright Star in the Atari heavens

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35a0defc.409367170@news.ioa.com>
Source record: 61593

On Sun, 05 Jul 1998 17:55:25 -0700, Bob Woolley <rwoolley@pacbell.net> wrote:

>SArcher119 wrote:
>>
>> http://members.aol.com/sarcher119
>>
>> A site by a true atari lover for Atari lovers everywhere , please email any
>> comments as we are striving to make this the best !!
>----
>how come I just find junk at your site? I don't see no Atari stuff
>here.... of course, I am a total dunderhoof at this, which is why I am
>bothering to ask.
>
>Bob

It's there, just add /index4.htm to the end of the address. On the other hand, don't bother. The site's all fluff and no content. Everything that's there you can find elsewhere, and it's so slow that anyone who knows how to ftp to another site will stay clear of this one anyway. I personally think he's really trying to get everyone to use his adult links so he can make some extra money, or something like that. The Atari links are buried deep enough to make them hard to find the first time around, and yet he continually posts the address here with a new catch-phrase almost every day. But the adult link is right on the main page. Makes you think...

It's not a bad site to look at, it just doesn't add anything new to the on-line Atari experience.

Steven

814. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q1php.c9c.jedi@dementia.mishnet>
Source record: 61594
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Mon, 06 Jul 1998 08:47:43 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>jedi wrote:
>
>> Amigas, could indeed, reproduce the efforts accomplished by
>> the Titanic render farm even without the Toasters...
>
>I guess you could use a C64 if you ported POV to it, so who cares? Anything
>with a CPU could do it.

The point was: Amiga can ALREADY run the OS an necessary
support tools. All D2 would need to is to copy them over
to the Amiga farm and re-run make.

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

815. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: Hans Wessels <mr_ni@mst.tn.utwente.nl>
Message-ID: <35A0EE5A.49BA@mst.tn.utwente.nl>
Source record: 61595
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Steve Duff wrote:
>
> On 04 Jul 98 01:08:12 William Wong wrote about "Re: Atari mentioned in CNET 30 Years Article":
>
> > Titanic was officially render on Alphas running Linux.
> > Amiga can probably do that, they did an great job in babylon 5, but the
> > Titanic team decided to use Alpha/Linux combination.
>
> What app did they use? I wasn't aware of any major 3D app available for Linux, so this should be interesting.
>
> I'd love a DEC Alpha machine -- all I need is to see NT have better game support, along with hardware support for > Voodoo2. Maybe a Matrox MGA-G200? :>

They used Photorealistic RenderMan from Pixar. This is a quite
expensive aplication, only used for rendering. The RIB data
(RenderMan Interface Bytestream) was generated by an
export function of 3D-Software Softimage.

A even better renderer is freely available for Linux, the Blue
Moon Rendering Tools (BMRT) of Larry Gritz. This software is a
combination of a raytracing and radiosity renderer.

As 3D modeling tools you can use Amapi 2.11, SCED, Leo3D or
AC3D. For correctly moving physical bodies you could use
Xaero.

And ofcourse you have good old POV ray, whici can be a very
fast renderer when you are yousing a Beowulf configuration.

I am quite sure this list wasn't complete.
So there are some 3D tools available for Linux.

(No I am not a 3D software specialist. I am just a reader
of the excelent German magazin C't (Computer Technik), they
have a very good coverage of Linux items.)

Hans

816. Parallel port transfers?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: kathystest@aol.com
Message-ID: <1998070619550600.PAA13162@ladder03.news.aol.com>
Source record: 61596

Is there a program that will let me connect my Atari to my PC through the parallel port rather than having to make an SIO cable? I have a Xetec parallel port controller that I use to print from on my Atari. I would like to take some of my games over to my PC.
Thanks.

817. Re: Where is the Yogi site?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: G T Clark <clarkg@cadvision.com>
Message-ID: <35a12ba3.0@news.cadvision.com>
Source record: 61597

oracle wrote in message <6nmmoi$emh@examiner.concentric.net>...
>yes, ditto. be sure to explore both the atr and binaries directories. for
>newbies, be sure to see the tip included with atari800win ver 2.1 readme
>file on how to use .exe/.com/.bin files, the same tip works for xl-it! find
>it at
>
>http://www.concentric.net/~Twist/atari800win/
>
Yes indeed he mentions how to run com and exe files, but what is the process
for getting .bin files to work? Is there some method of converting them to
atr's?

Best, Alan

818. Re: Atari800 Win keybpad problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: G T Clark <clarkg@cadvision.com>
Message-ID: <35a12c7f.0@news.cadvision.com>
Source record: 61598

Yes I tried using the keypad in the Internet Explorer with the numlock off,
and it scrolled using 9 and 3. It's a Fujitsu Windows 95-style keyboard,
it's consumed some coke but I don't think that's the issue here.

Alan

twistdeja@my-dejanews.com wrote in message
<6npt1a$d1p$1@nnrp1.dejanews.com>...
>I'm curious - in Internet Explorer for instance, with NumLock off, can you
>scroll up and down with the 9 and 3 keys? This would show that it really is
>showing up as a keypad, at least in some way. This is assuming you've
already
>had numlock off for Atari800win of course.

819. Re: Lots of .ATR soon!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6nrk59$mnc@bgtnsc02.worldnet.att.net>
Source record: 61599

I believe there's an atari binary newsgroup.. mention em here, and post them
there... they should be small enough...
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Frank Rachel wrote in message <6nqj09hrl1@client3.news.psi.net>...
>I am in the process of converting all my Atari disks (at least 550 disks)
to
>.ATR's. When I am done, I would like to make them accessible to everyone.
>Anyone have any ideas of where I might be able to find a home for them?
>
>

820. Re: Alley Cat for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: BurlingamesSPAM@MEworldnet.NOTatt.net
Message-ID: <6nrqpc$rgt@bgtnsc03.worldnet.att.net>
Source record: 61600

In article <35a0bda3.526863@207.97.159.250>, arfy@catch-22.org writes...
> You can't use menu.atr to load alley cat off the megaimage, you have
> to boot mydos 4.5 at d1: and then load it manually. It works fine
> that way.
>
> yogi

That works. I also received email help that you can run it from SpartaDOS. I never used SpartaDOS, "back in the day," although I remember that we had to use three different booting programs in order to run everything. MenuJoe took up no space and loaded 95% of everything. I forget what was second, but it loaded 75% of the rest. Finally there was some dos loader that would load MULE and a handful of other things.

I had not encountered that problem so far in going through the games I wanted to play emulated. I did break down the megaimages (tossed a lot of the junk) into things that would load on an XL with menu.atr, and then an 800 with menu.atr, then through DOS 2.5. I guess I should have tried MyDOS, although I didn't realize it was that different (like SpartaDOS.)

Anyway, enough rambling. Thanks to Yogi and Rich and others, I can now play all the old Atari games I ever wanted to play. It's great! Thanks guys!

Rusty
--
Rusty Burlingame
BurlingamesSPAM@MEworldnet.NOTatt.net

821. (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: Allan Strauss <strauss@injersey.com>
Message-ID: <35A179B0.BA46940E@injersey.com>
Source record: 61601

```
56 Antic Disks for Sale
July 85 (vol 4 issue 3) thru July 90 (vol 9 issue 2)

All for $30.00, shipping included within US.

Al Strauss
strauss@injersey.com
```

822. Re: Commodore monitor cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <21655-35A18C07-16@newsd-121.bryant.webtv.net>
Source record: 61602

> I still have a few cables left that will let >you hook your Atari to a RGB composite >monitor. Even the Commodore Monitor >for $5.00 each shipped.
>bob

My monitor is a Commodore 2002. It has 3 inputs just like my TV, audio, video and chroma. I have heard that the 800xl does not give a chroma output without modification. Do I need something else?

823. Re: Atari 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: Daniel Gibson <kgibson@startext.net>
Message-ID: <35A199C0.875D8BAA@startext.net>
Source record: 61603

Well, all of this is true, but if anyone has a working 1027 that they would like
to sell, let me know, as I would like one just for nolstagia!

Dan

Steven Posey wrote:

> On Sat, 27 Jun 98 23:50:28 -0500, Thomas J. Andrews <tandrews16@delphi.com>
> wrote:
> >
> >I've had dealings with three of those things in my time, and there wasn't a
> >"decent" one in the bunch.
>
> >As to what one is worth, I'm probably the wrong one to ask. I *could* be
> >prejudiced.
>
> Then so am I. I had a 1027 through most of high school, and I always had
> problems with it pushing the paper out at an angle, and if I didn't hover over
> it all the time, I would get pages that looked like they were done by a drunk
> typesetter!
>
> Besides, being daisy-wheel, you're stuck with the installed charset. I had a
> lot of fun making custom fonts on the Atari, and I always hated it that I
> couldn't print out on paper what I had on-screen.
>
> As another prejudiced 1027 user, I say it's not worth your trouble -- save your
> money.
>
> BTW: I got a 1025 dot-matrix printer recently, and I understand it uses common
> typewriter ribbons (I didn't get any with it). Is that true, and where can I
> get them? Thanks.

--
Daniel and Kathy Gibson
http://www.startext.net/homes/kgibson/mainjav.htm
"Home Of Dan's Javelins and AMXs"
http://www.startext.net/homes/kgibson/tracks/main.htm
"Kate's Track Shack - Home of the 75 cent 8-track!!"

824. Re: SpartaDOS docs?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <6ns7hl$ub8$1@camel25.mindspring.com>
Source record: 61604

Robert S Ely wrote in message <35A0BD75.F2E2DCF@ix.netcom.com>...

> The best source for SD info that I've had is the SpartaDOS Construction
>Set and SpartaDOS X manuals.

Thanks. Part of the SpartaDOS X manual was written when I got it, and part
was lifted from the Construction Set manual. I did test write and test
every programming example, though. I tried to make it a complete reference,
not just a basic instruction manual.

Don't ask me questions about it, though. That was almost ten years ago!

Craig

http://www.thom.org/

825. Re: Atari 1025 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35A198A9.6BC3BDDB@sisna.com>
Source record: 61605

The 1025 printer is a dot matrics Tank from Atari. Have one I have used for over 10years to print out inventory. The ribbon on this computer can be used with any typewriter ribbon. Just unroll it to the 2 spools you have in the 1025, or re-ink the original ribbon.

Another good direct connect printer is a Seikosha AT100 printer tractor feed, which I have one collectin dust..$25.00 shipped.

bob

826. Re: need help: 130XE failure

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35A19ACC.3980060C@sisna.com>
Source record: 61606

Ok lets start by process of elimination.

Does the screen come up when you turn on the computer?

If so what appears? Small line in the center of the screen from left to right? Or a total black screen.

If it is a small line from left to right, then the problem is the power supply.

If not then it is one or more of the Rams.

bob

827. Three Atari 1200XL For Sale one Boxed Complete

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <35A1C5B2.2A91@ccnet.com>
Source record: 61607

I just got in Three Atari 1200XL's.All are in like new shape.One is still in the original Box.Make me a offer before i list them on my web page.Also if you need a 130XE,400,800,600XL,800XL or XE Game system.i have these too.I alos have all Parts like Power-Supplys,Cables,Etc.

Just Ask.
--
4Jays Classic Video Games and Old Computers

Buy,Sell,Trade:Atari,Colecovision,Intellivision,Odyssey,
Fairchild,Sega Master Systems,Pongs,Handhelds,Commodore.

http://www.ncal.verio.com/~4jays/
http://www.ncal.verio.com/~4jays/welcome.html

828. Original Disks No Documentation!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35A19F45.10DC746D@sisna.com>
Source record: 61608

I have a collection of Original Atari 400-800 ect software on original disks, willing to part with for $5.00 per title Shipping encluded.

1. Beach Head, 2. Racing Distructing Set, 3.Touch Down Football
4. Atari Writer Plus with Dictionary. (2 disks) 5. Movie Maker (two disks). DOSS XL, 6. Family Finances, 7. Printshop, 8. Printshop Graphics Library (3 Disks), 9. Microsoft Basic II. 10. Match Maker, 11. Karateka,
12. Blue Maxm 13. Printshop Companion, 14. B/Graphics, 15. Final Conflict
16. MicroLeague, 17. Blade of Blackpool, 18. Kronis Rift, 19. Conflict in Vietnam, 20. Financial Cookbook, 21. Bank Street Writer, 22. Ghost Chasers, 23. KAIV, 24. The Great American Cross country road race(2 disks), 25 Loade Runner, 26. Batteries Included oldie Atari Paper Clip disk B1-0107, 26. Paper Clip 130XE., 27. Masterptyp's Filer,. 28. Necromancer, 29. World Flyer, 30. Operation Whirlwind., 31. Realm of Impossibility., 32. Rescue on Fractalus!, 33. SEA Bandit , 34. Trapper
Thats enough for this box, more to come later..

bob

829. Atari 8-Bit Computers: Frequently Asked Questions

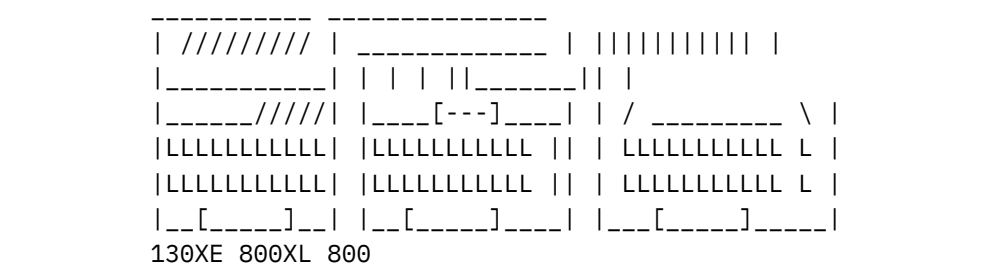
Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_899768623@rtfm.mit.edu>
Source record: 61609
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

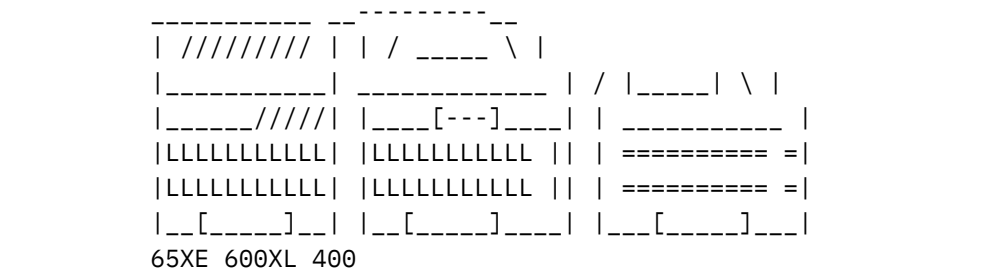
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: July 1, 1998

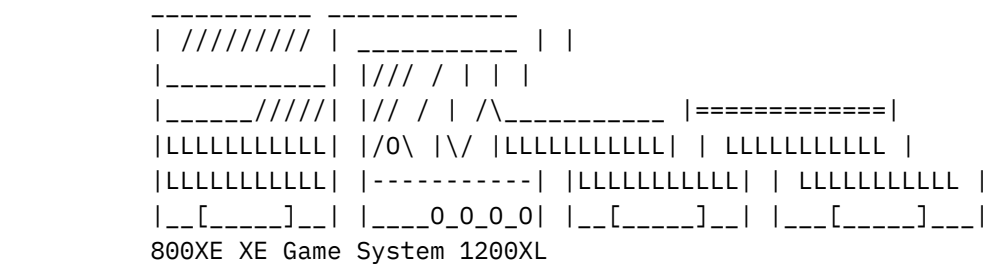
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List







Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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FAQ list or its Maintainer, or the author of that section reproduced when
given.

This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: 0.1) Table of contents

0.1) Table of contents

Introduction to the Atari
1.1) What is an Atari 8-bit computer?
1.2) What can I do with an 8-bit Atari?
1.3) What are some of the performance features of the 8-bit Atari?
1.4) What is the internal layout of the 8-bit Atari?
1.5) How did Atari get it's name?

Usenet newsgroups
2.1) What is comp.sys.atari.8bit?
2.2) What other Usenet newsgroups cover the 8-bit Atari?

E-Mail lists
3.1) What is INFO-ATARI8?
3.3) What is ATARIPL?
3.4) What is ATARI8-L?
3.5) What is ATARI8PL-L?

Public Domain/Freeware/Shareware Archives
4.0) What is XL Search?
4.1) What is the University of Michigan Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Polish Demo Archive?
4.7) What is the Atari 8bit FTP Archive in Slovakia?

Telnet sites
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the National Capital FreeNet Atari Users SIG?
5.3) What is the Victoria Telecommunity Network Atari Users SIG?

World Wide Web pages
7.1) What WWW pages support the 8-bit Atari?

IRC channels
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, and .XFD file formats?
9.4) What are the .XMO and .BIN file formats?
9.5) How can I make my commercial boot disk (tape, cart) into a load file
or disk image?
9.6) How can I convert my commercial boot tape into a cassette image file?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?
11.5) What is SIO2PC?

Peripherals
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) What kinds of monitors can I use with my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?
13.7) Which versions of the Operating System (OS) are there?
13.8) What games support 4 simultaneous players on the 400/800?
13.9) Why should I disconnect the 810/1050 power supply before connecting or
disconnecting SIO cables?
13.10) What is Omnimon?
13.11) What is the difference between NTSC and PAL machines?
13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"
13.13) What programming languages are available for the Atari?
13.14) What is the Atari XEP80 Interface Module?
13.15) What makes some XL/XE software incompatible with the 400/800?
13.16) What games run only on the 400 and 800 models?
13.17) How do I type a tilde (common character in Web URL's) on my Atari?
13.18) What's the difference between ASCII and ATASCII?

Other FAQ Lists for the 8-bit Atari
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) I'm new to the Atari. How do I use this thing?
14.5) Can I use an emulator to run my old Atari software on my new computer?
14.6) What hardware upgrades, modifications and add-ons are available?
14.7) What is the HARD-Interlacing-Picture (HIP) format?
14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with UltraSpeed roms?
-with XEP-80
-with any particular terminal program

Video Upgrades
-Adding chroma video signal to 600XL/800XL/1200XL

What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA

Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance

in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing direct memory access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Today Atari Games is an indirect, wholly-owned subsidiary of the Midway Games division of WMS Industries.

Atari Games Corp.: http://www.atarigames.com/
Midway Games, Inc.: http://www.midway.com/
WMS Industries, Inc.: http://www.wms.com/
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of direct memory access. European 65XE's include the ECI port.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.

It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. (AMEX:HAS). Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the Sony PlayStation(tm) and for multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada.

Atari Corp.: http://www.atari.com/
Hasbro Interactive, Inc.: http://www.hasbro-interactive.com/
Hasbro, Inc.: http://www.hasbro.com/

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer...

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative in today's home computer marketplace.

Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:
ANTIC CIO/BASIC Display Resolution Number of
Mode # Graphics # Type (full screen) Colors
---
2 0 Char 40 x 24 1 *
3 - Char 40 x 19 1 *
4 12 ++ Char 40 x 24 5
5 13 ++ Char 40 x 12 5
6 1 Char 20 x 24 5
7 2 Char 20 x 12 5
8 3 Map 40 x 24 4
9 4 Map 80 x 48 2
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16
luminances x 16 hues = 256 colors. (Four registers are for player-missile
graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video
incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display

List - a program which is executed by the ANTIC graphics chip every
screen refresh:

All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following four paragraphs were written by Chris Crawford and appear in De
Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc.,
1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different
from other systems. It of course has a microprocessor (a 6502), RAM,
ROM, and a (PIA). However, it also has three special-purpose (LSI) chips
known as ANTIC, GTIA, and POKEY. These chips were designed by Atari
engineers primarily to take much of the burden of housekeeping off of the
6502, thereby freeing the 6502 to concentrate on computations. While
they were at it, they designed a great deal of power into these chips.
Each of these chips is almost as big (in terms of silicon area) as a
6502, so the three of them together provide a tremendous amount of
power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor
dedicated to the television display. It is a true microprocessor; it has an
instruction set, a program (called the display list), and data. The display
list and the display data are written into RAM by the 6502. ANTIC retrieves
this information from RAM using direct memory access (DMA). It processes the
higher level instructions in the display list and translates these instructions
into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television
Interface Adapter") is a television interface chip. ANTIC directly controls
most of GTIA's operations, but the 6502 can be programmed to intercede and

control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

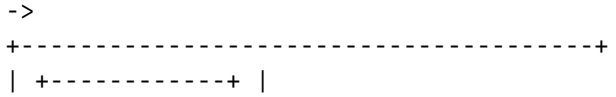
All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

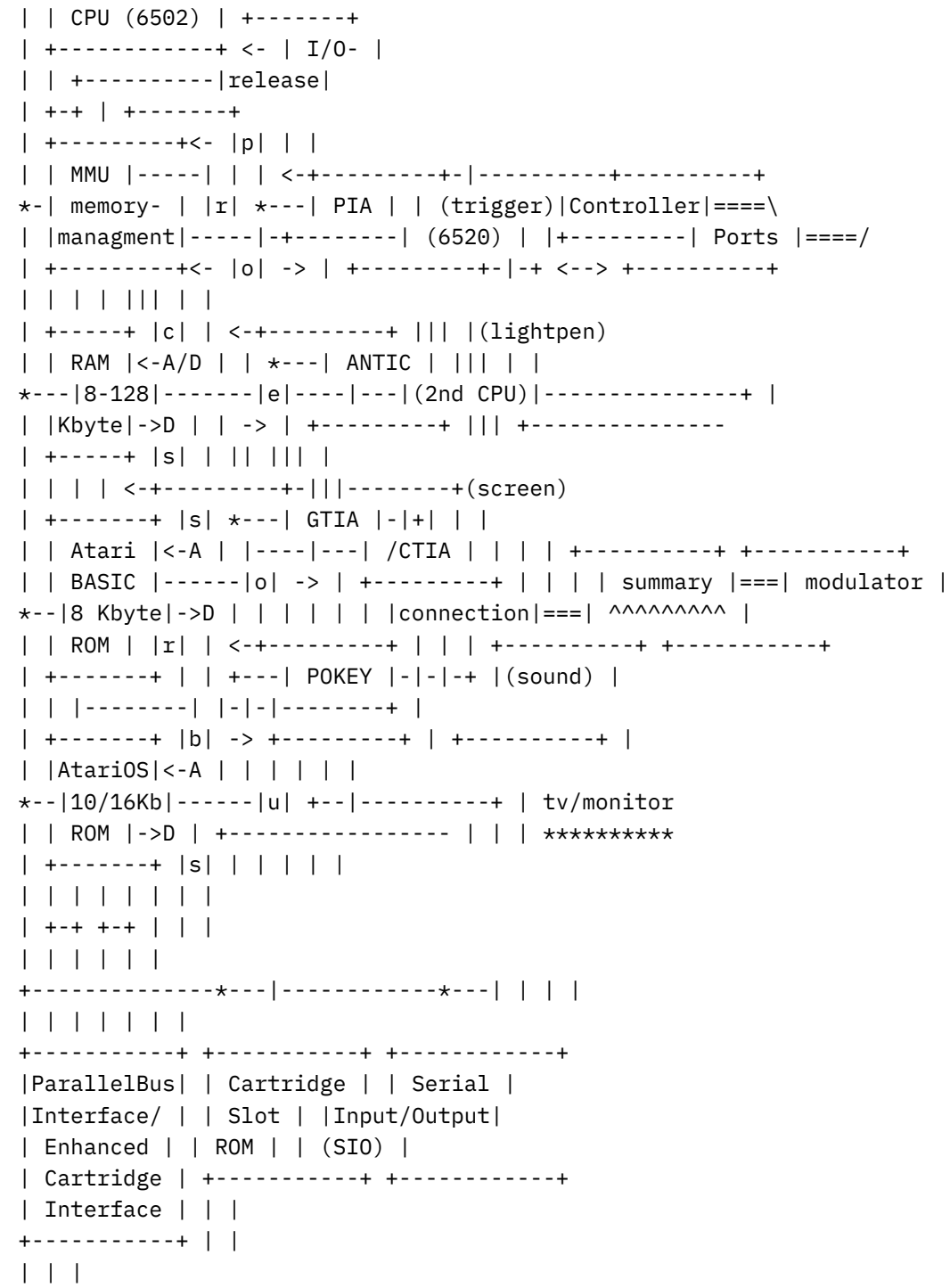
While the 400/800 models contain a generic 6502 CPU, all of the XL/XE models contain Atari's customized 6502C chip. Manuel I. Gloria, Jr., mailto:mani@pworld.net.ph writes:

The difference goes something like this: On the Atari, there are two microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but in Atari's implementation, it required 4 chips. The 6502c has this additional circuitry built-in.

The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

Hardware Arrangement (With thanks to mailto:peter@soemtron.handshake.de (Thomas Havemeister))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard

* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

Subject: 1.5) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design, and if you look at the middle logo [MLOGO2.BMP], you will be able to make out both letters.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Attacking and defending Atari computers. Unmoderated.

news:comp.sys.atari.announce
Atari related hard/software announcements. (Moderated). Dead newsgroup?
Moderated by Yat Siu, mailto:lexicor@world.std.com

news:comp.sys.atari.programmer
Programming on the Atari computer. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.1) What is INFO-ATARI8?

INFO-ATARI8 is an e-mail list for discussion about the Atari 8-bit family of computers.

To subscribe to INFO-ATARI8, send a message to:
mailto:listserv@vm.marist.edu
that says:
subscribe info-atari8

Owner= HARRY@MARIST (A Harry Williams)

comp.sys.atari.8bit postings no longer appear in INFO-ATARI8.

INFO-ATARI8 was created on December 9, 1986.

Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

Subject: 3.4) What is ATARI8-L?

atari8-l mailing list

created especially for discussion about ANIX project (unix for atari8),
but any atari 8bit related threads are welcome. english language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.pse.pl

containing a line:

subscribe atari8-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

there is also mail2news gateway that translates all postings on the
list to easy to read usenet articles, available read-only to everyone at:
news://zwieracz.pse.pl/listserv.atari8-l

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.pse.pl

Subject: 3.5) What is ATARI8PL-L?

any atari 8bit related threads are welcome. Polish language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.pse.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.pse.pl

Subject: 4.0) What is XL Search?

XL Search is a new and growing search engine created and maintained by
mailto:kendrick@zippy.sonoma.edu (Bill Kendrick), designed to provide much-
improved access to the various PD/freeware/shareware Atari 8-bit software
archives available on the Internet.

XL Search is located at: http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

You can also access XL Search via e-mail! Send mail to:
mailto:kendrick@zippy.sonoma.edu with the subject "xlsearch" for details.

mailto:kendrick@zippy.sonoma.edu (William Kendrick) himself writes:

http://shareware.com/ , c|net's FTP-site search engine, now includes
the Atari 8-bit files at UMich!

Unfortunately, being under the previously-existing "Atari" category,
the files are now pretty mixed in with the ST stuff. I've talked to them
about fixing that. No reponse yet (they're really slow that way)...

Anyway, so now you can use http://shareware.com/ to find Atari stuff..
just be careful what directory you pull it out of! :)

Remember, you can ALSO use MY MINI VERSION OF SHAREWARE.COM!....

XL Search, the Atari 8-bit FTP site search engine!
If anything, it's much less cluttered than Shareware.com! ;)

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Bill Kendrick, mailto:kendrick@zippy.sonoma.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://ftp.toad.net/pub/umich/8bit/
ftp://pmftp.cs.vu.nl/pub/atari8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:kendrick@zippy.sonoma.edu
(Bill Kendrick).

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no
(Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software
Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate directory. Please include a readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

A mirror of Kevin Atkinson;s ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only) on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Atari 8bit FTP Archive in Slovakia?

This FTP site contains demos, games, utilities, zines and other useful stuff from all the world. Also, you can download big amount of slovak and czech programs for 8bit Atari only from this archive. And finally, because this site is created and supported by slovak computer group GMG, most of our products can be found right here.

If you want to place here your program, just send it to me (with some comment) by e-mail and I will do the rest.

If you have some problems or questions, please contact me at this address:

mailto:mchorvat@econ.umb.sk (Marek Augustin Chorvat)

ftp://svs.scsss.sk/pub/atari

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

Internet access to the Cleveland Free-Net (Cleveland, Ohio, USA):

telnet://freenet-in-a.cwru.edu or
telnet://freenet-in-b.cwru.edu or
telnet://freenet-in-c.cwru.edu

Type "go atari" at any menu.

Contact:
mailto:xx004@cleveland.freenet.edu (Atari SIG)

The Cleveland Free-Net now has a home page:
http://cnswww.cns.cwru.edu/net/easy/fn/

Subject: 5.2) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.3) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British
Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/

ABBUC Regionalgruppe Frankfurt / Main (RAF)
Thomas Grasel, mailto:tgrasel@controlware.de
http://home.t-online.de/home/TGrasel/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:steve.2@osu.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Long Island Atari User Group (LIAUG)
Mark Glicksman, mailto:mglicksm@suffolk.lib.ny.us
http://liaug.com

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:webmaster@becotel.demon.nl
http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

Closer to Home
Tom Hunt, mailto:tomhunt@bright.net
http://closertohome.dyn.ml.org/

ALTERNATE REALITY PAGES:

Original 8-bit Alternate Reality Homepage
Robert Hagenstrom, mailto:rob@ksk.sala.se
http://www.ksk.sala.se/~rob/alternate-reality/

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://myst.slcc.edu/~AR/

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Alternate Reality - The Star Wizard's Guild
mailto:halifax1@usa.net
http://www.geocities.com/SiliconValley/Haven/1438

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
http://www.atari-computer.de/resort/ (mirror)

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

Sacha's Homepage
Sacha Hofer, mailto:hofer@iam.unibe.ch
http://www.iam.unibe.ch/~hofer/

Beyond...The Black Stump Atari Page
Peter Garriga, mailto:lions@mira.net
http://www.blackstump.com.au/atari.htm

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://www.geocities.com/TelevisionCity/Set/4826/atari.html

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

InfoMan's Atari Page
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:editor@atarihq.com
http://www.atarihq.com/

Phoenix Atari Connection
John Collins, mailto:bosco@inficad.com
http://www.inficad.com/~bosco/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Classic Video Game High Score List
Russ Melanson, mailto:rfm@primenet.com
http://www.primenet.com/~rfm/cvhigh.html

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Captain Balde's Atari Bookmarks
Rich Tietjens, mailto:atari@teleport.com
http://www.teleport.com/~atari/

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

The Classics Exchange
David Wyn Davies, mailto:starwars@enterprise.net
http://homepages.enterprise.net/starwars/

The Fuji Federation
David Schmudde, mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fujihome.htm

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Demos Page
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

HeAvEn's Demo-Homepage
mailto:nadkar@fh-pforzheim.de
http://wwwstud.ira.uka.de/~s_tomczy/

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

Atari Prototypes & Vaporwares Site
Curt Vendel, mailto:webmaster@atari.nu
http://www.atari.nu/

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Atari Pub / Masters of Electric City official page
Dhor, mailto:Dhor@iko.zakopane.top.pl
http://dhor.zakopane.top.pl/

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Chris's Home Page (Cobra Team)
Krzysztof Sieniawski, mailto:chris@se.com.pl
http://chris.se.com.pl/

Break Movie Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://www.flash.net/~ambrosia/index3.html

Atari B.A.S.I.C. Emulation
http://free.prohosting.com/~atari/

Atari Reference Desk
Terry Ross, mailto:tross3@hamtel.tds.net
http://www.geocities.com/SiliconValley/Peaks/6320/atari001.htm

I.C. When - The Chronology of Video Games and Computers
Donald A. Thomas, Jr., mailto:curator@icwhen.com
http://www.icwhen.com/

Giant List of Classic Game Programmers
James Hague, mailto:jhague@dadgum.com
http://www.dadgum.com/giantlist.html

Toute la Collection Atari
Patrice Muller, mailto:pamuller@imaginet.fr
http://wwwusers.imaginet.fr/~pamuller/

Undead Games: Classic Video Games and Classic Computers
Gregory L. Miller, mailto:gmiller@iswt.com
http://www.classic-games.com

Kilka slow o komputerze Atari...
Waldi, mailto:wbolesta@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~wbolesta/atari/atari.pl.index.html

Atari Internet Magazyn
http://www.cuprum.com.pl/~service/atari

Tomasz Pecko - ATARI
http://bossx.boss.com.pl/~pecus/atari.html

Project: ATARI
Andy Leininger, mailto:akablinky@msn.com
http://www.geocities.com/SiliconValley/Pines/8493/

Atari Hardware Showcase
Eric Parent, mailto:eparent@shaysnet.com
http://equinox.shaysnet.com/~eparent/atari/

Atari-Computer
Matthias Faust, mailto:matzi@atari-computer.de
http://www.atari-computer.de/

Star Raiders Tribute Page
Bill Kendrick, mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/star-raiders/

Demoville - A collection of Atari 8-bit demos!
Bill Kendrick, mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/demoville/

Atari 8-bit Docs, Hints and Solutions
Larry Richardson, mailto:lizr@crestviewfl.com
http://www.crestviewfl.com/~richard/atari-docs.htm

Eric's Atari Stuff
Eric Cron, mailto:atebit@wwa.com
http://miso.wwa.com/~ericcron/atari8.htm

Mac/Atari Fusion
Mark Simonson, mailto:marksim@bitstream.net

http://www2.bitstream.net/~marksim/atarimac/

Steve's handy Atari vs. C64 comparison chart
Stephen L. Judd, mailto:judd@stratus.esam.nwu.edu
http://stratus.esam.nwu.edu/~judd/fridge/atari.compare

Russ Gilbert's Home Page
Russ Gilbert, mailto:russg@en.com
http://www.en.com/users/russg/

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

Paul Clark offers this tip:

I think Dalnet carries #atari8, do the following;

telnet://telnet.dal.net

At the login prompt, type;

dalnet

If prompted for a password, just hit enter. You should
be able to navigate to #atari8 from there.......

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:76702.1076@compuserve.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text, but was a binary file. As a binary file, it had to be downloaded using a file transfer protocol such as XMODEM. The use of ".xmo" as a filename extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot disk and making an atr, xfd, dcm or other disk image type file out of it, usually for use with an emulator. Before emulators, the Bob Puff .dcm format was used to store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy protected. For boot disks, this usually involved a large number of special formatting that couldn't be copied using ordinary sector copiers. Usually the boot process involved checking to see if a certain sector error occurred, then proceeding. If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of memory and see if the value changed. If the value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original

commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE Pro system, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE

registered version software, thus backing up your original
disk software. Note the 'Pro' image will only be of use to
person(s) owning registered APE software and 'Pro' adapter
cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette
image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.geocities.com/Hollywood/Lot/4205/

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of

]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the

backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 11.5) What is SIO2PC?

Original text by Dave Paterson, mailto:davepat@total.net

SIO2PC is a cable and software combination that lets you use your PC as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to
16 megs. SIO2PC also lets you redirect the printer output to your PC
printer or to a file on the PC. High speed drives are emulated (a la
K-Products
US Doubler).

All these functions are transparent at the Atari end; you never notice the
difference between SIO2PC and regular drives, except that the SIO2PC drives
are faster than any others (except Ramdisks and PBI interface drives).

Several different designs for the SIO2PC hardware are floating around. Best
contact the author for the latest details.

SIO2PC 4.16 is shareware by Nick Kennedy, mailto:nkennedy@cswnet.com

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Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@mail.cth.com.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed 52k

==> Micro MainFrame - made by a company in Rancho Cordova, CA
?????

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> 1050 US Doubler Created by ICD, now sold by K-Products
SS SD/ED/DD UltraSpeed 52k.

==> Happy 1050
SS SD/ED/DD Warp speed 52k ; track buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD UltraSpeed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k UltraSpeed
by Super Products. Compatiable with SuperDOS and K-Products US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ K-Products
US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

More data on the XF551 compiled by Marco Antonio Checa Funcke,
mailto:mcheca@li.urp.edu.pe :

Processor: 8040/8050AH at 8.3333MHz (docs say 18.33, but it's a mistake)
Disk controller: WD 1772 02-02 (I opened my drives and looked at the
complete code)
SIO data rate: normal: 19040bps (NTSC)/18866bps (PAL)
high speed: 38908bps(NTSC)/38553bps (PAL)
Rotaton rate: 300RPM
Power source: external power adapter, 9V AC, 31VA, 60Hz (NTSC)/50Hz (PAL)

Operating modes: Single Dual Double Density
Number of sides 1 1 2
Total tracks 40 40 80
Sectors per track 18 26 18
Bytes per sector 128 128 256
Total bytes 92160 133120 368640
Encoding method FM MFM MFM
Transfer rate 125000bps 250000bps 250000bps
Acces time: (maximum)
track to track 40ms 40ms 40ms
motor start 1000ms 1000ms 1000ms

==> CSS XF551
SS/DS SD/ED/DD K-Products US Doubler compatible. Updates drive to
work better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOS XL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:

- normal - 19200 bps
- Turbo - 70000 bps
- UltraSpeed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- UltraSpeed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001 "California Access"
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002 "California Access"
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: MYDOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- UltraSpeed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (76702.1076@compuserve.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability

o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at
one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch
Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus
separate chroma (color) and luminance (brightness) signals which the best
composite video monitors can take advantage of. Popular examples of such
monitors include the family of monitors produced by Commodore.

The pinout of the Monitor port is in the pinout section of this FAQ list.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only
be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port;
so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via
hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via
an RCA-style jack. This higher-resolution signal produces crisp, clear 80
column text on 80-column monochrome composite video monitors.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video" (sometimes called Commodore video on Commodore monitors), or S-Video. These monitors have separate color and luminance video inputs, which give a sharper picture without cross-color artifacts - such as the colored fringes on text when viewed on a TV (although some games use these artifacts to get additional colors). If you have an XL computer, then it needs an upgrade to support these monitors due to the omission of chroma from the monitor port. the 800 and XE computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video" (usually called just "Video" or "Aux") input. This is a signal that has the color and luminance information combined into one signal. The picture will be a little less sharp, but still much better than using the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests, and in newsgroups like this one. Plus, many new TV's support S-Video and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness (luminance) signal. These are passed to the monitor port as Chroma and Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the process of being "modulated" into a TV radio signal (channel 3 or 4). This step involves removing high frequencies from the video (blurring it) and sending it to the TV in a fragile broadcast form that's suseptable to all kinds of interference. Then the TV must (1) extract the video signal from the radio signal, (2) separate the Chroma and Luma components as best it can, then (3) divide the Chroma in R, G,

and B. Any of these steps that you can eliminate will help your
picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is
probably the Commodore 1702 which has a very good picture and is quite
reliable.

If you plan to use an XL (which I do), upgrading the video circuitry
makes as big a difference as what monitor you choose. Ben Poehland has
some excellent articles in Atari Classics magazines for improving the
quality of the XL's video, as well as restoring the missing Chroma
output."

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce
fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a
SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum
outputs are run into an onboard encoder to produce a "psudo" color depending
on the Luminance output, composite only. This is why a SECAM VCS or 800 has
nowhere near the same number of colors (16) availible as a PAL or NTSC unit
(256).

The FGTIA was never completed as the market size did not warrant the expense.
The largest SECAM market is not France but the Soviet Union (former) and in
80-84 sales of these items there were not possible."

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari
users should treat themselves to either MYDOS or SpartaDOS to appreciate the
power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8
drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and
hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles
Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit
sector numbers where possible, known as 4.53/3; the other, known as 4.53/4,
uses 4 digits minimum. Complete documentation about the disk formats and
commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS,
though it is perfectly capable of reading all Atari DOS and MYDOS disks.
SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based
and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten
by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is
produced on disk or in a 16K ROM cartridge from K-Products.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI (Europe: includes ECI)
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
mailto:rrs0059@ibm.net (Frank McKenney) writes:
The printer/plotter mechanism for the Atari 1020 is
(I believe) the same one used in the Tandy/Radio
Shack CGP series and the Commodore 1520(?), and
was
made by a company named ALPS.
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports

1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
600 600XL, all black case
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
1250XLD Earlier name for the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" floppy drives
1450XLD 1400XL plus 5.25" floppy drive
1600XL Amiga/Amiga-like????
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -Z-80 CPU, 64K RAM, CP/M 2.2 OS, 80 column display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output). The
power (in watts) and current (in amperes) specifications of the original
equipment as presented here should be regarded as minimum values.
Higher-than-specified power and current capacities are entirely usable,
and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830
5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CX261 adapter:
XEP80,SX212,2600
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE

two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12

10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V

8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data

5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of K-Products. See Vendor List.

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:offen300@hio.tem.nhl.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the
GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section written by Freddy Offenga, mailto:offen300@hio.tem.nhl.nl

The following Operating Systems exist for the Atari 8-bit:

Rev. System(s) Models Size Part Nr(s)
~~~~~~ ~~~~~~~~~~~ ~~~~~~~~~ ~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
A NTSC 400/800 10kB CO12499B, CO14599B, 12399B (*)
A PAL 400/800 10kB CO15199, CO15299, CO12399B
B NTSC 400/800 10kB (?)
B PAL 400/800 10kB (?) (*)
1 A NTSC/PAL 1200XL 16kB CO60616A, CO60617A
1 B NTSC/PAL 1200XL 16kB CO60616B, CO60617B (?) (*)
1 NTSC/PAL 600XL 16kB CO62024
2 NTSC/PAL XL/XE 16kB CO61598B
3 NTSC/PAL XE 16kB C300717
4 NTSC/PAL XEGS 16kB C101687

(?) more information or confirmation required

(*) these versions should exist, although I've not seen them.
If you have one (or more?) of these, please contact me.

NOTE:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

contributors to this section:
mailto:jlodoen@shell.portal.com (Jeff M Lodoen)
mailto:olavese@online.no (Vidar \"Hawk\" Olavesen)

mailto:pmulvey@erols.com (Pat Mulvey)
mailto:sposey@ioa.com (Steven E. Posey) (Party Quiz controllers description)

The following games support 4 player head-to-head play. Remember, only the 400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor, Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad controllers linked together with RJ-11 jacks (standard phone jacks) to a box with
2 joystick port connectors.

Party Quiz by Suncom

Subject: 13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was

designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around with the Omnimon board, I figured out how to use it to pirate software. In fact, it can be used to make most boot disks into binary files, and remove copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened the demise of the Atari 8 bit computer by 2-3 years, because of its power.

Subject: 13.11) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines, but software designed on PAL machines (Europe) won't necessarily work on NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton, mailto:nero@chicagonet.net adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but my 15-year old 10" Texas Instruments color monitor (designed for the TI-99/4A) is fine.

You can also use real European equipment here in North America, provided that you have a PAL-compatible TV/monitor. The frequency of the power system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

Subject: 13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz (NTSC use 60hz) which translates into more vertical blanking time for demos and other computation-intensive graphics software. So PAL demos that won't work on NTSC machines are usually returning from a VBI (vertical blanking interrupt) too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough to notice the difference, so all system timings like the keyboard auto-repeat function depend on the TV system. These parts of the OS have been corrected

with OSB and the XL versions of the OS. However, as most games install a
VBI, their timing does still depend on the frequency -> they will run
slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the Xl computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

Subject: 13.13) What programming languages are available for the Atari?

Revision : 1.0
Date.... : 4/20/1997

==
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include;
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- Assembler Interchange Format, Project description
Version 2.2, 2-2-1997, Freddy Offenga

If you like to help or if you've something to add already,
just contact me. There's still a lot work to be done....
Freddy Offenga, email-to: offen300@hio.tem.nhl.nl
==
There are quite a lot! To get some structure in this section it's
divided into the following catagories;
a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

[D] = available on disk
[C] = available on cartridge

a) ASSEMBLER
- 130XE+ Makro Assembler v2.2, 1992 (Torsten Karwoth) [D]
Two pass 6502 assembler/editor. Supports extra RAM.
Highly compatible with Atmas II.
- Alfasm, Version 1.0, 1990 (Jeff Williams) [D]
Supports 65816 instructions (for the Turbo-816 upgrade
from DataQue Software). This assember is also known as
the Turbo-Assembler/16.
- Atari Assembler/Editor, 1981 (Atari) [C]
Two pass 6502 assembler/editor.
- Atari Macro Assembler, 1981 (Atari) [D]
Two pass 6502 assembler/editor.
- Atmas II Makroassembler, 1985 (Peter Finzel, Hofacker) [D]
Macro assembler with integrated editor and monitor.
- Bibo Assembler, 1986 (Compy-shop) [D]
- Datasm/65 assembler, Version 2.0, 1981 (DataSoft) [D]
Two-pass 6502 assembler.
- EASMD, Version 1.0, 1981 (OSS) [D]
- MAC/65 Macro Assembler, 1982 (OSS) [D/C]
Two pass macro assembler/editor.
- MAE, 1996 [D]
Supports 6502 and 65816 mnemonics.
- Nasm65 assembler, 1992 (Nat!) [D]
Highly portable cross assembler (written in C). Initially
made for the Atari ST. Highly compatible with MAC/65.
- PC-65 Assembler, Version 1.0 beta, 1996 (Jan Feenstra) [D]
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.
- Synassembler, 1982 (Steve Hales, Synapse Soft) [D]
Two pass 6502 assembler.
- ST-65 Assembler, 1991 (A. Stauffenberg, F.Offenga) [D]
A cross assembler for the Atari ST (written in 68000 asm).
- 6502 Cross-Assembler "xa", 1997 (Andre Fachat) [D]
written in GNU C.

b) BASIC
- Advan BASIC Compiler (Advan Language Designs)
- Atari 800 Basic, Version 1.0, 1981 (Microsoft) [D]
- Atari BASIC, Rev.C, 1983 (Atari) [C]
- Atari Microsoft BASIC II (Atari) [C]
- BASIC A+, Version 3.05, 1981 (OSS) [D]
- BASIC XL (OSS) [C]
- BASIC XE, 1985 (OSS) [C]
- Turbo Basic XL (Frank Ostrowski, Happy Computer) [D]
Interpreter, Version 1.5, 1985
Compiler, Version 1.1, 1985

c) C
- ACE C (John Palevich & Ralph Walden) [D]
This is a newer version of 'Deep Blue C'.
- C/65, Tiny C (OSS)
- C65

- CC65, 1989 (John R. Dunning) [D]
This public domain package includes; compiler, linker,
assembler and object librarian.
- CC8
- Deep Blue C, Version 1.2, 1982 (John Palevich, APX) [D]
Drawn from Ron Cain's public domain C-compiler.
- DVC C, Version 1.01, 1985 (Ralph E. Walden) [D]
- LightSpeed C, Version 1.08, 1986
(Clearstar Softechnology) [D]

d) PASCAL
- Atari Pascal, Version 1.0, 1982 (APX-20102) [D]
- Draper Pascal, Version 1.5, 1983 (Norm Draper) [D]
- Kyan Pascal, 1986 (Kyan Software) [D]
Package includes; compiler, linker and assembler.

e) LISP
- INTER-LISP/65, Version 2.1, 1981 [D]
(Special Software Systems, DataSoft)

f) FORTH
- ValForth (Valpar International)
- Extended fig-Forth (APX-20029)
- fig-Forth, Version 1.1 [D]
- fun-Forth (APX-20146)
- Grafik-FORTH
- QS Forth (Quality Software)

g) PILOT
- Atari PILOT, 1980 (Atari) [C]

h) LOGO
- Atari LOGO, 1983 (LCSI, Atari) [C]

i) All the rest
- Action!, 1983 (OSS) [D/C]
- Quick, Version 2.0, 1990 (Raindorf Soft) [D]

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users
wanted better text displays than the default 40x24. There has been some
attempts to satisfy this need, like the Austin-Franklin board or the Ace
80/80xl cartridge. For more informations about these modifications read The
Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It
lets a XL, XE, 400 or 800 computer system display a full 80 columns across
your monitor screen. The XEP80 provides a 256-character wide by 25-line
display window. Up to 80 characters are displayed horizontally at once, and

you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original Atari 400/800. Most probably do work on XL/XE's if you use a translator to run the original 400/800 OS on your XL/XE.

Alley Cat Synapse
Apple Panic Broderbund
Aquatron Sierra On-Line

Astro Chase Parker Brothers
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Story Machine

Subject: 13.17) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can
be very hard to type depending on the term program you are using,
however you can insert the hex equivalent very easily, which is %7e in
place of the tilde and it will work just perfectly. Do not put a space
either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g.,
you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

Subject: 13.18) What's the difference between ASCII and ATASCII?

David Moeser -- erasmus att iglou dott com -- produced this nice translation
table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ====================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute

27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D]] S.]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _

```
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." Available via:

http://www.faqs.org/faqs/atari-8-bit/vendev/

and Usenet FAQ archives everywhere.

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Trevor Holyoak, mailto:trevor@holyoak.com maintains the "Atari BBS List."

http://www.holyoak.com/atari/

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rich Tietjens, mailto:atari@teleport.com maintains an Atari computer user group list at:

http://www.teleport.com/~atari/ugbbs.htm

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

in Spanish: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt

If you'd like a text-only copy, simply send e-mail to mailto:kendrick@zippy.sonoma.edu with the subject:

send emulator faq

Subject: 14.5) Can I use an emulator to run my old Atari software on my new computer?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

in Spanish: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt

If you'd like a text-only copy, simply send e-mail to mailto:kendrick@zippy.sonoma.edu with the subject:

send emulator faq

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by David A. Paterson, mailto:davepat@total.net or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by
Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:nadkar@fh-pforzheim.de

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin,
mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==========
End of atari-8-bit/faq
==========

830. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: "K.Hampf" <k_hampf@mail.bip.net>
Message-ID: <35a06f42.0@d2o29.telia.com>
Source record: 61610
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

William Wong wrote in message <6nnnc3$so9@usenet.pa.dec.com>...
>In article <6nliqnrfb1@nthfen.demon.co.uk>, "David Cowderoy"
<david@nthfen.demon.co.uk> wrote:
>>Hehehehe. Don't forget Intel own the Alpha Technology now
>
>Well, that's just tell you how much better is Alpha over P2. They would not
>have bothered to buy it if P2 or IA-64 is far superior than Alpha today.
Why
>buy something worst, heh? Obviously, they want to copy it.

AFAIK Alpha processors are manufactured by Digital which is now owned by Compaq and they're the one who own the technology. Judging from your conversation Intel have bought or licenced Alpha technology, is this true? If that's the case, where can I find more information about this since I have obviously missed something.

But this copy part is ridiculous, Intel needs the latest in technology just because of their efforts to keep the old structure and concept they used in the Intel x86 processors. A concept dating back more than Intel CPU's and that was great ... back in the 80's in the first Z80 home computers. Today Alpha and PowerPC processors are way ahead if you compare the ratio between technology used and performance given. Intel has often used better technology if you look at plain electronics involved. Still they get outperformed by relatively simple and cheap RISC processors.

Regards, K. Hampf
e-mail: k_hampf@yahoo.com

831. Re: atari800win

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: rich@cstone.net
Message-ID: <6npsl3crh1@nnrp1.dejanews.com>
Source record: 61717

In article <359b75c8.85822978@207.97.159.250>,
nospam@youknowwhere.com wrote:
>
> It would be nice to be able to redefine the keyboard input on atari800
> win so I could play ultima iii!!

Hmmm, is that Yogi as in the actual Yogi?

I may be putting a keyboard assignment system in...the feature is rife with potential to confuse people however, so I have to think about it.

I think Ultima 3's keys really are messed up in the actual 8-bit, if I remember correctly. This came up a while back. It's not the arrow keys, it's some strange keyboard set.

-Rich

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

832. Re: Atari800 Win keybpad problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: twistdeja@my-dejanews.com
Message-ID: <6npt1a$d1p$1@nnrp1.dejanews.com>
Source record: 61718

In article <359aad48.0@news.cadvision.com>,
"G T Clark" <clarkg@cadvision.com> wrote:

> Has anbybody found a way to use the keypad as a joystick in Atari800Win
> 2.0/2.1? In the release notes the author mentions that it is a Windows
> problem, but it just won't respond on my machine even with caps lock off.
> For some reason it recognises 0/Insert to be the fire button though.

In 2.1, if your keypad doesn't work as a joystick, it isn't telling Windows
it's a keypad. What I mean by that is the keystrokes are not appearing (after
being routed through Windows) to Atari800Win as VK_KEYPAD0 etc.

This seems to be true of some keyboards, but I have no idea how to compensate
for it aside from making every key assignable. The virtual keycodes exist for
the explicit reason of not screwing up with varying keyboards.

I'm curious - in Internet Explorer for instance, with NumLock off, can you
scroll up and down with the 9 and 3 keys? This would show that it really is
showing up as a keypad, at least in some way. This is assuming you've already
had numlock off for Atari800win of course.

-Rich

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

833. Complete 8 bit system

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <6nqig7$9om$1@nnrp1.dejanews.com>
Source record: 61719

For Sale:($100 for everything PLUS shipping USPS)
1-130 XE Computer
1-1050 Floppy Disk Drive
1-410 Tape drive
1-Commodore 1701 composite monitor (works great with the 130 XE)
1-Single Chip SIO2PC interface (PC serial port to Atari SIO bus)
1-P:R: Connection (2 serial ports, 1 parallel port adapter to SIO bus)
a few dozen floppies, various titles

Ron

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

834. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <6npa8l$ope@usenet.pa.dec.com>
Source record: 61720
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

In article <6nmmhj$j2f$1@ash.prod.itd.earthlink.net>, Steve Duff <steveduff@earthlink.net> wrote:

>
>What app did they use? I wasn't aware of any major 3D app available for Linux,
> so this should be interesting.
>

The article was from First! by NewsEdge Corp. You can find them on
http://www.newspage.com, but that was several weeks ago.

The were using some of their own programs. I cannot recall what's the name of
the program.

Rgds
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

835. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <6npabg$ope@usenet.pa.dec.com>
Source record: 61721
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <6np3p6qib1@nnrp1.dejanews.com>, atari8@usa.net wrote:

>
>They did a great job on the first *FEW* episodes of B5, but they went to more
>powerful equipment later. Also, it was an Amiga coupled with the Video
>Toaster, not just an Amiga alone.
>

Oh. I didn't know that. Thought it was all on Amiga + Toaster.

Rgds
WW

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

836. Complete 8 bit system, again (ignore the previous posting)

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <6nqu86$1o$1@nnrp1.dejanews.com>
Source record: 61722

For Sale:($100 for everything PLUS shipping USPS)
1-130 XE Computer
1-1050 Floppy Disk Drive
1-410 Tape drive
1-Commodore 1701 composite monitor (works great with the 130 XE)
1-Single Chip SIO2PC interface (PC serial port to Atari SIO bus)

a few dozen floppies, various titles

Ron

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

837. Re: Monitor trouble/question

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: hug@planetmail.net
Message-ID: <35a03f83.169116390@news-server>
Source record: 61723

I'm fairly sure it's the monitor. The color banding is present
regardless of whether the monitor cable is plugged in or not. The
banding and the audio buzz are also present with an 800XL. Both the
XL and XE work fine with an old Apple monitor (as far as text display
is concerned and keeping in mind that the Apple monitor is mono w/o
audio).

Rob

On Sun, 5 Jul 1998 22:55:57 GMT, bmarcum@iglou.com wrote:

>
>On 1998-07-01 hug@planetmail.net said:
> >I've just picked up a Commodore 1802 with some strange behavior.
> >It's displaying three vertical bands - 1 red, 1 blue, and 1 green.
> >It does display the text from the XE. All I get on the audio
> >channel is a hum. The question is - is this thing fried in some
> >expensive way or is this a small adjustment that I'm overlooking?
> >Playing with the 1802's front controls has no effect on the colored
> >display...
>Are you sure that the problem is in the monitor and not the XE? If it's
>the monitor you might want to look for another one. If it's the XE it might
>just need a new power supply.
>
>Net-Tamer V 1.08X - Test Drive

I don't suffer from insanity -- I enjoy every
minute of it!!!

838. Re: A bright Star in the Atari heavens

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: hug@planetmail.net
Message-ID: <35a140b8.169425125@news-server>
Source record: 61724

Bob,

Don't know what a dunderhoof is but, FWIW, I didn't see anything Atari
at that site either. I did see a link titled "adult" which leads me
to believe that the post was a comeon...

Rob

On Sun, 05 Jul 1998 17:55:25 -0700, Bob Woolley <rwoolley@pacbell.net>
wrote:

>SArcher119 wrote:
>>
>> http://members.aol.com/sarcher119
>>
>> A site by a true atari lover for Atari lovers everywhere , please email any
>> comments as we are striving to make this the best !!
>----
>how come I just find junk at your site? I don't see no Atari stuff
>here.... of course, I am a total dunderhoof at this, which is why I am
>bothering to ask.
>
>Bob

I don't suffer from insanity -- I enjoy every
minute of it!!!

839. Re: Atari 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JndM6aE.rldetlefsen@delphi.com>
Source record: 61725

BobKlaas <bobkla19@sisna.com> writes:

>The 1027 printer produced by Atari was the Worst Printer made. It only
>did Text files, no Graphics ect. You had to feed it a sheet at a time
>and it was slow. Now when it came to Atari Support, and Repair, the

(SNIP)
I disagree. Remember, it was the early eighties. The standard for professional office documents was a 10 pitch typewritten page. Graphics were uncommon. For its(small) size, the 1027 was quite capable, accounting to the too many that had alignment problems. Any dotmatrix was unuseable for business or college papers. Speed was not an issue. The 1027 was the computer version of the type writer, only enhanced. Today, I'd say, do'nt use any dot matrix printer for anything but multipart forms. A small interface and a notebook bubblejet are a much better combo. Just don't get a MAC or PC only printer. While not a notebook printer, my Cannon BJ4100(color) is smaller than my HP500, and thus almost portable. And best yet, it supports an Epson LQ2550C as a default, so it can work with most A8 graphics software. The only caveat with using any standard printer with an interface is that if the interface doesn't send BOTH CR and LF in the EOL tranlation, the printer must have a dip switch that can be set(or a permanent software setting equivalent).
Rick D.

840. Re: DOS XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <BFeOi4G.rldetlefsen@delphi.com>
Source record: 61726

I'm sure its online somewhere. archive.atari.umich.edu should have it in their atari/8Bit/dos (?) directory.
Or that should be atari.archive.umich.edu.
Rick D.

841. Re: Monitor trouble/question

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JnesCCA.rldetlefsen@delphi.com>
Source record: 61727

Robert Huggins <hug@planetmail.net> writes:

>I've just picked up a Commodore 1802 with some strange behavior. It's
>displaying three vertical bands - 1 red, 1 blue, and 1 green. It does
>display the text from the XE. All I get on the audio channel is a
>hum. The question is - is this thing fried in some expensive way or
>is this a small adjustment that I'm overlooking? Playing with the
>1802's front controls has no effect on the colored display...

Sounds like an RGD driver amp is out. Paying to get it fixed can be a good
choice since standard video monitors are hard to find.
If you are technically able, a good first thing to do is to open the monitor,
and
push down on all chips in sockets, and pull the board on the back of the tube
off and push it on(the right way). Tarnish could have broken a connection, just
like on a computer. Stay away from the high voltage section. If you don't
know electronics, then don't even touch a screw.
Rick D.

842. Re: How make i good graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <BFfsCmJ.rldetlefsen@delphi.com>
Source record: 61728

Thomas Havemeister <peter@soemtron.handshake.de> writes:

>> The best Graphics are the Atari Robot and Spaceship demo, and the intro
>> to Rescue from Fractlus [this I have as a demo somewhere], and Ballblazer.
>
>I still have no idea how they did such good graphics. In fact, these are
>dl and color tricks. But did you see the graphics in The guild of thieves
>or The Pawn? I think these are converted pictures from Atari ST or Amiga
>Version. So the question is still "How make I good graphics?"..

In general, you start with a graphics tablet and draw the picture in four or more colors depending the the drawing program you are using. The Atari Touch table and the Koala pad are the most common. The PPI Super Sketch tablet is nice and have a few advanced features.
Once the base picture is done, "overlays" can be drawn. Using program, the overlays can be placed over the main picture to change it. You can also play with changing colors, and display resolutions using DLIs. Computes Mapping the Atari is great for the details on this. There are some animation programs around, PM Animator and Movie Maker are good.
Rick D.

843. Re: Q: SLM 605 shows Change Drum; changed but no Effect..

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JnfM6AJ.rldetlefsen@delphi.com>
Source record: 61729

Mitch <MP-Computersysteme@t-online.de> writes:

>Hi Folks,
>
>there seems to be a little Problem with my SLM 605.
>After changing the Drum, due to lack Prints, after a few Weeks the
>Change Drum LED lits.
>Is there a Way to get that fixed ??

Relating an incident from a FAX machine, somewhere around the toner/drum will be several IR sensors. One or more is/are probably dirty with toner. Cleaning may help. If it doesn't, one might be dead and need replacing. An IR sensor card might help if the unit can be powered with the toner/drum door open.
Rick D.

844. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35A070C4.9392C9F@NO.SPAM.emw.ericsson.se>
Source record: 61730
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

Steve Duff wrote:

> What app did they use? I wasn't aware of any major 3D app available for Linux, so this should be interesting.

I would think that the Alphas only did the rendering, so it shouldn't be to hard to port a
renderer to it. The editing probably took place one something else.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

845. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35A0730F.8370250E@NO.SPAM.emw.ericsson.se>
Source record: 61731
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

jedi wrote:

> Amigas, could indeed, reproduce the efforts accomplished by
> the Titanic render farm even without the Toasters...

I guess you could use a C64 if you ported POV to it, so who cares? Anything
with a CPU could do it.

//Magnus kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

846. Re: A bright Star in the Atari heavens

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bda8ba$b24e47e0$78374382@vidar>
Source record: 61732

Try goind to the emulators and there's some Atari stuff there.

Robert Huggins <hug@planetmail.net> wrote in article
<35a140b8.169425125@news-server>...
> Bob,
>
> Don't know what a dunderhoof is but, FWIW, I didn't see anything Atari
> at that site either. I did see a link titled "adult" which leads me
> to believe that the post was a comeon...
>
> Rob
>
> On Sun, 05 Jul 1998 17:55:25 -0700, Bob Woolley <rwoolley@pacbell.net>
> wrote:
>
> >SArcher119 wrote:
> >>
> >> http://members.aol.com/sarcher119
> >>
> >> A site by a true atari lover for Atari lovers everywhere , please
email any
> >> comments as we are striving to make this the best !!
> >----
> >how come I just find junk at your site? I don't see no Atari stuff
> >here.... of course, I am a total dunderhoof at this, which is why I am
> >bothering to ask.
> >
> >Bob
>
>
> ---
> I don't suffer from insanity -- I enjoy every
> minute of it!!!
>

847. Re: help on price for Atari2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: pobocik@aol.com
Message-ID: <1998070609213701.FAA23150@ladder03.news.aol.com>
Source record: 61733

In article <1998070517122200.NAA09831@ladder01.news.aol.com>, wlmentink@aol.com (WLMENTINK) writes:

>saw one at the Salvation Army, they wanted $25, they are very willing to
>negotiate.

I see them regularly (2600 consoles) at local thrift stores for $2 to $5
usually lacking power supply, joysticks, switchbox, etc..
The accessories usually run $1 to $2 with some joysticks up to $3.
Game carts run anywhere from 25 cents to $2, usually bare but
ocassionally with boxes and instructions.

BTW- if you would like to purchase some...

848. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-06 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Evo34G.71q@cix.compulink.co.uk>
Source record: 61734

In article <6nliqnrfb1@nthfen.demon.co.uk>, david@nthfen.demon.co.uk
(David Cowderoy) wrote:

>
> Magnus Kollberg wrote in message
> <359CF277.612EA1B5@NO.SPAM.emw.ericsson.se>...
> >Clockmeister wrote:
> >>
> >> Is the latest Alpha 5-10 times faster then a PII 400Mhz/100Mhz bus ?.
> >
> >The current Alpha (available since last year) is 4-7 times as fast
> >as a P2. Next one out next year will be between 8-15 times as fast.
> Hehehehe. Don't forget Intel own the Alpha Technology now
> --
> David Cowderoy/The Berserker
>
>
>
> Magnus Kollberg wrote in message
> <359CF277.612EA1B5@NO.SPAM.emw.ericsson.se>...
> >Clockmeister wrote:
> >>
> >> Is the latest Alpha 5-10 times faster then a PII 400Mhz/100Mhz bus ?.
> >
> >The current Alpha (available since last year) is 4-7 times as fast
> >as a P2. Next one out next year will be between 8-15 times as fast.
> Hehehehe. Don't forget Intel own the Alpha Technology now
Intel have the licence to manufacture - Compaq *own* Alpha.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

849. Re: Atari-Bot arm, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6ntts5qhc1@pale-rider.INS.CWRU.Edu>
Source record: 61535

```
(Patrick ? asks how to peek and poke to the cart port.)
Disable BASIC, and read or write to $A000 to $BFFF.
```

850. Lots of .ATR soon!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <899848033@stackbbs.xs4all.nl>
Source record: 61536

-=> Quoting Frachel@beaconsoftware.co to All <=-

Fr> I am in the process of converting all my Atari disks (at least 550
Fr> disks) to ..ATR's. When I am done, I would like to make them accessible
Fr> to everyone. Anyone have any ideas of where I might be able to find a
Fr> home for them?

Well, as long as it is pd or shareware, you could email them to me.
We're currently putting together the Pooldisk II cdrom, which will be
released october 24th in Herten (ABBUC meeting).
If you want, we can put it on the CD's.
If it is not pd or shareware, we're not interested...

Regards,
Bo Schreurs.
Email me at: stack@xs4all.nl
___ Blue Wave/386 v2.30

851. Re: QUESTION ABOUT ATARI CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: Trask <trask1@home.com>
Message-ID: <35A29B4E.5202A10E@home.com>
Source record: 61537

I have the same one and it works on my 400 and 800.
By the way I think this is the best home version of
Donkey Kong ever made! Have fun!
Trask

ponydown@webtv.net wrote:
>
> Hello,
> I have an Atari computer game cartridge (DONKEY KONG). Now this
> looks exactly like the atari 400/800 software (same size, says <<<LEFT
> CARTRIDGE on top, etc.), but it says ATARI RX8031 on it.
> My question is: Will this operate in an Atari 400 or 800 computer,
> and if not, which system will it work in???
>
> Thanks,
> pd
>

852. Portfolio mailinglist?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: sj@nwn.de
Message-ID: <35a2a2cd.3135864@news.nordwest.net>
Source record: 61538

Hi!

Is there any mailing-list for Portfolio users to share experience
etc.?

853. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <35a2ac9e.341263@news.iwaynet.net>
Source record: 61539
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

> The point was: Amiga can ALREADY run the OS an necessary
> support tools. All D2 would need to is to copy them over
> to the Amiga farm and re-run make.
>

But how many Amigas do you want to use to do it? Rendering is strictly a number crunching affair. Rendering has nothing to do with the graphics hardware that makes the Amiga special. One Alpha machine running at 533 Mhz can probably do what 50 to 100 '040 Amigas could do. Just the savings on power consumption would justify the use and purchase of ONE Alpha as opposed to upty million Amigas. And the Titanic people were using a FARM of Alpha's to do the rendering. And yes, other tools were used to generate the scenes. If I remember correctly Mac, NT, and Unix boxes were used to generate the scenes.

854. Re: Monitor trouble/question

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35A2BD03.5B12@pacbell.net>
Source record: 61540

Robert Huggins wrote:
>
> I'm fairly sure it's the monitor. The color banding is present
> regardless of whether the monitor cable is plugged in or not. The
> banding and the audio buzz are also present with an 800XL. Both the
> XL and XE work fine with an old Apple monitor (as far as text display
> is concerned and keeping in mind that the Apple monitor is mono w/o
> audio).
>
> Rob
>
>----
Well, then it is a bad power supply in your monitor. Actually, this is
probably the easiest to fix. You have lost a power diode and/or the main
filter cap(s). Just replace them.

Bob

855. Re: Atari-Bot arm, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35A2C603.3EE3@pacbell.net>
Source record: 61541

Patrick Robbins wrote:
>
> I'm still considering the options I have for interfacing the arm to my
> Atari-Bot. I have looked in to a parallel interface through the expansion
> bus. However, I'm using the XE Game system, which doesn't have an expansion
> bus, and would rather not change systems. The cartridge port has 13 of the
> 16 address lines and the data bus as well as atleast part of the control
> bus. I wouldn't need more than 8,192 addresses anyway so I don't need the
> whole bus. The reason I'm looking into this now is because I will need it
> if I want to impliment a black and white vision system using a hacked dram
> chip.
>
> So, how do I read from and write to the cartridge port? I'm also not sure
> what parts of the control bus are missing. I just want to peek and poke
> addresses on the port so any specialized lines like DMA or whatever aren't
> important, I think.
>
> Thanks,
>
> Patrick Robbins
> Probb26666@usa.net

The cartridge port has all the lines you will need.

The easiest way is to use addresses in $D5xx since they are always
active. There is a -$D5xx select line, a R/W line, data, and address
lines on the cart.

If you use the cart. addresses ($8000-$BFFF), you must connect RD4 and
RD5 to +5v to activate the cart. buss. S4 and S6 select the two address
spaces in the cart.

Bob

856. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q5hkt.jht.jedi@dementia.mishnet>
Source record: 61542
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 07 Jul 1998 23:22:29 GMT, dmaxwell@iwaynet.net <dmaxwell@iwaynet.net> wrote:
>
>> The point was: Amiga can ALREADY run the OS an necessary
>> support tools. All D2 would need to is to copy them over
>> to the Amiga farm and re-run make.
>>
>
>But how many Amigas do you want to use to do it? Rendering is strictly

...as many as it takes. The real concern would be price
per MFLOP. When Titanic was in production, the price/
performance leader just happened to be Alpha.

>a number crunching affair. Rendering has nothing to do with the
>graphics hardware that makes the Amiga special. One Alpha machine

I never said nor implied such a thing actually.
Although those coprocessors might get put to
good use if someone's crafty about their shared
libs.

>running at 533 Mhz can probably do what 50 to 100 '040 Amigas could
>do. Just the savings on power consumption would justify the use and
>purchase of ONE Alpha as opposed to upty million Amigas. And the
>Titanic people were using a FARM of Alpha's to do the rendering. And
>yes, other tools were used to generate the scenes. If I remember
>correctly Mac, NT, and Unix boxes were used to generate the scenes.

I doubt that a Unix shop like D2 would put up with Mac
& they likey only put up with NT because of it's market
inertia/vendor support.

NT was the frontend, Linux was the backend. Although a
port of Lightwave to yet another Unix shouldn't be too
strenuous...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

857. Re: Strange 2600 ROM and unknown game

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: Dan Boris <dan.boris@coat.com>
Message-ID: <6nujs2lru1@winter.news.erols.com>
Source record: 61543

John Hileman wrote in message ...
>I found this Atari 2600 cartidge in my collection, having bought it some
>time ago. Packaged in a plain black Atari case without a label was a
>game I am not familiar with. Since I couldn't figure out what game it
>is, I opened the cartridge up.
>
>I thought the rom chip was interesting, being covered with a foil label,
>lettered "AP" and equally interesting is the outboard chip with wires
>soldered to four of the legs. I scanned both sides of this cartridge.
>
>Plus, I don't recognize the game. It apparently consists of three
>screens, a forest, a "maze" and a river. Game play seems somewhat
>similar to Space Jockey.
>
>I scanned both sides of the rom chip and put some screen shots on this
>page:
>
>http://www.microserve.net/~johnh/whatgame.html
>
>Can anyone help either with the cartridge configuration or the id of the
>game?
>

That game is definitely Alligator People by 20th Century Fox. The game was never completed and as far as I know only one prototype of it is known to exist. If what you have is a legitimate prototype, then it is an extremely rare item to have.

Dan B

858. Re: Kings Quest for 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: falcond@usa.net
Message-ID: <1103_899780351@13697.richmond.edu>
Source record: 61611

On 28 Jun 1998 03:31:58 GMT, bojay1997@aol.com (Bojay1997)
wrote:

Yes there were versions of King's Quest (I believe it was KQ5) for both NES and SMS, but "translated" is definitely the right word.
The SMS version was all right, but the NES version was nothing to brag about. Both had more of a menu-driven interface.

Falcon

>As proof that King's Quest could've been translated
easily to 8-bit
systems,
>check out the Sega Master System and NES
versions.
I never knew they made ports for those systems. Could it
be that they were
done
at the same time that KQ1 was rereleased after KQ4 to make
use of
the
point-and-click interface? Surely, the SMS and NES
versions didn't have
the
"type-til-you-bleed" interface, did
they?
This just restates my point that Sierra moved to newer 8
and 16-bit
machines
because they were supposedly newer and better. It
(apparently) doesn't mean
the
games were any
better.

Steven

859. ** FS: Wunderbar Atari400/800 Games! **

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: kitschy@thegrid.net
Message-ID: <kitschy-ya02408000R0607982117010001@news.thegrid.net>
Source record: 61612
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

** The following Atari 400/800 cartridges request the pleasure of
meeting your Atari computer.. **

** All the wonderful cartridges below are clean and are in good,
working condition..
** All the fabulous cartridges below are LOOSE, unless otherwise
noted..

Iï¿½ve rated the game labels using a ï¿½C1 - C10ï¿½ scale utilized by toy
collectors worldwide:

C1 - 5 = ranging from poor to fair condition
C6 = the ï¿½medianï¿½ condition range for ï¿½goodï¿½ items that collectorï¿½s
typically want in their collections..
C7 = good+ condition
C8 = very good condition
C9 = near excellent condition
C10 = excellent condition

- "Buck Rogers": very nice, shiny, label (C8) = $6.00
- "Deluxe Invaders": by Roklan, label is almost completely faded, hard to
read, not ripped or torn, just very faded (C1 for fading, C5 for
completeness of label) = $4.00
- "Gyruss": label is all text (C5) = $5.00
- "James Bond 007": label shows average wear, all text (C5) = $6.00
- "K-razy Antiks": (C6) = $5.00
- "MPP Smart Terminal": label is wrinkly (C3) = $3.00
- "Ms. Pacman" (2 cartridges): XE-type case, all text (C5/6) = $4.00/ea.
- "Midnight Magic" (pinball): XEGS-type case, illustrated, small piece of
??? rattling inside (C6) = $4.00
- "Miner 2049'er" (2 cartridges): one of the labels has tiny nicks/tears at
the top, the other is nicer and no nicks/tears (C4/6) = $4.00/$5.00
- "Pole Position": XE-type case, small wrinkling in upper left corner of
label (C4) = $3.00
- "Princess and Frog": by Romox, nice label, illustrated on BOTH sides (C6/7)
= $9.00
- "Shamus" (2 cartridges): red, opaque case(s), one has a label that is
wrinkled and peeling at the upper-right corner and the other shows average
wear.. (C3/C5) = $4.00/$5.00
- "Star Trek: Strategic Operations Simulator": one very teensy, tinsy nick
on the end of the label where it folds over (C6/7) = $8.00
- "Submarine Commander": by Thorn/EMI (C6) = $5.00

** Please send me your SHIPPING ADDRESS and a PHONE NUMBER that you can be
reached at to confirm your order and I'll make sure the game(s) are set

aside for you..

** Shipping and insurance is $3.75 via U.S. Mail ï¿½Priorityï¿½ for the 1st game and $.50 each per game, thereafter.. Shipping prices quoted are within the Continental U.S.A. only; Canada and overseas, extra..

** TERMS: Money Orders and Checks accepted. Money Orders are accepted for immediate shipment upon receipt of all items ordered. Checks are accepted with a 7-10 business day wait for clearance before any items ordered are shipped.

** PAYMENT INFO: Please make Money Order(s) and Check(s) payable to Chris Stafford and mail to this address:

Chris Stafford
P.O. Box 1482
Lompoc, California
93438-1482

** CONTACT INFO: I can be reached via e-mail; KITSCHY@THEGRID.NET for any questions you may have; phone number available upon request..

** I have EXCELLENT REFERENCES for completed internet transactions available upon request.. I strive to provide the BEST service possible- you won't be disappointed..

860. Connecting Atari 800 to RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <2LHZCZD@tos.pl.net>
Source record: 61613

Having looked at the monitor connector on the side of the Atari 800, it appears that there are not enough pins to be RGB, so I guess it's some sort of composite output.

What is it, and can I connect it somehow to an RGB monitor? What are the scan rates?

(I'm posting this on behalf of a computer club member, I know nothing about these machines so I hope this makes sense.)

--
Mario Becroft	Tariland, Atari user group in New Zealand
mb@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

861. FS: Atari 810 disk drive, best offer, at least cover shipping!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: wa2ise@netcom.com
Message-ID: <wa2iseEvpnyu.88D@netcom.com>
Source record: 61614

I found in my stuff an Atari 810 disk drive. Stock, no mods. Have no way to test it, think it did work the last time I used it. I stuck a floppy and closed the drive so the head wouldn't bounce around years ago, still there. No power supply.

Anyone want this? Worth anything? At least cover the shipping costs and it's yours.

Was once a big time Atari user, but that's 15 years ago. "Darth Vader".

862. Re: FS: SIO2PC APE cables cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6nsnm2$lc5$1@korweta.task.gda.pl>
Source record: 61615
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

Did you get your SIO2PC cable yet?
Its well worth its price, check it out:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=20333130

or contact me directly for faster service.

j131

PS. Specjalne rabaty dla kupujacych na miejscu, w Polsce.

863. knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01bda98b$35868ac0$af92e289@irata.kawo2.rwth-aachen.de>
Source record: 61616

Hello !

I was absent from this group for a while.

But last days a read nearly every old article and there are some things I noticed:

There were a discussion about the ATR-file format (of DD-disks), some questions regarding SIO Protocol and commands, some about hardware modifications ...

For a lot of these questions documentation is availiable somewhere on the net, but hard to find. (f.e. ATR-file-header .)

What this ATARI community should do in my opinion are three things:

1. Collect all the knowledge of the community (f.e. who exactly knows, how the SIO-protocol works, but some people are interested in and have to find out every for themselves ...)
And maybe in one or two years some people arent present here at this group, the knowledge is lost forever.

2. Do a "standardization" task.
f.e. there are now five (I know) different image storing formats used by atarians:
SCP (Sparta-Dos sector-copy)
XFD (XFormer)
ATR (SIO2PC , but different formats are used by SIO2PC and some emulators 8-(.)
DCM
PRO (APE)

There arent a lot of docs available and so everyone uses its own format and its own extensions ...
So lets declare one or two as standard and discuss every extension that a member want to be made to this standard ...
So I also would give the advise, to do not use XFD format any longer ...

Thats the same to memory extensions:
Some of them will support the splitted access of CPU/ANTIC, some wont ...
What was first, what last ... Is there a collection of programs, that need splitted access ?

3. A collection, what tools/ games/extensions could be useful and who is working on such a thing ...
f.e. there are now 4-5 ATR2DISK programs written in the last one or two years. But when I ve had known, someone is working on such a thing, I'd

never wrote one for myself.
Some utils still exist, but nobody could find it on the web or at umich
..

So lets save ressources and work together ...

So here my ideas:

1. HARDWARE:
1.1 Custom-Chips
1.1.1 ANTIC
- pinout
- register description
- mode description
- display-list description
- cycle stealing description
- memory refresh description
1.1.2 CTIA/GTIA
- pinout
- register description
- player/missle description ...
1.1.3 POKEY
- pinout
- register description
- keyboard scan description
- keyboard matrix
- sound generation description
1.1.4 CPU
- pinout
- description of the differences to normal 6502
1.2. normal chips
1.2.1. 6520/6821
- pinout
- function in various atari models
1.3. Connectors
1.3.1 Joystickports
- pinout
- how do paddles work/ which resitance should the have ...
1.3.2 SIO
- pinout
- command-frame description
1.3.3 parallel bus interface
- pinout
- how should a normal PB device work

1.4 memory extensions
1.5 diskdrives
1.5.1 various models, commands accepted ...
2. Software
2.1 OS
2.1.1 releases, differencies

2.1.2. CIO/Handler model
2.1.2.1 E: handler
2.1.2.2 P: handler
2.1.2.3 K: handler
2.1.2.4 S: handler
2.1.3 SIO model
2.1.4 floating point arithmetic
.
.
.
2.2 DOS
2.2.1 generic D: handler model
2.2.2 versions ...

...

Useful software:
- nc like disk tool for easy copying, viewing and editing files, must support _all_
device handlers (D:, E:, H:/M: -harddisk in emulators ...), should support Atari/IBM EOL
- lynx like basic html viever - so that one can do the documentation for projects in html
- commandline mod/wav-player, image (bmp,gif ...)-viewer ...
- cool macro-assembler/editor/debugger suite, working with pure E:-handler (and with XEP80 and 80 columns), large code segments (30-40 kB) or at least include files ...

Useful hardware:
- as rtime8 are barely available, theres still a need for a good (and at its best compatible) RTC

And so on.

Note: This is a first idea, but tell me, what do you think of it

Matt

864. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35A1FB0D.3759B04@NO.SPAM.emw.ericsson.se>
Source record: 61617
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

jedi wrote:

> >> Amigas, could indeed, reproduce the efforts accomplished by
> >> the Titanic render farm even without the Toasters...
> >
> >I guess you could use a C64 if you ported POV to it, so who cares? Anything
> >with a CPU could do it.
>
> The point was: Amiga can ALREADY run the OS an necessary
> support tools. All D2 would need to is to copy them over
> to the Amiga farm and re-run make.

So Pixars tools works on Amigas as well? I didn't know that.

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

865. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Evq13y.44J@cix.compulink.co.uk>
Source record: 61618

In article <35A1FB0D.3759B04@NO.SPAM.emw.ericsson.se>,
magnus.kollbergl@NO.SPAM.emw.ericsson.se (Magnus Kollberg) wrote:

> jedi wrote:
>
> > >> Amigas, could indeed, reproduce the efforts accomplished by
> > >> the Titanic render farm even without the Toasters...
So could a farm of Atari400's, cunning RAM banking permitting.

> > >I guess you could use a C64 if you ported POV to it, so who cares?
> > >Anything with a CPU could do it.
Exactly. When it comes to rendering, its CPU, CPU and CPU that count. You
can put the source data together on just about anything, Amiga, Sinclair
Spectrum, HP-UX, whatever. All this 'Amiga is the best' stuff is just
plain juvinile rubbish. Who cares what machine you use? I don't. You use
the best machine & tools for the job. Each job has different requirements
and the choice varies accordingly.

> > The point was: Amiga can ALREADY run the OS an necessary
> > support tools. All D2 would need to is to copy them over
> > to the Amiga farm and re-run make.
But what's the point if you can get better brute CPU elsewhere? And
probably at a better mip/$ rate too.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

866. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q40eo.gkq.jedi@dementia.mishnet>
Source record: 61619
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 07 Jul 1998 12:40:13 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>jedi wrote:
>
>> >> Amigas, could indeed, reproduce the efforts accomplished by
>> >> the Titanic render farm even without the Toasters...
>> >
>> >I guess you could use a C64 if you ported POV to it, so who cares? Anything
>> >with a CPU could do it.
>>
>> The point was: Amiga can ALREADY run the OS an necessary
>> support tools. All D2 would need to is to copy them over
>> to the Amiga farm and re-run make.
>
>So Pixars tools works on Amigas as well? I didn't know that.

Linux/68k ~ Linux/Alpha...

It's the OS, not the hardware that's the central
point. D2 is a unix shop so any other Unixen fit
in rather easily there...

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

867. EXPRESS Terminal Programs.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: doc_x <doctorx@dallas.net>
Message-ID: <6nt4kfsdg1@news.onramp.net>
Source record: 61620

I am looking for the EXPRESS! terminal programs for ALL modems that it was written for. if anyone has these or know where i can find them please email me or respond to this message.

thank you,
mark mailto:doctorx@dallas.net

868. Player/missle graphics

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: TJ Edmister <Damage_X@hotmail.com>
Message-ID: <35A24368.4BDD@hotmail.com>
Source record: 61621

I can't figure out how to make ANTIC send actual graphics, all I can do is make bars on the screen. I set some bit on GTIA that is supposed make it read the stuff from ANTIC but I only get random junk. How do I make ANTIC send the right stuff and where do I put the graphics in RAM. Any help would be appreciated.

869. Re: Where can I get a Touch Typing cart for an Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998070713564700.JAA05226@ladder03.news.aol.com>
Source record: 61622

An Atari 400 for learning how to type? How sadistic can one be?

Bostone1@aol.com

870. Re: Where can I get a Touch Typing cart for an Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35a22a5c.82575846@news.ioa.com>
Source record: 61623

On 07 Jul 1998 13:56:47 GMT, bostone1@aol.com (Bostone1) wrote:

>An Atari 400 for learning how to type? How sadistic can one be?
>
>
>Bostone1@aol.com
>
Unless it has the keyboard retrofit, of course ;-)

Steven

871. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35a22b5f.82834245@news.ioa.com>
Source record: 61624

On 7 Jul 1998 09:45:20 GMT, "Belitz" <matz@kawo2.rwth-aachen.de> wrote:

>2. Do a "standardization" task.
>f.e. there are now five (I know) different image storing formats used by
>atarians:
>SCP (Sparta-Dos sector-copy)
>XFD (XFormer)
>ATR (SIO2PC , but different formats are used by SIO2PC and some emulators
>8-(.)
>DCM
>PRO (APE)

I like your ideas, and I have a feeling that most of the docs you request can be found in "de re Atari" and in "Mapping the Atari." I don't own either of those books myself, but I've heard enough talk about them to know that they are fairly indepth concerning Atari hardware. Maybe, copyrights permitting, someone could get versions of these books on-line (hint, hint).

As far as standardization goes, IMHO, there are only 2 viable formats, ATR and PRO. Since ATR files are essentially XFD files with a 16-byte header, I agree that XFD's could easily be phased out. On the other hand, people may argue that XFD's are better because they *don't* have the 16-byte header, but SIO2PC can't use XFD files. DCM files are compressed images, but only by a few K, and with hard drive costs so low these days, they could be phased out as well. I've never seen SCP files so I can't comment.

PRO files, however, are a different story. Since they are designed for use with the APE PRO system, and are the only files that can contain copyguarding information, the PRO format needs to coexist with whatever other format is the "standard." PRO files are not for everyone; well, if everyone (including myself) would register APE, then I guess they would be for everyone;-) Since you have to have the APE PRO system to use them, they're still a niche format, but they should not be phased out.

If you take a good look around the net, you'll find that the majority of the files out there tend to be ATR files, as far as I can tell, so I think the Atari community has, in a sense, already cast the democratic vote for the standard.

Play On!
Steven

872. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <35A23038.C16F9193@NO.SPAM.emw.ericsson.se>
Source record: 61625
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

jedi wrote:

> >So Pixars tools works on Amigas as well? I didn't know that.
>
> Linux/68k ~ Linux/Alpha...
>
> It's the OS, not the hardware that's the central
> point. D2 is a unix shop so any other Unixen fit
> in rather easily there...

If that is the case you can still do it with most things with a CPU
and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
so what is the bid deal?

//Magnus Kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

873. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yk95pzocl.fsf@co.umist.ac.uk>
Source record: 61626

"Belitz" <matz@kawo2.rwth-aachen.de> writes:
> There were a discussion about the ATR-file format (of DD-disks), some
> questions regarding SIO Protocol and commands, some about hardware
> modifications ...
>
> For a lot of these questions documentation is availiable somewhere on the
> net, but hard to find. (f.e. ATR-file-header .)
>
> What this ATARI community should do in my opinion are three things:
>
> 1. Collect all the knowledge of the community (f.e. who exactly knows, how
> the SIO-protocol works, but some people are interested in and have to find
> out every for themselves ...)
> And maybe in one or two years some people arent present here at this group,
> the knowledge is lost forever.

plus brain cells have a habit of forgetting things... =)

> 2. Do a "standardization" task.
> There arent a lot of docs available and so everyone uses its own format
> and its own extensions ...
> So lets declare one or two as standard and discuss every extension that a
> member want to be made to this standard ...
> So I also would give the advise, to do not use XFD format any longer ...
>
> 3. A collection, what tools/ games/extensions could be useful and who is
> working on such a thing ...
> f.e. there are now 4-5 ATR2DISK programs written in the last one or two
> years. But when I ve had known, someone is working on such a thing, I'd
> never wrote one for myself.
> Some utils still exist, but nobody could find it on the web or at umich
> ..
>
> So lets save ressources and work together ...

I like the idea of pooling all the knowledge together, that's one of
the reasons I started my links page, there's a lot of info out there
on the web, but finding it can be difficult, and there's no central
resource out there that brings all this knowledge together.

It'd be nice to see a collection of files on the umich archive and a set of
web pages with the info. Although putting such a thing together would
be a big job, needing someone with a lot of time on their hands. Then
there's the problem of typing up the info. A good place to start
would be with some of the info already on the web, such as the

hardware manual (of which there are several copies on the www) and other good technical info which is available. Plus a dejanews search would help collect some of the good posts that have appeared on this ng.

From there it would be possible to see what's been collected and what's still missing, and who could be volunteered (duped?) =) into writing it. Another good addition would be De Re Atari. How far did that project get? Was it finished? Is it available on-line now? And then of course there's Mapping... an idea that's been argued about but not finished (as far as I know).

Another idea that's been kicked around before and might help finding info on the www is an Atari 8-bit web ring. There are enough pages out there to create a reasonably sized one and it would help more of the good pages out there be "found" by those looking for them.

So, any takers? *grin* =)

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

874. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q4f7f.i19.jedi@dementia.mishnet>
Source record: 61627
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 07 Jul 1998 16:27:04 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>jedi wrote:
>
>> >So Pixars tools works on Amigas as well? I didn't know that.
>>
>> Linux/68k ~ Linux/Alpha...
>>
>> It's the OS, not the hardware that's the central
>> point. D2 is a unix shop so any other Unixen fit
>> in rather easily there...
>
>If that is the case you can still do it with most things with a CPU
>and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
>so what is the bid deal?

Genuine ubiquity vs. that smoke and mirrors version that
Monopolysoft had been pushing for so long...

So? When can we see KDE or Gnome ports for MiNT then?

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

875. Atari-Bot arm, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <35a2511b.0@news3.uswest.net>
Source record: 61628

I'm still considering the options I have for interfacing the arm to my Atari-Bot. I have looked in to a parallel interface through the expansion bus. However, I'm using the XE Game system, which doesn't have an expansion bus, and would rather not change systems. The cartridge port has 13 of the 16 address lines and the data bus as well as atleast part of the control bus. I wouldn't need more than 8,192 addresses anyway so I don't need the whole bus. The reason I'm looking into this now is because I will need it if I want to impliment a black and white vision system using a hacked dram chip.

So, how do I read from and write to the cartridge port? I'm also not sure what parts of the control bus are missing. I just want to peek and poke addresses on the port so any specialized lines like DMA or whatever aren't important, I think.

Thanks,

Patrick Robbins
Probb26666@usa.net

876. Re: Connecting Atari 800 to RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <6ntkcf$k0$1@roch.zetnet.co.uk>
Source record: 61629

On 7 Jul 1998 15:00:34 G, Mario Becroft wrote:
> Having looked at the monitor connector on the side of the Atari 800, it
> appears that there are not enough pins to be RGB, so I guess it's some
> sort of composite output.

Correct - there's no RGB. There is one pin for composite video,
another for Luminance only (B/W video) and another for colour
information.

I'm in the UK so I can only describe what UK 800s have. The composite
pin can be connected to any VCR, TV, monitor with a composite input.
The signals are exactly the same as any video product i.e. 50Hz
vertical, 15.7Khz horizontal, i.e. the same as RGB except all three
colours are combined.

--
Chris Simon Mae OBLIVION yma - paid ag edrych i lawr ! ! !
osian@zetnet.co.uk "Hounds freeze in silence" ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

877. Re: Player/missle graphics

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <6ntko7ll1@roch.zetnet.co.uk>
Source record: 61630

On 7 Jul 1998 12:46:57 G, TJ Edmister wrote:
> I can't figure out how to make ANTIC send actual graphics, all I
> can do is make bars on the screen. I set some bit on GTIA that
> is supposed make it read the stuff from ANTIC but I only get
> random junk. How do I make ANTIC send the right stuff and where do
> I put the graphics in RAM. Any help would be appreciated.

Can't remember all the details about where to Poke everything, however
here's a quick resume.

If your bars are continously changing then you haven't switched PMG
on. I *think* poke 559,34 does it.

If it's constant then either you haven't defined the correct area of
memory (any free area will do - people generally use the spare area at
the end of screen RAM) or you haven't defined the shape. To define
the shape, you poke the shape data into the memory area. That's also
how you achieve vertical movement - you move the shape data through
the area. You *could* also define a string and reset its start address
to the beginning of that area and then make assignments to that
string. That way, you get "fast" animation in BASIC. Horizontal
movement is done by poke 53248,xpos (for player #0).

It's years since I've done it so am a bit rusty. Perhaps there is
someone else who can give you more technical details.

--
Chris Simon Mae OBLIVION yma - paid ag edrych i lawr ! ! !
osian@zetnet.co.uk "Hounds freeze in silence" ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

878. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980707195423.19234A-100000@tellus.dsv.su.se>
Source record: 61631
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 7 Jul 1998, jedi wrote:

:On Tue, 07 Jul 1998 16:27:04 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
:>jedi wrote:
:>
:>> >So Pixars tools works on Amigas as well? I didn't know that.
:>>
:>> Linux/68k ~ Linux/Alpha...
:>>
:>> It's the OS, not the hardware that's the central
:>> point. D2 is a unix shop so any other Unixen fit
:>> in rather easily there...
:>
:>If that is the case you can still do it with most things with a CPU
:>and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
:>so what is the bid deal?

You will have to do it on time as well. The audience is watching the
screen and they don't wan't to see black frames with tiny messages
reading: "This frame will be added in the next service release ... ".

:
: Genuine ubiquity vs. that smoke and mirrors version that
: Monopolysoft had been pushing for so long...
:
: So? When can we see KDE or Gnome ports for MiNT then?
:

A free implementation of KDE is impossible because of the dependencies to
Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just *might* be able to
run an Xserver and then open a plip connection to some other machine
running an application. Not very useful.
:

-o Jens M Andreasen
([o- Bastugatan 45, S 118 25 Stockholm
-` (| +46 8 669 81 71
'-
---o---------jens-and@dsv.su.se-------------------c[]--C---

"Linux! The choice of a networking generation."

879. QUESTION ABOUT ATARI CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: ponydown@webtv.net
Message-ID: <16514-35A25F56-18@newsd-154.iap.bryant.webtv.net>
Source record: 61632

Hello,
I have an Atari computer game cartridge (DONKEY KONG). Now this
looks exactly like the atari 400/800 software (same size, says <<<LEFT
CARTRIDGE on top, etc.), but it says ATARI RX8031 on it.
My question is: Will this operate in an Atari 400 or 800 computer,
and if not, which system will it work in???

Thanks,
pd

880. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01bda9d7$a475faa0$af92e289@irata.kawo2.rwth-aachen.de>
Source record: 61633

> plus brain cells have a habit of forgetting things... =)

Thats a thing, my cells already had forgotten ...

> > So lets save ressources and work together ...
> I like the idea of pooling all the knowledge together, that's one of
> the reasons I started my links page, there's a lot of info out there
> on the web, but finding it can be difficult, and there's no central
> resource out there that brings all this knowledge together.

Thats teh most important fact. I'm sure, that nearly all all information
one need is somewhere on the net ...

> A good place to start
> would be with some of the info already on the web, such as the
> hardware manual (of which there are several copies on the www) and
> other good technical info which is available. Plus a dejanews search
> would help collect some of the good posts that have appeared on this
> ng.
I 've the hardware manual, De Re Atari, complete and essential map,
ATARI-Profibuch
and ATARI-intern. All are a little bit incomplete or even incorrect.
One should put this information together ...

> From there it would be possible to see what's been collected and
> what's still missing, and who could be volunteered (duped?) =) into
> writing it. Another good addition would be De Re Atari. How far did
> that project get? Was it finished? Is it available on-line now? And
> then of course there's Mapping... an idea that's been argued about
> but not finished (as far as I know).
Yes, thats the way we have to go ...
There should be different persons for different sections as maintainer as
it is for the LINUX HowTo pages ...
And this group should have the view, what still missing and could be added.
Look at the FAQ- its an good example and covers lots of general information
now.

> Another idea that's been kicked around before and might help finding
> info on the www is an Atari 8-bit web ring. There are enough pages
> out there to create a reasonably sized one and it would help more of
> the good pages out there be "found" by those looking for them.

Haven't heared anything about a WEBRING so far, please tell me more ...

Matt

881. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-07 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6q4qv3.iha.jedi@dementia.mishnet>
Source record: 61634
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

```
On Tue, 7 Jul 1998 20:08:43 +0200, Jens M Andreasen <jens-and@dsv.su.se> wrote:
>
>
>On Tue, 7 Jul 1998, jedi wrote:
>
>:On Tue, 07 Jul 1998 16:27:04 +0200, Magnus Kollberg
<magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote:
>:>jedi wrote:
>:>
>:>> >So Pixars tools works on Amigas as well? I didn't know that.
>:>>
>:>> Linux/68k ~ Linux/Alpha...
>:>>
>:>> It's the OS, not the hardware that's the central
>:>> point. D2 is a unix shop so any other Unixen fit
>:>> in rather easily there...
>:>
>:>If that is the case you can still do it with most things with a CPU
>:>and now Linux. You can run Linux and MiNT on a ST, so a ST can do it,
>:>so what is the bid deal?
>
>You will have to do it on time as well. The audience is watching the
>screen and they don't wan't to see black frames with tiny messages
>reading: "This frame will be added in the next service release ... ".
>
>:
>: Genuine ubiquity vs. that smoke and mirrors version that
>: Monopolysoft had been pushing for so long...
>:
>: So? When can we see KDE or Gnome ports for MiNT then?
>:
>
>A free implementation of KDE is impossible because of the dependencies to
>Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just *might* be able to

Download the source and re-compile it on your Falcon or
Ameoba. This should work with Linux as the rest of the
system is open source.

>run an Xserver and then open a plip connection to some other machine
>running an application. Not very useful.

--
Hardly. Microsoft has brought the microcomputer OS to
```

the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

882. Re: Where is the Yogi site?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: rich@cstone.net
Message-ID: <6nuktv$5se$1@nnrp1.dejanews.com>
Source record: 61544

In article <35a12ba3.0@news.cadvision.com>,
"G T Clark" <clarkg@cadvision.com> wrote:

"bin" files are either single executables (the same as "exe" or "com" files)
or cartridges. Sometimes the only way to tell is to just attempt to load them
from DOS and see what happens, if it doesn't work, insert them as a cartridge
instead.

The procedure for transferring them to an ATR is the same as for EXE or COM -
mount the BIN using a H: device, and copy the file to a mounted ATR disk.

> oracle wrote in message <6nmmoi$emh@examiner.concentric.net>...
> >yes, ditto. be sure to explore both the atr and binaries directories. for
> >newbies, be sure to see the tip included with atari800win ver 2.1 readme
> >file on how to use .exe/.com/.bin files, the same tip works for xl-it! find
> >it at
> >
> >http://www.concentric.net/~Twist/atari800win/
> >
> Yes indeed he mentions how to run com and exe files, but what is the process
> for getting .bin files to work? Is there some method of converting them to
> atr's?

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

883. Re: Three Atari 1200XL For Sale one Boxed Complete

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <6nu9p8$lt0$1@platane.wanadoo.fr>
Source record: 61545

hi

do you still have atari 1200 xl for sale ? the one with the box too ?

what is your price ?

thanks

884. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: buy.me@ehrich.com
Message-ID: <aUyo1.62$on1.876168@news2.voicenet.com>
Source record: 61546

```
Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists for the PC, Amiga, Vic20 C64, TI, COCO
Video Games, Music CD's, Books on Tape, Computer Courses,
and the latest Atari list.

Atari HW & Software Items for Sale
Plus Shipping - PrePaid Only

--------------------------------------------------------------------------------
Atari power supply for 1050 drive.................. $12
Ape Face Model XLP Digital Device.................. $14
Atari XMM801 printer............................... $15
Atari 1020 Printer................................. $10
Atari 410 Program Recorder (tape deck) ............. $10
Cables for Atari etc from Chelco (6) ............... $ 4 each
Hot Stuff Joystick (rough)......................... $ 4
Joysticks (square) (4)............................. $ 8 each
Paddles (2 sets)................................... $12 each set
DVE Printer Power Supply Model DV-2412A............. $ 8
50 5-1/4 diskettes ................................ $10
50 3-1/2 diskettes................................. $12.50
--------------------------------------------------------------------------------

Diskette Software for Atari Computers
$3.95 each (6 for $18)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
DeBug by Childware
Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
```

MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
Reading Skills
Sesame Str Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spnker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

Diskette Software for Atari Computers
$2.50 each (5 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Astro Grover
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Lode Runner
Lucas Films Ballblazer
Match Up
Master of Lamps
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell

Moon Shuttle
My First Alphabet
On Track Racing
Paint Master Diskette
Print Shop
Sea Bandit
Shape Up
Sky Blazer from Broderbund
Spy vs Spy
Summer Games -
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore

Antic Diskettes from Atari
$1.95 each (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 CompAdv Star Raiders Cartridge w/box
Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box

Atari Artist
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)
Sky Writer

Tape Software for Atari Computers
$2.95 each (4 for $9)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
Gulp!!
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing

Atari Books $4.95 each (5 for $19)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

885. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6nuftfpjf1@pale-rider.INS.CWRU.Edu>
Source record: 61547

I got a BIG opinion.
ATR should be the standard.
Because it is the only image format that has a crc check.
All these files on the internet are getting busted (corrupted)
at some point, or rather, many.
And you can't tell because there's no crc check built in.
Steve Tucker has used some of the 16 byte header (4 bytes)
for a crc32 value of the image. Which you can authenticate
with his SIGNATR.EXE program, FREE, and part of APE 1.xx
shareware. I have this opinion, to stop corruption of files,
and stop the passing corrupted files around, we must have
an image format that has this crc check. I repeat myself,
but this is important. How many people download stuff,
can't get it to work. We could eliminate one possible
source of a problem if we KNEW FOR CERTAIN that the
file wasn't corrupted.
AMEN, Brother Ben.
(Also, check out my crc16v31.arc at my site in pdutils directory
http://www.en.com/users/russg. You can use my program if you
do null modem, C. Marslett 'util' transfers or even APE/SIO2PC
transfers to see that what transferred is the same as what
you had on the original. But Tucker's idea is the best.
(BUT I think some signatures in his ape117.zip are busted
by using his SIGNATR.EXE, or something.)
Thanks, Russ

886. Atari 8-bit BASIC cart & books

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: DRT <dtietsw@home.net>
Message-ID: <35A2E161.78D88009@home.net>
Source record: 61548

Best Offer. email me.

887. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.980708051924.22203A-100000@tellus.dsv.su.se>
Source record: 61549
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 7 Jul 1998, jedi wrote:

:>But how many Amigas do you want to use to do it? Rendering is strictly
:
: ...as many as it takes. The real concern would be price
: per MFLOP. When Titanic was in production, the price/
: performance leader just happened to be Alpha.

A full discussion can be found at:

http://www.ssc.com/lj/issue46/2494.html

888. Web sites on the actual computer

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <899878605.5810.5.nnrp-03.9e98ea3a@news.demon.co.uk>
Source record: 61550
Cross-posted to:
comp.sys.sinclair,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.msx,comp.sys.misc

Thanks to all those who sent me details of their services supporting 8-bit formats for the last edition of my 8BIT magazine which is due out at the mid/end of July.

The area where I still have a lot of gaps in the information is Web sites.

In particular, I would like to list sites who still carry information on the actual machines, rather than *just* emulated versions, as the (printed) magazine will be going mainly to actual users who have a PC/Mac as well as the original machines.

All suggestion welcome; here or to me at 8bit@spheroid.demon.co.uk

Thanks.

--
Brian Watson

Driving an overpowered electronic rollercoaster down the road to Hell.

889. Re: Columbus area

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6nv22j$8m6@freenet-news.carleton.ca>
Source record: 61551

Ryan 'Gozar' Collins (rlcolli@ibm.net) writes:
> In article <359707C0.3AFD@iwaynet.net>, Jack Hock <jhock@iwaynet.net> wrote:
>>Any diehard 8 bitters on here in the Columbus, Oh area? Would like to
>>hear from you via e-mail.
>
> I'm about 65 miles northwest of Columbus, so I guess you could say I'm
> in the area!!

I'm in Cleveland Ohio. Not close but who can be picky when there are
so few of us left? ;) Besides, there is nothing between here and
Columbus except 3 farms and 50,000 yellow barrels.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

890. Re: Parallel port transfers?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35A3529A.544CC04D@ix.netcom.com>
Source record: 61552

Kathystest wrote:
>
> Is there a program that will let me connect my Atari to my PC through the
> parallel port rather than having to make an SIO cable? I have a Xetec parallel
> port controller that I use to print from on my Atari. I would like to take
> some of my games over to my PC.
> Thanks.

Kathystest,
It probably wouldn't be that hard to build, but, why bother if you
don't own either an MI/O or Black Box? The SIO port is serial, so you'd
need a serial to parallel (shift register) converter. You won't really
gain anything. On the other hand, using a BB or MI/O, you have parallel
connection to the Atari's bus and all that's in the path is a buffer and
some conditioning electronics. In this case the speed benefit would be
useful. One consideration of this is cable length. It would probably
have to be rather short like about 6 feet. Serial can go up to about 50
feet. I'm not sure of the maximum thruoghput of the parallel cabling,
but serial is 19200bps even with the BB or MI/O (assuming stock software
and hardware).
I would like to also have something like this, since I own an MI/O and
my PC is right next to my 130XE. If anyone comes up with a program like
A.P.E. that can work via a parallel to parallel cable, please notify me!
The cable part is easy for me, but the software isn't.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

891. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35A35770.CA28181@ix.netcom.com>
Source record: 61553

Steven Posey wrote:
>
> On 7 Jul 1998 09:45:20 GMT, "Belitz" <matz@kawo2.rwth-aachen.de> wrote:
>
> >2. Do a "standardization" task.
> >f.e. there are now five (I know) different image storing formats used by
> >atarians:
> >SCP (Sparta-Dos sector-copy)
> >XFD (XFormer)
> >ATR (SIO2PC , but different formats are used by SIO2PC and some emulators
> >8-(.)
> >DCM
> >PRO (APE)
>
> I like your ideas, and I have a feeling that most of the docs you request can be
> found in "de re Atari" and in "Mapping the Atari." I don't own either of those
> books myself, but I've heard enough talk about them to know that they are fairly
> indepth concerning Atari hardware. Maybe, copyrights permitting, someone could
> get versions of these books on-line (hint, hint).
>
> As far as standardization goes, IMHO, there are only 2 viable formats, ATR and
> PRO. Since ATR files are essentially XFD files with a 16-byte header, I agree
> that XFD's could easily be phased out. On the other hand, people may argue that
> XFD's are better because they *don't* have the 16-byte header, but SIO2PC can't
> use XFD files.

XFD was part of the original SIO2PC spec. That's waht it used.
ATR's came later and eliminated the 16-byte header from the XFD's

> DCM files are compressed images, but only by a few K, and with
> hard drive costs so low these days, they could be phased out as well.

Actually, DCM files are used more for making boot disks transferrable
that for compression.
ARC and other compression schemes don't carry the boot information.
These can be used with DCM.

> I've never seen SCP files so I can't comment.
>
> PRO files, however, are a different story. Since they are designed for use with
> the APE PRO system, and are the only files that can contain copyguarding
> information, the PRO format needs to coexist with whatever other format is the
> "standard." PRO files are not for everyone; well, if everyone (including
> myself) would register APE, then I guess they would be for everyone;-) Since
> you have to have the APE PRO system to use them, they're still a niche format,

> but they should not be phased out.

PRO format files must be used with the A.P.E. PRO system which isn't
free.
However, these files do support boot and copy protection.

>
> If you take a good look around the net, you'll find that the majority of the
> files out there tend to be ATR files, as far as I can tell, so I think the Atari
> community has, in a sense, already cast the democratic vote for the standard.
>
> Play On!
> Steven

ATR, DCM, ARC files are mainstays of the Atari community and must
remain. XFD files should not be banned since they can only handle 90K of
data. HTML and TXT and ASC files must be standardized for the Atari
community. HTML is already. TXT files should use PC cr/lf format while
ASC files should be text files with Atari EOLs. This way everyone would
know if you get a TXT file it readable on a PC and if you get an ASC
file it's readable on the Atari. I haven't seen an HTML reader for the
8-bit. If someone has one, let me know. I'd be interested in that.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

892. Re: highest dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6nvrvk$rt0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 61554

Howdy folks

Somebody asked: MyDOS 4.51 (is that the latest version?).

Nope, there is a NEW cartridge version, but most of us seem to agree that it falls into the catagory (sp?) "DON'T TOUCH"

The latest Disk version is 4.53/3. It will use 3 digit sector counts is that is enough (more is needed) and it uses *.AR? where ? is 1 to 9 instead of AUTORUN.SYS (you don't have to append all you autorun files)

It's cool (I use it all the time), It's compatible and it should be on the net somewhere.

CU Mathy Van Nisselroy

893. Re: Atari-Bot arm, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6nvt1g$rt0$2@nets3.rz.RWTH-Aachen.DE>
Source record: 61555

In article <35a2511b.0@news3.uswest.net>, Probb26666@usa.net says...
>
>I'm still considering the options I have for interfacing the arm to my
>Atari-Bot. I have looked in to a parallel interface through the expansion
>bus. However, I'm using the XE Game system, which doesn't have an expansion
>bus, and would rather not change systems. The cartridge port has 13 of the
>16 address lines and the data bus as well as atleast part of the control
>bus. I wouldn't need more than 8,192 addresses anyway so I don't need the
>whole bus. The reason I'm looking into this now is because I will need it
>if I want to impliment a black and white vision system using a hacked dram
>chip.
>
Howdy Patrick

from what I seem to remember, the only signal the XEGS doesn't have (somewhere inside) that you'd need for a Parallel Bus Interface (either XL or XE style) is the MAP signal. It can be generated (Stefan Dorndorn told me, he's a member of the German ABBUC (Atari 8 but club with 480 members world wide. Magazine is in German language) but you need to compare (AND, OR, etc.) I think FIVE other signals.

BTW the ABBUC (address is in Michael Currents FAQ) sells te scchematics to the XEGS for DM5 (if I remember correctly) which would be approximately 3 bucks.

CU Mathy Van Nisselroy

894. Re: highest dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01bdaa77$6e483ce0$a792e289@irata.kawo2.rwth-aachen.de>
Source record: 61556

Hallo Mathy !

Do you have any information about how it uses the three bytes sector count
?
You could image, how I'm asking 8-).
I think, I must have it !

Matt

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> schrieb im Beitrag
<6nvrvk$rt0$1@nets3.rz.RWTH-Aachen.DE>...
> Howdy folks
>
> Somebody asked: MyDOS 4.51 (is that the latest version?).
>
> Nope, there is a NEW cartridge version, but most of us seem to agree that
it
> falls into the catagory (sp?) "DON'T TOUCH"
>
> The latest Disk version is 4.53/3. It will use 3 digit sector counts is
that
> is enough (more is needed) and it uses *.AR? where ? is 1 to 9 instead
of
> AUTORUN.SYS (you don't have to append all you autorun files)
>
> It's cool (I use it all the time), It's compatible and it should be on
the net
> somewhere.
>
> CU Mathy Van Nisselroy
>
>

895. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35a38e94.77576105@news.ioa.com>
Source record: 61557

On Wed, 08 Jul 1998 07:26:40 -0400, Robert S Ely <rely@ix.netcom.com> wrote:

> XFD was part of the original SIO2PC spec. That's waht it used.
> ATR's came later and eliminated the 16-byte header from the XFD's

I always thought it was the ATR's that had the header, but I just checked it, and now I stand corrected. Thanks.

> Actually, DCM files are used more for making boot disks transferrable
>that for compression.
> ARC and other compression schemes don't carry the boot information.
>These can be used with DCM.

Thanks for clearing that up. I don't use DiskCommunicator so I didn't know exactly how it worked. I've downloaded DCM files and converted them to ATR's, but that's the extent of my use of them.

>XFD files should not be banned since they can only handle 90K of data.

I'm not sure I understand what you mean by that. It seems that if they are limited to 90K, they're a perfect candidate to get rid of. Am I missing something?

>HTML and TXT and ASC files must be standardized for the Atari
>community. HTML is already. TXT files should use PC cr/lf format while
>ASC files should be text files with Atari EOLs. This way everyone would
>know if you get a TXT file it readable on a PC and if you get an ASC
>file it's readable on the Atari.

Agreed. It's too bad that there isn't a better way to shorten ATASCII. ASC makes it seem like true ASCII text, which it isn't. We've been using the extension for so long, though, that I don't think anyone will fuss about it. The next question is: how do you go about encouraging compliance with this?

>I haven't seen an HTML reader for the
>8-bit. If someone has one, let me know. I'd be interested in that.

The only one I've ever heard anyone talk of using is Lynx, but that's through a shell connection to a Unix/Linux server. I've never heard of any 8-bit programs that will read HTML, but I doubt a good programmer would have a very difficult time with it, especially since the HTML standard is so well documented. Maybe some day.

Thanks for the comments, Robert.

Steven

896. Re: QUESTION ABOUT ATARI CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35a39a78.80620829@news.ioa.com>
Source record: 61558

On Tue, 07 Jul 1998 22:01:47 GMT, Trask <trask1@home.com> wrote:

>I have the same one and it works on my 400 and 800.
>By the way I think this is the best home version of
>Donkey Kong ever made! Have fun!
>Trask
>
>ponydown@webtv.net wrote:
>>
>> Hello,
>> I have an Atari computer game cartridge (DONKEY KONG). Now this
>> looks exactly like the atari 400/800 software (same size, says <<<LEFT
>> CARTRIDGE on top, etc.), but it says ATARI RX8031 on it.
>> My question is: Will this operate in an Atari 400 or 800 computer,
>> and if not, which system will it work in???
>>
>> Thanks,
>> pd
>>

RX8031 was Atari's product number for Donkey Kong. Other older carts that say
<<LEFT CARTRIDGE and are brown will also have an RXxxxx number.

Steven

897. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6o0bns$6bd@freenet-news.carleton.ca>
Source record: 61559

Steven Posey (stevenposey@usa.net) writes:
> On Wed, 08 Jul 1998 07:26:40 -0400, Robert S Ely <rely@ix.netcom.com> wrote:
>
>> XFD was part of the original SIO2PC spec. That's waht it used.
>> ATR's came later and eliminated the 16-byte header from the XFD's
>
> I always thought it was the ATR's that had the header, but I just checked it,
> and now I stand corrected. Thanks.

An XFD is a raw image of the data portion of the disk, with no header.

An ATR image has a 16 byte header that describes the size and other things.

>> Actually, DCM files are used more for making boot disks transferrable
>>that for compression.
>> ARC and other compression schemes don't carry the boot information.
>>These can be used with DCM.
>
> Thanks for clearing that up. I don't use DiskCommunicator so I didn't know
> exactly how it worked. I've downloaded DCM files and converted them to ATR's,
> but that's the extent of my use of them.

DCM files were used for compression because sending a 90k disk used to
take a whole hour at 300 baud (ahhhh the ooooold days :). Often the
DCM images were also ARC'ed to get even higher compression.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

898. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <35a3c741.4393422@news.wxs.nl>
Source record: 61560

On 7 Jul 1998 09:45:20 GMT, "Belitz" <matz@kawo2.rwth-aachen.de>
wrote:

>For a lot of these questions documentation is availiable somewhere on the
>net, but hard to find. (f.e. ATR-file-header .)
For as long as I can remember, the specs of the ATR format was in the
docs that came with SIO2PC, and it is still in there. Problem is that
people are too lazy to read the ****ing manual.
ATR files contain a 16 byte manual as stated in the docs.
XFD was designed for Xformer and has absolutely *nothing* to do with
SIO2PC other than that files can be converted between these formats.

>What this ATARI community should do in my opinion are three things:
>
>1. Collect all the knowledge of the community (f.e. who exactly knows, how
>the SIO-protocol works, but some people are interested in and have to find
>out every for themselves ...)
>And maybe in one or two years some people arent present here at this group,
>the knowledge is lost forever.
Collecting everything that is worth knowing does sound like a good
idea. The SIO protocol is documented in the OS-manual.
Problem with that is that some companies designed their own commands
and never documented them. (and release that documentation that is).

>So lets save ressources and work together ...
>
>So here my ideas:
>
>1. HARDWARE:
<snip>
>And so on.

It really helps to get a copy of the OS manual, De ReAtari, Mapping
the Atari, inside Atari DOS, and stuff like that. All the information
is in those books. Funny thing is that sometimes these books do a
poor joob at really explaining it all in a way that everyone can
actually understand it. I am a programmer for a living, so I am used
to these kinds of manuals and eventually can figure it out. But
average users that want to write some programs of their own have
trouble reading these. To ask techy persons to write such a manual
will only produce more manuals of this kind. To write tutorials is
hard. Years ago you could have published these and get rich. So what
makes you think people will now volunteer to do this for free?

>Note: This is a first idea, but tell me, what do you think of it
I think you will have a hard time to find someone, anyone willing to

take on these tasks. Look at the megamagazine and stuff like that. Top quality info, but it is just to much work to put together a newsletter or disk magazine nowadays, if you can only sell 10 or 20 copies. To find out the specs for the DCM file format took me weeks, and writing it down and posting it here took me another week or two. All I got was one E-mail message. (Which is more than I expected anyway). But time is very precious for me, since I have many of these tasks, not to mention organizing a CD.
But is does help if there is a place where the collective knowledge can be stored. Such a site already exists, the Umich archives. However someone should actively manage such a site then. Problem again is that most of us die-hard 8-bit fanatics do this just as a hobby, so no way you can invest a lot of hours unless you are in an old-folks home. But they hide your modem when you enter there so I have been told.

Keep those XL's/XE's humming.
Ernest.

899. ATR standardisation

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01bdaab3$7d29c800$a792e289@irata.kawo2.rwth-aachen.de>
Source record: 61561

```
Hallo !

First I'd like to thank all people respondihg to mee.
And I 've learned, that not all the information posted here, will reach my
Newsserver 8-(.
The crc check was explained in an answer to a similiar question I asked
last year.
( Special thanx to Russ)
And here we go ...

sources:

Nick Kennedy
SIO2PC (4.10)
readme.txt (V4.10)
dated 20.12.95

WORD = special code* indicating this is an Atari disk file
WORD = size of this disk image, in paragraphs (size/16)
WORD = sector size. (128 or 256) bytes/sector
WORD = high part of size, in paragraphs (added by REV 3.00)
BYTE = disk flags such as copy protection and write protect; see copy
protection chapter.
WORD=1st (or typical) bad sector; see copy protection chapter.
SPARES 5 unused (spare) header bytes (contain zeroes)

Steven J. Tucker
APE
http://www.nacs.net/~classics/authatr/
20.10.96
]] The 'standard' nickatari ATR is: (first byte listed as 1, not 0)
]]
]] 01: NICKATARI Signature
]] 02: "
]] 03: Paragraphs, low
]] 04: Paragraphs, high
]] 05: Sector Size, low
]] 06: Sector Size, high
]] 07: Extended paragraphs
]] 08..16: Unused
]]
]] Current APE changes to the ATR header:
]]
]] 8 : 32bit Authentication CRC
]] 9 : 32bit Authentication CRC
]] 10: 32bit Authentication CRC
```

]] 11: 32bit Authentication CRC
]]
]] 16: Bit 0: Write Protect
]] Bit 1: Sealed/Authenticated A
]] Bit 2..7: Unused
This compilation is from an answer to a question of mine and could be found
on the homepage of Russ Gilbert
http://www.en.com/users/russg

Frank Barrus
ACE (V0.02)
psiox.txt
01.08.94

Basically, the new header looks like:

WORD IDCODE 0296h
WORD SIZELO low byte of NUMSEC*SECSIZE/16
WORD SECSIZE 128 or 256
WORD SIZEHI high byte of NUMSEC*SECSIZE/16
WORD RESV1 reserved
WORD RESV2 reserved
WORD RESV3 reserved
WORD NUMERR number of bad sectors + 1
(all data is low byte first)

This is then followed by NUMSEC sectors of SECSIZE bytes,
and then immediately followed by a table of size
NUMERR of the following "bad sector" records:

WORD SECTOR sector number
BYTE CSTAT communication status
BYTE HSTAT hardware status
WORD RESV1 reserved
WORD RESV2 reserved
http://www.csh.rit.edu/~shaggy/software.html

Now we have three different formats here, not counted the 128/256 byte
(first 3 sectors) fault on some Emulators with DD disks.

As I have the right view, there is enough space hold all the information,
the three authors suggest.

The only question is, how to arrange it ...

Are all the three people still online here in comp.sys ?

I'm waiting for your suggestions.

Matt

P.S. Tooks me nearly 1 hour to collect and validate this information.

900. Re: HTML Viewer for 8-bit!!!! File attachment included....

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01bdaab3$df939160$a792e289@irata.kawo2.rwth-aachen.de>
Source record: 61562

Could not test out at the moment, but who is the author - would like to
thank him or her ...

Matt

Sysop*TXG <SysopTXG@underground.demon.nl> schrieb im Beitrag
<899927418.18440.0.rover.d4ee0f47@news.demon.nl>...
> Hi everybody,
>
> There is one (HTML viewer/convertor!)
>
> I included the the file here so take a look....
>

901. HELP w/ Atari800 DOS emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: helbling@aol.com
Message-ID: <1998070822074100.SAA04647@ladder03.news.aol.com>
Source record: 61563

Please help me. In trying to run the Atari800 emulator for DOS, I get a SIGSEGV variable error and crash, on both my laptop & home desktop PC (although the program runs fine on the PC at work -- actually a MAC w/ DOS side).

I think this might be a conflict with an IRQ or possible a sound card. Can anybody help me reconfigure my home laptop to run Atari800?

Thank you

~chris helbling
Chris Helbling
helbling@aol.com

902. FA: Ultima/Origin Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: Miles Gore <72557.2633@CompuServe.COM>
Message-ID: <uGyrOPtq9GA.249@ntdwwaaw.compuserve.com>
Source record: 61564
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,rec.games.computer.ultima.series

```
Auction ends this Saturday 7/10/98 at midnight (Eastern)

Ultima 8 Pagan (Pentagram cover) (DOS) includes 11 3.5"
diskettes, cloth map, The Chronicle of Pagan, Playguide, Install
Guide, Origin Product catalog, coin trinket *** MB $8

Ultima 3 Cloth Map *** MB $3

Ultima 3 Exodus (NES) cartridge w/case,players reference ** MB$5

Ultima Underworld (DOS) - The Stygian Abyss (DOS) includes 5 3.5"
diskettes, Install Guide, Map of the Stygian Abyss,Players Guide,
Reference card, Memoirs of Caribis, disk exchange form ** MB $8

--
```

903. FA: More Ultima Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: Miles Gore <72557.2633@CompuServe.COM>
Message-ID: <eZmVUQtq9GA.322@ntdwwaaw.compuserve.com>
Source record: 61565
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,rec.games.computer.ultima.series

```
Auction ends this Saturday 7/11/98 midnight (Eastern time)

Moebius (C64) - includes Orb of Celestial Harmony poster, Players
Reference card, The Book of Moebius, diskettes, headband ** MB $5

Ultima VI (DOS) - includes cloth map, 7 5.25" diskettes,
Reference Guide, Compendium *** Missing moonstone ** MB $6

Ultima Quest of the Avatar (NES) cartridge w/case, players
reference *** MB $5

Eye of the Beholder(DOS)includes diskettes, clue book, rule book
*** MB $5

Ultima IV (C64) - includes cloth map, all of the manuals, ankh
*** MB $10

--
```

904. HTML reader for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: Eric Sokolowsky <esok@seal.cs.byu.edu>
Message-ID: <Pine.SGI.3.94.980708190652.1061D-100000@seal.cs.byu.edu>
Source record: 61566

On Wed, 8 Jul 1998, Robert S Ely wrote:

> I haven't seen an HTML reader for the
> 8-bit. If someone has one, let me know. I'd be interested in that.

Sounds interesting. I'm willing to try such a program. Unfortunately,
I'm separated from my Atari (snif) for a couple of months, so it would
have to wait until I get back. Of course, it would probably not be
GUI, just text, and it would probably not support all types of tags.

Very interesting indeed.

905. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: Eric Sokolowsky <esok@seal.cs.byu.edu>
Message-ID: <Pine.SGI.3.94.980708191000.1061E-100000@seal.cs.byu.edu>
Source record: 61567

On Wed, 8 Jul 1998, Ernest R. Schreurs wrote:

> On 7 Jul 1998 09:45:20 GMT, "Belitz" <matz@kawo2.rwth-aachen.de>
> wrote:
>
> >For a lot of these questions documentation is availiable somewhere on the
> >net, but hard to find. (f.e. ATR-file-header .)
> For as long as I can remember, the specs of the ATR format was in the
> docs that came with SIO2PC, and it is still in there. Problem is that
> people are too lazy to read the ****ing manual.

Well, I've followed this newsgroup off and on for several years now, and
I use it for most of the information I get on the Atari 8-bit computers.
I knew of the .ATR format only because of this newsgroup, and I wanted to
know the file format of it recently, and did some web searches for it,
until I found a snippet of information somewhere indicating that it was
in the SIO2PC documentation. As soon as I found this out, then I downloaded
the software and, yes, the information was there.

All this indicates that the original poster of this message has a very valid
point, which is that there is a lot of information out there, but it would
be very nice if it were all in one place that is easily accessible, and it's
hard sometimes to know where to look for the answer to a particular
question. Yes, it would be a big task. I'm willing to help. As soon as
I get home (I'm on an intership for two months) I'm going to start programming
and converting old documentation to an online format. I've got copies
of De Re Atari, Mapping the Atari, Many of Compute's books, Master Memory
Map, Mac 65, Action, and others that can all be put online. I also want to go
through all the old Atari disks I have (I have a bunch from a friend who
didn't have room for his 8-bit stuff anymore), and see what is valuable
there. I can probably
manage to find some hard drive space on a server at school (so that this
stuff is publicly available), but I don't know
how long I'll be there (probably only another year or so).

It would be really nice if all this valuable information were collected in
one spot, or at least if there were one central authoritative site with
links to other places.

I hear a lot about umich, but from what I understand the stuff there is
pretty old and undocumented. Perhaps this is a good place to start.

> Collecting everything that is worth knowing does sound like a good
> idea. The SIO protocol is documented in the OS-manual.

That's one thing I don't have and would really like to have online.

> So what
> makes you think people will now volunteer to do this for free?

It's a hobby. I'm willing to do it for free. It's fun and I learn a lot.
But, as you say, it's hard to invest too much time into a hobby. I
don't ever expect any financial gain from anything I do for the 8-bit
(which, admittedly, hasn't been much so far).

906. Re: Atari-Bot arm, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <35a43366.0@news2.uswest.net>
Source record: 61568

>The cartridge port has all the lines you will need.
>
>The easiest way is to use addresses in $D5xx since they are always
>active. There is a -$D5xx select line, a R/W line, data, and address
>lines on the cart.
>
>If you use the cart. addresses ($8000-$BFFF), you must connect RD4 and
>RD5 to +5v to activate the cart. buss. S4 and S6 select the two address
>spaces in the cart.
>
>Bob

I looked at the memory map I didn't know I had and I think I got it. If I use the $D5xx addresses it activates the CCNTL (CCTL) line, right? I think that will make things much easier. Can I also use the other parts of the interface, $BFFF-A000 and $9FFF-8000, at the same time as the $D5xx? I don't think I needed to ask that, but can I enable part of the interface such as $BFFF-A000 by tying only one of the lines to +5, like RD4, so the other addresses can remain part of ram?

One more thing, if I enable the other cart addresses will the computer still boot from disk?

Thanks,

Patrick Robbins

907. Re: Lots of .ATR soon!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-08 00:00:00 UTC
From: Ulf.Petersen@STUDENT.uni-tuebingen.de
Message-ID: <6xSnPCq3nhB@ulf.student.uni-tuebingen.de>
Source record: 61569

On 07 Jul 98, bo.schreurs@stackbbs.xs4all.nl wrote ...

> -=> Quoting Frachel@beaconsoftware.co to All <=-

Fr>> I am in the process of converting all my Atari disks (at least 550
Fr>> disks) to ..ATR's. When I am done, I would like to make them accessible
Fr>> to everyone. Anyone have any ideas of where I might be able to find a
Fr>> home for them?

> Well, as long as it is pd or shareware, you could email them to me.
Yeah, right! Send him all 550 disks by e-mail ;).

> We're currently putting together the Pooldisk II cdrom, which will be
> released october 24th in Herten (ABBUC meeting).
> If you want, we can put it on the CD's.
Why? A CD-ROM is only accessible to a very limited number of people. I
mean, who is going to come to that meeting? To reach as many users as
possible, check out the following free web sites ...

www.xoom.com (you get 11 MB per account for free!)
www.geocities.com
www.fortunecity.com
www.tripod.com

XOOM is quite fast, so I suggest you give them a try! Also, contact me
about more details concerning the type of software you are going to
publish.

CU!

Ulf

908. SIO2PC 4.10

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <35a553b5.3606449@news.demon.nl>
Source record: 61435

Hi Atari People,

I recently turned my Atari back on after 4 years!
And i hooked my Atari on the PC.

But after a few days, i hated the interface of SIO2PC already...
Is there already an Windows version?

And where can i get the sources and can i contact the autor through
email??

Greetings The Bytecat

Did ya see my first demo? Look for the Flitsdemo
You'll laugh your socks off!
---

909. Re: Game programming guide?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: tjh@No-Spam.ic.net
Message-ID: <tjh-0907982118020001@p36.a1.56k.ic.net>
Source record: 61436

In article <35A55A2F.937A4272@ix.netcom.com>, cbond@ix.netcom.com wrote:

> Is there such a thing as a programmer's guide for
> the Atari 800? I'm especially interested in arcade
> type game programming.

There was "Your Atari Computer" from McGraw-Hill, by Poole, McNiff, and Cook. It had a lot on programming the 400/800 in BASIC, including sound and player-missile graphics.

Regards,

Tom

--
Remove the anti-spam from my email address to send me email.

910. Game programming guide?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: Charles Bond <cbond@ix.netcom.com>
Message-ID: <35A55A2F.937A4272@ix.netcom.com>
Source record: 61437

Is there such a thing as a programmer's guide for
the Atari 800? I'm especially interested in arcade
type game programming.

911. Re: Lots of .ATR soon!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: Capper <capper@quantum.net.au>
Message-ID: <35A46227.4311381B@quantum.net.au>
Source record: 61570

Why don't you setup a WWW page, services like Geocities give you 11 mb to upload on, and they're Free!!!!

912. Verschenke ATARI 130XE + Diskettenstation

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: Uwe Jung <junguwe@ifwt.et.tu-dresden.de>
Message-ID: <35A48E45.954CFF33@ifwt.et.tu-dresden.de>
Source record: 61571
Cross-posted to: comp.sys.atari.8bit,maus.sys.atari.hardware,maus.sys.atari.internet,z-netz.alt.rechner.atari.8bit

Hallo,

ich verschenke oben genannten Computer.
(128k RAM, fast 2MHz Taktfrequenz ;-))
Ist technisch nicht ganz der letzte Schrei, aber
vielleicht gibt es einen Fan, der das Geraet vor
dem Elektronikschrott retten will.
Voll funktionsfaehig incl. einiger Spieledisketten.
Selbstabholung in Dresden.

Gruss,
Uwe.

913. Re: Lots of .ATR soon!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdab22$c8f9e520$0c374382@vidar>
Source record: 61572

Capper <capper@quantum.net.au> wrote in article
<35A46227.4311381B@quantum.net.au>...
> Why don't you setup a WWW page, services like Geocities give you 11 mb to
upload
> on, and they're Free!!!!
>
>

I don't think it's legal, unless all you intend to put up there is
shareware or PD stuff. But, it would be nice to have a place with all
(absolutely all) titles that were released. I miss some older games, like
Dino Eggs and there's probably a lot I never seen. Take Atarian care

914. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35A4A722.869DB6C@ix.netcom.com>
Source record: 61573

Steven J. Tucker wrote:
>
> Steven Posey (stevenposey@usa.net) writes:
> > On Wed, 08 Jul 1998 07:26:40 -0400, Robert S Ely <rely@ix.netcom.com> wrote:
> >
> >> XFD was part of the original SIO2PC spec. That's waht it used.
> >> ATR's came later and eliminated the 16-byte header from the XFD's
> >
> > I always thought it was the ATR's that had the header, but I just checked it,
> > and now I stand corrected. Thanks.
>
> An XFD is a raw image of the data portion of the disk, with no header.
>
> An ATR image has a 16 byte header that describes the size and other things.

Steve,
I humbly stand corrected. I was going from memory rather than reading
the spec. I won't do that again! It's hell to get old!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

915. Packet Radio.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: Paul Castellani Jr <cfipaul@worldnet.att.net>
Message-ID: <6o2d5h$8me@bgtnsc03.worldnet.att.net>
Source record: 61574

Anyone have any good Packet Radio Terminal programs for the ATARI? I have looked around with little success...

Thanks!

916. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yd8bfuqjn.fsf@co.umist.ac.uk>
Source record: 61575

"Belitz" <matz@kawo2.rwth-aachen.de> writes:
> Thats teh most important fact. I'm sure, that nearly all all information
> one need is somewhere on the net ...
Sure is! I just found another good page today and that's after 1
year+ of collecting links.

> I 've the hardware manual, De Re Atari, complete and essential map,
> ATARI-Profibuch
> and ATARI-intern. All are a little bit incomplete or even incorrect.
> One should put this information together ...

Are those all in electronic form? If so, then that'd be a great place
to start.

> Yes, thats the way we have to go ...
> There should be different persons for different sections as maintainer as
> it is for the LINUX HowTo pages ...
> And this group should have the view, what still missing and could be added.
> Look at the FAQ- its an good example and covers lots of general information
> now.

Sure does!

> Haven't heared anything about a WEBRING so far, please tell me more

It was an idea that surfaced a few months ago, but didn't seem to
receive much support, or maybe was only a half hearted attempt (well I
only saw 1 post about it). Creating a webring is easy, just go to
http://www.webring.org for all the details. It needs someone (or
several someone's) to be the RingMaster who maintains the ring. In
fact there is already an Atari 8-bit specific webring there, but with
only 1 site listed (which was the result of the previous attempt),
plus another ring that's not Atari 8-bit specific, but with an Atari
8-bit page. Once you get 5 pages in the webring you become listed in
the directory (whoopeee!). Given that there are over 200 Atari 8-bit
pages out there getting listed shouldn't be a problem.

An Atari 8-bit webring is something I'd like to see happen, as I think
it'd help link all the Atari 8-bit pages that are out there, making
info easier to find. I'd volunteer my page to join, so we'd just need
another 4 to start it... *grin*

What do people think about doing this? Good? Bad? Indiferent? Who
else would like to see an Atari 8-bit webring? Who would like to join
one? And who wouldn't? (and why not).

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

917. Webring - homepage is missing

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01bdab41$08ecc300$a792e289@irata.kawo2.rwth-aachen.de>
Source record: 61576

> It was an idea that surfaced a few months ago, but didn't seem to
> receive much support, or maybe was only a half hearted attempt (well I
> only saw 1 post about it). Creating a webring is easy, just go to
> http://www.webring.org for all the details. It needs someone (or
> several someone's) to be the RingMaster who maintains the ring. In
> fact there is already an Atari 8-bit specific webring there, but with
> only 1 site listed (which was the result of the previous attempt),
> plus another ring that's not Atari 8-bit specific, but with an Atari
> 8-bit page. Once you get 5 pages in the webring you become listed in
> the directory (whoopeee!). Given that there are over 200 Atari 8-bit
> pages out there getting listed shouldn't be a problem.
>
> An Atari 8-bit webring is something I'd like to see happen, as I think
> it'd help link all the Atari 8-bit pages that are out there, making
> info easier to find. I'd volunteer my page to join, so we'd just need
> another 4 to start it... *grin*

Just tried to join - got:
http://w3.one.net/~tom_cody/webring.html

File Not Found

The requested URL /~tom_cody/webring.html was not found on this server.

Seems to be bad ...

Matt

918. Re: Where can I get a Touch Typing cart for an Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19980709014361101.KAA12483@ladder03.news.aol.com>
Source record: 61577

In article <35a22a5c.82575846@news.ioa.com>, stevenposey@usa.net (Steven Posey) writes in response to the suggestion that an Atari 400 is bad for learning how to type:

>Unless it has the keyboard retrofit, of course ;-)
>
>

OK, OK, you got me. Remember the B-Key 400? It installed directly in place of the membrane keyboard. At the time, I thought it was pretty cool and much better than the membrane for typing in programs. I remember typing in program listings on the 400 using the membrane and my fingers got really sore. At least loading and saving programs to cassette took long enough for the fingers to recover!

Bostone1@aol.com

919. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998070914573800.KAA14632@ladder03.news.aol.com>
Source record: 61578

In article <35a4bf15.155541426@news.ioa.com>, stevenposey@usa.net (Steven Posey) writes, regarding Steven Tucker of APE fame:

>Of course, you'd have to be a "fanatical hobbyist to the nth degree" to still >be able to make money off the Atari today, right Steven?

Maybe Mr. Tucker can confirm this, but I have a feeling that APE income barely pays for the work he puts into it. He makes the unregistered version so useful, that many users never get around to sending him anything. I even feel a little guilty after sending money a long time ago, because he still allows free upgrades. I don't know of any other software companies that do free upgrades anymore.

Bostone1@aol.com

920. Re: Where can I get a Touch Typing cart for an Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35a4e85e.8226454@news.ioa.com>
Source record: 61579

On 09 Jul 1998 14:36:11 GMT, bostone1@aol.com (Bostone1) wrote:

>In article <35a22a5c.82575846@news.ioa.com>, stevenposey@usa.net (Steven Posey)
>writes in response to the suggestion that an Atari 400 is bad for learning how
>to type:
>
>>Unless it has the keyboard retrofit, of course ;-)
>>
>>
>
>OK, OK, you got me. Remember the B-Key 400? It installed directly in place of
>the membrane keyboard. At the time, I thought it was pretty cool and much
>better than the membrane for typing in programs. I remember typing in program
>listings on the 400 using the membrane and my fingers got really sore. At least
>loading and saving programs to cassette took long enough for the fingers to
>recover!

Yeah, the B-Key is what I remember, too. I have an 800, so I never had to deal with the membrane, but I remember seeing the B-Key on a 400 in our local user group. I also remember that it rearranged the keyboard a little to make some of the keys fit (delete and insert moved?).

I'd love to see some scans from anyone owning a B-Key 400 to see what the differences were. It'd also be nice to know how it behaved after all these years, and how it compares to the other full-stroke Atari keyboards. I'd bet it's probably like the XL keys, but I also remember them being much thinner than the XL's.

Later!
Steven

921. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35a4ebdb.9119234@news.ioa.com>
Source record: 61580

On 09 Jul 1998 14:57:38 GMT, bostone1@aol.com (Bostone1) wrote:

>Maybe Mr. Tucker can confirm this, but I have a feeling that APE income barely
>pays for the work he puts into it.

Probably true, but the fact that he gets any money AT ALL in today's market is
pretty impressive.

Steven

922. Re: Where can I get a Touch Typing cart for an Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: georgeh@mail.rlc.net
Message-ID: <35a50ac9.0@news.rlc.net>
Source record: 61581

Why not just buy an 800? They are cheap enough.

GFH

923. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: reynolds@panix.com
Message-ID: <6o3543$hqa@panix3.panix.com>
Source record: 61582
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <Pine.OSF.3.95.980707195423.19234A-100000@tellus.dsv.su.se>,
Jens M Andreasen <jens-and@dsv.su.se> wrote:
>
>
>On Tue, 7 Jul 1998, jedi wrote:
>
>:
>: So? When can we see KDE or Gnome ports for MiNT then?
>:
>
>A free implementation of KDE is impossible because of the
>dependencies to Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just
>*might* be able to run an Xserver and then open a plip connection to
>some other machine running an application. Not very useful.
>

In 1988/89 I was running X11R3 on a 4MB Sun 3/50 (68020 based UNIX
workstation) and other Sun 3 machines. There is no problem running X
in 4MB. Of course I don't know how big a footprint MiNT has (my Mega
4ST has been in storage for a few years).

--
Brian Reynolds | "Humans explore the Universe with five
reynolds@panix.com | senses and call the adventure science."
http://www.panix.com/~reynolds/ | - Edwin P. Hubble

924. Re: Web sites on the actual computer

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: phil_stewart@yahoo.com
Message-ID: <35a3b798.1308715@nnrp.uk.insnet.net>
Source record: 61583
Cross-posted to:
comp.sys.sinclair,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.msx,comp.sys.misc

On Wed, 8 Jul 1998 07:06:39 +0100, "Brian Watson"
<brian@spheroid.demon.co.uk> wrote:
>The area where I still have a lot of gaps in the information is Web sites.

The java search thingy on my website has about 20 sites listed in it,
you can get the text file from:

http://stewart.connect-2.co.uk/SearchList.txt

From Phil

All Things CPC - http://stewart.connect-2.co.uk/AllTCPC.html

"Oh, it's largely intuitive, Archchancellor," said Ponder.
"Obviously you have to spend a lot of time learning it
first, though..."

925. 15 Antic & Analog Magazines for auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-09 00:00:00 UTC
From: IGR <grinch@btc-bci.com>
Message-ID: <35A54600.282C37DA@grfn.org>
Source record: 61584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.emulators.misc

Lot of 15 issues from 1985-1987 covering both 8-bit and ST Atari computers.

Cover pic and description for each issue!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=20654196

Auction ends 07/16/98 at 14:57:14 PDT

926. Re: highest dos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Evutt0.88D@iglou.com>
Source record: 61438

On 1998-07-08 matz@kawo2.rwth-aachen.de said:
>Hallo Mathy !
>Do you have any information about how it uses the three bytes
>sector count ?
>You could image, how I'm asking 8-).
>I think, I must have it !
>Matt
The three byte sector count means that the directory is displayed like
FILE EXT 999
where other versions of Mydos would use
FILE EXT 0999
The four digit numbers are incompatible with some programs that read the
directory. I don't know what happens on a 3-digit version of Mydos if a file
has more than 999 or more than 9999 sectors.

Net-Tamer V 1.08X - Test Drive

927. Re: SIO2PC 4.10

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6o3o0gabr1@dartvax.dartmouth.edu>
Source record: 61439

bytecat@hempseed.com (Louis) writes:

>I recently turned my Atari back on after 4 years!
>And i hooked my Atari on the PC.

>But after a few days, i hated the interface of SIO2PC already...
>Is there already an Windows version?

>And where can i get the sources and can i contact the autor through
>email??

No, there is no Windows version of SIO2PC. You might want to look at
APE, another program that does essentially the same thing. The
problem with porting the SIO2PC program to another environment is that
it is written in assembly language, not C.

I know that there are problems using a program like SIO2PC with a
multi-processing environment like Windows, as SIO2PC assumes complete
control so that it can get the timings exactly right. This was
probably more of a problem with Win3.0 than with Win95.

I helped to write a SIO2Linux program that does the same thing under
Linux. It seems to work pretty well, but will have problems if the
system is heavily loaded because of the timing issues.

--PC

--
Segmentation fault
%

928. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6o4j7i$el7@freenet-news.carleton.ca>
Source record: 61440

Steven Posey (stevenposey@usa.net) writes:
> On Thu, 09 Jul 1998 07:18:58 -0400, Robert S Ely <rely@ix.netcom.com> wrote:
>
>>Steve,
>> I humbly stand corrected. I was going from memory rather than reading
>>the spec. I won't do that again! It's hell to get old!
>
> Oh, so I was right to begin with... I wonder why I saw a larger XFD file than
> the same ATR file? That was weird.

I've seen XFD files of many sizes, basically ATR's less the 16 byte header. If
you want a list of 'offical' sizes, then it would have to be only the ones
supported by pc-xformer.

Most of the utilities i've seen will recognize at least SD, ED, and DD XFD's.

These should be 92160, 133120, and 183936 bytes, in the order mentioned.

I don't know which ones pcxf recognizes.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

929. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35A5F62E.E6EE6968@ix.netcom.com>
Source record: 61441

```
Raphael James Espino wrote:
================Much stuff removed=================
>
> What do people think about doing this? Good? Bad? Indiferent? Who
> else would like to see an Atari 8-bit webring? Who would like to join
> one? And who wouldn't? (and why not).

Raphael,
Sounds really good to me. I know that there are a few regulars here
that have pages that should give it a go.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

930. Re: SIO2PC 4.10

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35a60e64.83507881@news.ioa.com>
Source record: 61442

On 10 Jul 1998 00:41:52 GMT, crow@coos.dartmouth.edu (Preston F. Crow) wrote:

>I know that there are problems using a program like SIO2PC with a
>multi-processing environment like Windows, as SIO2PC assumes complete
>control so that it can get the timings exactly right. This was
>probably more of a problem with Win3.0 than with Win95.

Well, no -- the problem is the CPU speed. Windows 95 chokes SIO2PC just as bad as Win 3.x does. Anything less than a Pentium 90 probably can't handle it. I have a 486DX4/100 with a bare Win95 installation that can't run it, and yes, it has the newer UART. The Win95 Kernel itself takes up too much processor time with maintenance tasks, so it's a real burden on a system to keep up with the Atari's timings.

I can't wait to get my Red Hat Linux installed with X-Window to see how much of a difference it makes :-)

Steven

931. New Atari User #84 May/June 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1007980835190001@macmcurrent.library.carleton.edu>
Source record: 61443

Arrived in my mail earlier this week:

Page 6 Publishing's

NEW ATARI USER

'The Magazine for the Dedicated Atari User'
ISSN No. 0958-7705

Issue 84 - May/June 1998

Programming
3D Ripple / Raphael Espino
A neat little graphics program

BASIC Listing Searcher / John Foskett
A far quicker way to change listings

Objet D'Art / Joel Goodwin
Previous lessons demonstrated

Happy Typer / Steve Hillen
A super program typing utility

Features
CD Collection Database / Kevin Cooke
A simple way to keep track of your collection

Useful USR / John Foskett
Bridge the gap between machine code and BASIC

Sorting and Searching / Daniel Yelland
Routines to include in your programs

SpartaDOS / M. Tomlin
A full list of commands

Practical Use of the Internet / John S. Davison
John Davison's Journey Into Cyberspace

Regulars
Editorial / Les Ellingham
Mailbag
The Tipster
Classic PD Zone / Austin Hillman
The Accessory Shop

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54

Stafford
ST16 1DR
England
tel: 01785 241153 (from the USA: 011-44-1785-241153)
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual,
10th Anniversary Demo, Mini Office II, Transdisk IV
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

932. Re: SIO2PC 4.10

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1007980856200001@macmcurrent.library.carleton.edu>
Source record: 61444

In article <35a553b5.3606449@news.demon.nl>, bytecat@hempseed.com (Louis) wrote:

>And where can i get the sources and can i contact the autor through
>email??

The info I have is:

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
Developer: SIO2PC 4.16

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

933. Re: Lots of .ATR soon!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35b049af.9754365@news.demon.co.uk>
Source record: 61445

The other Day "Frank Rachel" <frachel@beaconsoftware.com> wrote:

>I am in the process of converting all my Atari disks (at least 550 disks) to
>.ATR's. When I am done, I would like to make them accessible to everyone.
>Anyone have any ideas of where I might be able to find a home for them?
>
Someone said put them on the binaries group, do this but also try and
find a site to house them on.. :)

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

934. Re: Game programming guide?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: "Thomas M. Johnson" <thomasj@execpc.com>
Message-ID: <35A65571.99FD166A@execpc.com>
Source record: 61446

```
> In article <35A55A2F.937A4272@ix.netcom.com>, cbond@ix.netcom.com wrote:
>
> > Is there such a thing as a programmer's guide for
> > the Atari 800? I'm especially interested in arcade
> > type game programming.
>
```

There is "Atari Graphics and Arcade Game Design" by Jeffery Stanton with Dan Pinal. It focuses on algorithms and techniques for programming the Atari 8-bit computers. Things like PM graphics, etc. Its 474 pages. I sold mine a few months ago.

935. Tech Question RE: Lode Runner Data Disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35a6674c.7577317@news.ioa.com>
Source record: 61447

I've got a Lode Runner data disk of about 100 levels I've created, and I'm trying to get it copied onto an ATR image through SIO2PC, but I can't figure out what the correct size and density is to create a new image as. (That wasn't grammatically correct, I know.) Does anybody know how to create an image with SIO2PC that will match the LR data disk?

Better question: Is there a utility for the Atari that will read the info on a floppy disk that will tell me the information I need?

I've been wanting to share the levels I've created over the years (every one of them IS solvable, but some are *very* difficult) but until I can get a working ATR of the disk, I'm stuck.

All help appreciated,
Steven

936. Re: Packet Radio.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: Sysop*TXG <SysopTXG@underground.demon.nl>
Message-ID: <900099850.11660.0.spot.d4ee0f47@news.demon.nl>
Source record: 61448

HI,

When you're using a TNC as I did, you can use bob-term and XEP-80 card...
Works great...

Gtx,
Sysop*TXG

E-mail: SysopTXG@underground.demon.nl

Paul Castellani Jr wrote in message
<6o2d5h$8me@bgtnsc03.worldnet.att.net>...
>Anyone have any good Packet Radio Terminal programs for the ATARI? I
>have looked around with little success...
>
>Thanks!
>

937. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <35A66F7C.F3243152@holyoak.com>
Source record: 61449

{This is really getting off the subject, but......}
It's pretty common to have free upgrades for registered shareware. In fact, I usually won't register a program unless it includes free upgrades.
APE is well worth it's registration price to me because, although I only use it occasionally, it is still being supported.

On the standards end of things, the best standards are those that become standard through use. I recall learning about some standards in my computer science classes that were made by committees and are totally useless and irrelevant because nobody follows them (take the TCP/IP layer model for instance...).

- Trevor

Bostone1 wrote:

> In article <35a4bf15.155541426@news.ioa.com>, stevenposey@usa.net (Steven
> Posey) writes, regarding Steven Tucker of APE fame:
>
> >Of course, you'd have to be a "fanatical hobbyist to the nth degree" to still
> >be able to make money off the Atari today, right Steven?
>
> Maybe Mr. Tucker can confirm this, but I have a feeling that APE income barely
> pays for the work he puts into it. He makes the unregistered version so useful,
> that many users never get around to sending him anything. I even feel a little
> guilty after sending money a long time ago, because he still allows free
> upgrades. I don't know of any other software companies that do free upgrades
> anymore.
>
> Bostone1@aol.com

938. Old age - what are the risks?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6o61oc$t86$1@flex.london.pipex.net>
Source record: 61450

I was speaking to a collector who told me that he doesn't actually use most of his machines anymore (Vic 20, Jupiter Ace, Atari 800..) - just for special occasions. He told me that the risk of damage to an old machine - just through normal but regular usage is very high. Has anyone here had problems with the regular use of their Atari8 bit? What tends to break (I assume it's the memory)? How easy is it to obtain new memory chips for an 800XL? Sorry for so many questions and thanks for all your help.

Gareth.
--
(remove _ to reply.)

939. Where can I get my Atari repaired?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: Darren Bennett <mickb@erols.com>
Message-ID: <35A6A34E.D09AB993@erols.com>
Source record: 61451

I have an atari system that is not working..... and was most likely
subjected to high temperatures. Where can I send it to get repaired? If
no luck, where can I buy one?
(new or reconditioned).

mickb@erols.com

940. Dani Bunten RIP

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <6o69n9$i9c$1@news.storm.ca>
Source record: 61452

Haven't seen this posted yet., so thought I'd pass it along.

Dani Bunten Berry, one of the authors of the classic M.U.L.E., died a week ago, on 3 July 1998.

Tribute web site at

http://www.mpath.com/dani

941. Re: Where can I get my Atari repaired?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: m w grossmann <mwg@select-ware.com>
Message-ID: <35A6D6F0.1E58@select-ware.com>
Source record: 61453

Darren Bennett wrote:
>
> I have an atari system that is not working..... and was most likely
> subjected to high temperatures. Where can I send it to get repaired? If
> no luck, where can I buy one?
> (new or reconditioned).
>
> mickb@erols.com

You need to tell people what city you're in. I might be able to help
you. I used to bench for an Atari repair shop.

Cheers-

m w grossmann

942. Re: Dani Bunten RIP

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-10 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <35A6E134.61257B98@nh.ultranet.com>
Source record: 61454

Wow...I'm floored, wasn't she just given a "Lifetime Achievement" type award?
I had been reading a lot about how she was looking to make a multi player
version of M.U.L.E but EA didn't seem to be going for it. RIP

David A. Paterson wrote:

> Haven't seen this posted yet., so thought I'd pass it along.
>
> Dani Bunten Berry, one of the authors of the classic M.U.L.E., died a week
> ago, on 3 July 1998.
>
> Tribute web site at
>
> http://www.mpath.com/dani

--
B r i a n S t u r k E.E. / Soft Eng.
http://www.nh.ultranet.com/~bsturk

"HOL" The Hardware Obstruction Layer - The NTChrist
Whatever happened to Pong??? - Frank Black

943. "De Re Atari" - where to get?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: omar <h0444job@student.hu-berlin.de>
Message-ID: <35A69F47.E4F1877C@student.hu-berlin.de>
Source record: 61455

Does anyone remember "De re atari", a book describing
Graphicsprogramming as well as Disk-I/O?

is there maybe an adress where itï¿½s online?

thanks for any help

omar

944. ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: The Watcher <Use-Author-Address-Header@[127.1]>
Message-ID: <35b5ba97.18098556@207.126.102.10>
Source record: 61456

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
or best offer. These SELL AT Video 61 for $49.95 used.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
manual, power supply, connecting cables, oil, original cost $399.95.
Also have a non-working 1027, can be fixed at any Atari service center,
both printers cost new $399.95 each, asking $100.00 for both of them.
Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
good condition, like new, supports single and dual density modes,
includes power supply, original cost $179.95, asking $75.00. These
sell at Video 61 for $74.95, same price.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific
programs, already wired for Turbo-816 installation, just need to
re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for
$59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the definition of a
telephone fax machine. By Sec.227(b)(1)(C), it is unlawful to send any unsolicited
advertisement to such equipment. By Sec.227(b)(3)(C), a violation of the aforementioned

Section is punishable by action to recover actual monetary loss, or $1500, whichever is greater, for each violation.

E-mailing me indicates acceptance of these terms.

945. Re: SIO2PC 4.10

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: kames@dxnet.com
Message-ID: <f5O4dXX6MbiT-pn2-TfdkWWIZGIkF@DRACO>
Source record: 61457

On Fri, 10 Jul 1998 00:41:52, crow@coos.dartmouth.edu (Preston F. Crow) wrote:

> bytecat@hempseed.com (Louis) writes:
>
> >I recently turned my Atari back on after 4 years!
> >And i hooked my Atari on the PC.
>
> >But after a few days, i hated the interface of SIO2PC already...
> >Is there already an Windows version?
>
> >And where can i get the sources and can i contact the autor through
> >email??
>
> No, there is no Windows version of SIO2PC. You might want to look at
> APE, another program that does essentially the same thing. The
> problem with porting the SIO2PC program to another environment is that
> it is written in assembly language, not C.
>
> I know that there are problems using a program like SIO2PC with a
> multi-processing environment like Windows, as SIO2PC assumes complete
> control so that it can get the timings exactly right. This was
> probably more of a problem with Win3.0 than with Win95.
>
> I helped to write a SIO2Linux program that does the same thing under
> Linux. It seems to work pretty well, but will have problems if the
> system is heavily loaded because of the timing issues.
>
> --PC
>
> --
> Segmentation fault
> %

So plese do tell where this SIO2linux can be gotten from, I am soon to switch from dos to linux so it really would help!

Ken

946. Re: Game programming guide?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998071103374500.XAA16582@ladder03.news.aol.com>
Source record: 61458

>There is "Atari Graphics and Arcade Game Design" by Jeffery Stanton

Excellent book. There is also "Dr C. Wacko's
Miracle Guide to Designing and Programming Your Own Atari Computer Arcade
Games".
Much lower level than above, but gives good
examples in Basic. Also, there are lots of
references to Adventure Game writing, if
you have an inclination to those.
Larry

947. Re: SIO2PC 4.10

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998071104031200.AAA20143@ladder03.news.aol.com>
Source record: 61459

> I know that there are problems using a program like SIO2PC with a
>> multi-processing environment like Windows, as SIO2PC assumes complete
>> control so that it can get the timings exactly right. This was
>> probably more of a problem with Win3.0 than with Win95.

Maybe, but I've never been able to get the
high speed SIO transfer to work under W95.
I haven't tried W98 yet, maybe... Anybody
know if the high speed disk R/W works using
APE? I'm still looking for the best way to get
ATR/XFD files over to real Atari with the least hassle.
Larry

948. Re: SIO2PC 4.10

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6o6m9j$q2i$1@dartvax.dartmouth.edu>
Source record: 61460

kames@dxnet.com writes:

crow@coos.dartmouth.edu (Preston F. Crow) wrote:

>> I helped to write a SIO2Linux program that does the same thing under
>> Linux. It seems to work pretty well, but will have problems if the
>> system is heavily loaded because of the timing issues.
>>

>So plese do tell where this SIO2linux can be gotten from, I am soon
>to switch from dos to linux so it really would help!

http://www.cs.dartmouth.edu/~crow/atari/

--PC
--
Only be careful, and watch yourselves closely so that you do not forget the
things your eyes have seen or let them slip from your heart as long as you
live. Teach them to your children and to their children after them.
Remember the day you stood before the Lord your God... --Deut 4:9-10a

949. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <900154492.21509.4.nnrp-06.9e98ea3a@news.demon.co.uk>
Source record: 61461

Robert S Ely wrote in message <35A5F62E.E6EE6968@ix.netcom.com>...
>Raphael James Espino wrote:
>================Much stuff removed==================
>>
>> What do people think about doing this? Good? Bad? Indiferent? Who
>> else would like to see an Atari 8-bit webring? Who would like to join
>> one? And who wouldn't? (and why not).
>
>Raphael,
> Sounds really good to me. I know that there are a few regulars here
>that have pages that should give it a go.

I speak as an interloper from another format (amstrad.8bit).

It works for us, and does no harm. I'd say go for it.

Incidentally, I am just putting together the last issue of my (paper)
cross-format magazine 8BIT. It's UK based but includes stuff from around the
world.

If anyone has any on-topic 8-bit stuff they'd like included in it (no charge
of course) please e-mail it to me at 8bit@spheroid.demon.co.uk

--
Brian Watson

Driving an overpowered electronic rollercoaster down the road to Hell.

950. Re: Where can I get my Atari repaired?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: Sysop*TXG <SysopTXG@underground.demon.nl>
Message-ID: <900155300.21849.0.spot.d4ee0f47@news.demon.nl>
Source record: 61462

Hi,

You can buy anther one by B&C computers.

http://www.myatari.com/

Gtx,
Rene

E-mail: Rene@underground.demon.nl

Darren Bennett wrote in message <35A6A34E.D09AB993@erols.com>...
>I have an atari system that is not working..... and was most likely
>subjected to high temperatures. Where can I send it to get repaired? If
>no luck, where can I buy one?
>(new or reconditioned).
>
>
>
>mickb@erols.com
>
>
>

951. Re: Old age - what are the risks?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdacc1$5cf88b60$58c2accf@asharkis.erols.com>
Source record: 61463

Ataris fail very seldom, compared to other old machines. What looks like a failure is often just a case of dirty contacts someplace. On the 800s, there are many such connectors that can be cleaned up. What does fail are devices that are at all mechanical, such as disk drives and printers.

Gareth <garethd_@dial.pipex.com> wrote in article
<6o61oc$t86$1@flex.london.pipex.net>...
> I was speaking to a collector who told me that he doesn't actually use
most
> of his machines anymore (Vic 20, Jupiter Ace, Atari 800..) - just for
> special occasions. He told me that the risk of damage to an old machine -
> just through normal but regular usage is very high. Has anyone here had
> problems with the regular use of their Atari8 bit? What tends to break (I
> assume it's the memory)? How easy is it to obtain new memory chips for an
> 800XL? Sorry for so many questions and thanks for all your help.
>
> Gareth.
> --
> (remove _ to reply.)
>
>
>
>

952. Atari 8-Bit SALE

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: dfwooster@aol.com
Message-ID: <1998071113033200.JAA17424@ladder01.news.aol.com>
Source record: 61464

Atari 8-bit hardware, software, magazines and MORE!
NADJAH is moving from Phoenix Arizona to Austin Texas in a few weeks and I
would like to sell a TON of stuff to cut down on my moving expenses.
I can E-mail complete list to you.
Dale in Phoenix. Former Prez of NWPAC
NADJAH NotADealer JustAHobby
dfwooster@aol.com

953. The 9th Adventurer`s Convention

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: Larry Horsfield <Alaric@larryhorsfield.demon.co.uk>
Message-ID: <NAjn5VAjk2p1EwE2@larryhorsfield.demon.co.uk>
Source record: 61465

Hello all in Comp.Sys.Atari.8bit.

If you haven`t already heard about it, you may be interested to hear about the 1998 Adventurers Convention, which is being held in Birmingham (UK) this coming October, as it has been for the last 8 years.

The Convention is being held on Saturday, 24th October 1998, in the Ariel Suite of the Royal Angus Thistle Hotel, St. Chad`s, Birmingham B4, which is at the end of the A38M and easy to get to from all parts of the country.

The Convention runs from 9am to around 6pm and covers all formats from Spectrums to PC`s. Tables are available if you wish to bring along your own computer(s) and we actively encourage this as we depend on those attending to bring their computers, so the more the merrier! If you wish to bring hardware and/or software to sell you are more than welcome to, but no pirated software please!

The event attracts adventure enthusiasts from all over the UK, including Northern Ireland, and the atmosphere is very friendly and informal. Many of us stay overnight at the hotel and the evenings can be just as lively and interesting as the convention itself! We have yet to welcome anyone from outside the UK to the Convention, but we live in hope!

During the day we have the popular "Megapoints" competition running. In this the contestants get 20 minutes playing time at a specially written Spectrum text adventure, with the object of scoring as many points as possible in the alloted time. There are usually cash prizes and special certificates for the 3 highest scores. The adventure this year is being written by Ulsterman Jon Scott, author of various Spectrum text adventures published by Zenobi Software.

Tickets are available now and cost 6 ukp per person if you buy yours before 31st August, 1998. Thereafter, or if you pay on the door on the day, the price will be 7 ukp per person. Tickets may be purchased from:

Vicky Jackson, 128 Merton Hall Road, Wimbledon, London, SW19 3PZ

Please make cheques/PO`s payable to V. Jackson

* * * * * * * *

HOTEL ACCOMMODATION:

The Royal Angus Thistle Hotel has special room rates for those attending the Convention. These include full English breakfast and are as follows:

Single Room: 37.50 ukp per night.

Double/Twin: 32.50 per person, per night.

Please contact the hotel to book your accommodation, NOT the convention organisers. The address and phone number are:

Royal Angus Thistle Hotel, St.Chad`s, Queensway, Birmingham, B4 6HY

Telephone: 0121-236-4211

Don`t forget to inform the hotel you are attending the Adventurers Convention, otherwise you will be charged the normal room rates!

NOTE: The Convention is on the weekend before the start of the Birmingham Motor Show at the NEC. Whilst the hotel have promised to reserve a number of rooms for us, you are strongly advised to book your accommodation AS EARLY AS POSSIBLE to avoid disappointment.

If you have any queries about the Convention, or would like to reserve tables for your hard/software, please contact me at the email address below.

Hope to see you in Brum in October!

Larry Horsfield

alaric@larryhorsfield.demon.co.uk

954. Rotburg Synthesiser.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: "J.J Bailey" <jjb@globalnet.co.uk>
Message-ID: <01bdacd6$d5421ae0$03577ec2@default>
Source record: 61466

I wonder if anybody can help me? I'm trying to find a copy of the Rotburg Synthesiser. It was written by Ed Rotburg of Battlezone fame, as a audio demo for the 8-bits. It was/is totally amazing, and I want to get find out which pieces of music he used on it.

I've got a copy of the synthesiser, but my 800XL is playing up and I can't access the disk.

Many thanks,

Jules.

955. schema of cable Atari 800 XE <--> Atari 1050 ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: Piotr Brodowski <pmb@kki.net.pl>
Message-ID: <75Mp1.2340$%O4.774327@news.tpnet.pl>
Source record: 61467

Hi!
I`m looking for schema of cable Atari 800 XE <---> Atari 1050.
Thanks in advance.
Please e-mail me too.

Piotr Brodowski
pmb@kki.net.pl

956. Re: Old age - what are the risks?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bdace6$fe90cd00$395e0fcb@default>
Source record: 61468

Alan Sharkis <asharkis@erols.com> wrote in article
<01bdacc1$5cf88b60$58c2accf@asharkis.erols.com>...
> Ataris fail very seldom, compared to other old machines. What looks like
a
> failure is often just a case of dirty contacts someplace. On the 800s,
> there are many such connectors that can be cleaned up. What does fail
are
> devices that are at all mechanical, such as disk drives and printers.

Actually...
Not using older machines greatly increases the chances of chip failure.
Chips are required to be operated to normal operating temperature for them
to stay healthy.
The reason for this is that the silicon material inside the chip starts to
deteriorate with age and lack of use. Then when power is applied the chip
simply breaks down.
This may sound absurd but it's true.
I myself have experienced this, when I recently bought a Vic20 which was in
it's original packaging and had indeed never been used. It didn't work,
reason being is that one of the RAM chips had simply failed on powerup. I
replaced the RAM chip and the machine worked fine, until the other RAM
chips started to fail, one at a time, and then the VIC chip failed
(uncommon for a Vic-20). I gave up on the thing in the end.

My advice would be to run an older machine for a whole day, once every
month or so.

My 2c

Clockmeister.

>
> Gareth <garethd_@dial.pipex.com> wrote in article
> <6o61oc$t86$1@flex.london.pipex.net>...
> > I was speaking to a collector who told me that he doesn't actually use
> most
> > of his machines anymore (Vic 20, Jupiter Ace, Atari 800..) - just for
> > special occasions. He told me that the risk of damage to an old machine
-
> > just through normal but regular usage is very high. Has anyone here had
> > problems with the regular use of their Atari8 bit? What tends to break
(I
> > assume it's the memory)? How easy is it to obtain new memory chips for
an
> > 800XL? Sorry for so many questions and thanks for all your help.
> >

> > Gareth.
> > --
> > (remove _ to reply.)
> >
> >
> >
> >
>

957. Re: Rotburg Synthesiser.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <6o8380$qm6$1@kohl.informatik.uni-bremen.de>
Source record: 61469

J.J Bailey schrieb in Nachricht <01bdacd6$d5421ae0$03577ec2@default>...
>I wonder if anybody can help me? I'm trying to find a copy of the Rotburg
>Synthesiser. It was written by Ed Rotburg of Battlezone fame, as a audio
>demo for the 8-bits. It was/is totally amazing, and I want to get find out
>which pieces of music he used on it.

I'm looking for it, too. Actually, it's the "Rotberg" Synthesizer.

Bye,
Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

958. Atai800win with 4 Joysticks?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: Paul Kelley <pk@usa.com>
Message-ID: <6o84eh$i36@world6.bellatlantic.net>
Source record: 61470

Has Anyone Gotten 4 Josticks To Work With Atari800win?

I am VERY happy to play MULE again after 15 years
but THE best part about MULE is having 4 real live human players.
However I can not get the 4 joysticks to work past the color selection
screen. I can select color on any joy stick but not character (except for
stick 1) & must reboot. I am using Atari800Win ver 1.9/2.x dated 6/30/98
along with atariosb & mule.atr and Thrustmaster ACM
Game card plus 4 Logitech Wingman Light joysticks.
Istalled DirectX5 w/DirectInput.

What am I doing wrong?

Thanks in advance.

--
Paul Kelley, Baltimore
pk-at-usa.com

NOSPAM@NOSPAM.COM

959. Astro Chase Cartridge Atari Home Computers

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: atari7800 <atari7800@yahoo.com>
Message-ID: <wENp1.107$Dh.332614@newsread.com>
Source record: 61471

Can you tell my why this cart won't work on my XE computer??

960. Atari 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: buz <buzz1@NOSPAMDOTesn.net>
Message-ID: <35A7DB5C.677F608C@NOSPAMDOTesn.net>
Source record: 61472

Tired of storing all this stuff , here is what i have:
have power supply and cables for all:

1-Atari 400(doesnt work, parts)
1-Atari 800 (wont boot up any more)
1-Atari 800XL(Just quit about a year ago, boots up fine, but no video)
2-Amdek color monitors
2 -RANA 5.25" Floppy Drives
2-Percom Data 5.25" Floppy Drives (one works, but the drive bay latch is
missing the pin to hold it closed, the other doesnt work, just for parts
i guess)
1-MPP 1000C 300 baud modem w/ Smart Terminal cartridge
1-Okidata microline 92 dot matrix printer
1-EPYX 500XJ joystick
Game Cartridges:
Pitfall
PacMan
Star Trek
BASIC
BASIC XL
AtariWriter

Make me an offer!

buz

ps remove NOSPAMDOT to reply via e-mail

961. Need to fix an old 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: Bauhaus <bauhaus@adni.net>
Message-ID: <01bdad01$8e89a5c0$897dcecf@920148124worldnet.att.net>
Source record: 61473

I need to know if there is a Detroit are Atari service place. I need to get
my old 800
fixed.

Any help?

Also, if I have to ship it somewhere, thats fine also...so anywhere that
will let you ship it to them for a repair if fine...

Thanks

Russ H.

962. Re: ATARI to PC and vise versa

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998071119331800.PAA25437@ladder01.news.aol.com>
Source record: 61474

Get ANAD207.ZIP and DEANA.COM. If you still have a PC 5 1/4 floppy drive then you can use this program to copy the data over to the hard disk. The DEANA program converts the raw data into *.ATR files that can be read by Atari emulators.

However, I think this programs does not allow you to transfer back to Atari, but you may to give it a shot.

963. Re: ANNOUNCE: New Atari800Win 2.1 (07/30/98)

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998071119372000.PAA01364@ladder03.news.aol.com>
Source record: 61475

Does the emulator support up to 4 joysticks? For example, if I got a joystick adapter that allows up to 4 IBM joysticks to play can the emulator recognize them?

964. Re: Rotburg Synthesiser.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: "a@b.com" <b@d.org>
Message-ID: <35A7C898.147B@d.org>
Source record: 61476

J.J Bailey wrote:
>
> I wonder if anybody can help me? I'm trying to find a copy of the Rotburg
> Synthesiser. It was written by Ed Rotburg of Battlezone fame, as a audio
> demo for the 8-bits. It was/is totally amazing, and I want to get find out
> which pieces of music he used on it.

Hey, I've never heard of this, but it sounds really interesting. Anyone
know what sort of capabilities it had? Is it a synthesizer in the sense
of having a filter, etc, or modulation (ring mod, etc) stuff?

Thanks!

- - -hplace@tiac.net

965. Re: Astro Chase

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998071123183300.TAA24745@ladder03.news.aol.com>
Source record: 61477

The cartridge version of Astro Chase will only work on the older models (400/800).

966. Re: Where can I get my Atari repaired?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1107982102540001@nntp.netgate.net>
Source record: 61478

In article <35A6D6F0.1E58@select-ware.com>, mwg@select-ware.com wrote:

> You need to tell people what city you're in. I might be able to help
> you. I used to bench for an Atari repair shop.

You can probably find a replacement 800 or 800XL for about $20.

Having said that, if you can do so, it would be better to *give* your
non-working Atari away to someone who can fix and re-sell it than to
just throw it away, because while these things are cheap now, there is
a finite supply of them, and if enough people just throw them away...

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

967. Re: Need to fix an old 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-11 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1107982105070001@nntp.netgate.net>
Source record: 61479

In article <01bdad01$8e89a5c0$897dcecf@920148124worldnet.att.net>,
"Bauhaus" <bauhaus@adni.net> wrote:

> I need to know if there is a Detroit are Atari service place. I need to get
> my old 800
> fixed.

Just a word of advice:

It will almost certainly cost more to fix than it will cost to buy a
replacement.

Don't throw it away, though -- use it for parts, or give it to someone who
can fix it and keep it alive.

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

968. Re: Game programming guide?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998071200352500.UAA27559@ladder01.news.aol.com>
Source record: 61480

I like "Atari Roots", an introduction to assembly language for Atari 8 bits. To make an arcade game's animations and music smooth and glitch-free, you really need to use those interrupts.
And don't forget "De Re Atari". I think both might be available at www.myatari.com at B&C Computervisions.

Bostone1@aol.com

969. Atari style joystick on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: buz <buzz1@esn.net>
Message-ID: <35A84C87.75C8AFFA@NOSPAMDOTesn.net>
Source record: 61481

I was wondering if there is a cable or something to plug up a
400/800 atari joystick to a PCs gameport? Anybody tried this?
Would love to use my old EPYX joystick with the PC.....Thanks in advance
for any info!

buz

970. Game help!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998071205024500.BAA29661@ladder01.news.aol.com>
Source record: 61482

Anyone have a good working copy of Zombies? I have tried both the "exe" and "com" file but it will not load on Atari800win 2.1. I am not sure what I am doing wrong but I am out of options. I have tried different Atari DOS's and nothing happens.

Does anyone have a "ATR" version of this program?

Thanks

971. Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998071205044500.BAA29852@ladder01.news.aol.com>
Source record: 61483

Is there a version of Atari OS/A available to download?

972. ATARI NEED YOU !!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: sarcher119@aol.com
Message-ID: <1998071209011200.FAA19801@ladder03.news.aol.com>
Source record: 61484

Welcome ,
Im am thinking about doing major updates to my web site, And as always
you are the people that matter to me most (Atari fans) , My site is mainly
Atari 8bit, I would love to here from anyone with suggestions on what they
would like to see on my site, As I am aiming to be the best, Can you help me
get there !!

http://members.aol.com/sarcher119

email --> Sarcher119@aol.com

973. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_900244804@rtfm.mit.edu>
Source record: 61485
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm
```

974. Re: ATARI NEED YOU !!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <14640-35A8A43B-2@newsd-124.bryant.webtv.net>
Source record: 61486

You have about the best general 8bit page I know of already. Nice html, and it looks good on webTV too. If you want to make it even greater?

Have a special download page with ten truly great games (AR, Ultima, Fractalus, Ghosthunter, Preppie, MULE, and so on). Use screen captures from those games and provide docs.

Offer the download for Darek Mihocka's Xformer 2.5 which is the only one authorized to have the 8bit ROM images.

Link the APE website. Have a set of good UPDATED links, inc. the XL-it homepage, if you can find it.

Ummm, find the elusive Diamond OS image. Link the current Atsri 8 developers. A list of operating A8 BBS's.

Nice site, and the 80's music was a good touch.

vs

975. Re: Rotburg Synthesiser.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <6oak26cpc1@kohl.informatik.uni-bremen.de>
Source record: 61487

a@b.com schrieb in Nachricht <35A7C898.147B@d.org>...
>Hey, I've never heard of this, but it sounds really interesting. Anyone
>know what sort of capabilities it had? Is it a synthesizer in the sense
>of having a filter, etc, or modulation (ring mod, etc) stuff?

The Rotberg Synthesizer I know is just a player program with a few built-in tunes, including Ravel's Bolero. It really sounded AMAZING back then (13 years ago?) and I would really love to hear it again to see how it performs compared to current standards.

Bye,
Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

976. CTH has been remodeled

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <6oanga$6k$1@nnrp1.dejanews.com>
Source record: 61488

CTH features Atari 8-bit related web pages. Most of these pages are compatable with any browser, or has a link to an alternate page.

The Closer To Home web site has been remodeled. Check out-

http://closertohome.dyn.ml.org/index.html

New content has been added. Check out-

http://closertohome.dyn.ml.org/featured/toc.html

Filename search engine. Check out-

http://closertohome.dyn.ml.org/FtpSearch.html

Text file content search engine. Check out-

http://closertohome.dyn.ml.org/search.html

Real time chat with any browser. Check out-

http://closertohome.dyn.ml.org/EveryChat/ChatWorld.html

Message board. Check out-

http://closertohome.dyn.ml.org/wwwboard/wwwboard.html

Much more. Feel free to explore, especially from the main index.html page.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

977. CTH has been remodeled

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: "Tom Hunt Sr." <tomhuntNOSPAM@bright.net>
Message-ID: <6oanjm$t23$1@cletus.bright.net>
Source record: 61489

CTH features Atari 8-bit related web pages. Most of these pages are
compatable with any browser, or has a link to an alternate page.

The Closer To Home web site has been remodeled. Check out-

http://closertohome.dyn.ml.org/index.html

New content has been added. Check out-

http://closertohome.dyn.ml.org/featured/toc.html

Filename search engine. Check out-

http://closertohome.dyn.ml.org/FtpSearch.html

Text file content search engine. Check out-

http://closertohome.dyn.ml.org/search.html

Real time chat with any browser. Check out-

http://closertohome.dyn.ml.org/EveryChat/ChatWorld.html

Message board. Check out-

http://closertohome.dyn.ml.org/wwwboard/wwwboard.html

978. Re: "De Re Atari" - where to get?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998071217093900.NAA15415@ladder01.news.aol.com>
Source record: 61490

You can get it complete with the lamenated reference card from B&C Computervisions. It's listed at www.myatari.com and the phone number is listed there too.

Bostone1@aol.com

979. Re: Atari-Bot arm, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35A8EEBB.55D8@pacbell.net>
Source record: 61491

Patrick Robbins wrote:
>

> I looked at the memory map I didn't know I had and I think I got it. If I
> use the $D5xx addresses it activates the CCNTL (CCTL) line, right? I think
> that will make things much easier. Can I also use the other parts of the
> interface, $BFFF-A000 and $9FFF-8000, at the same time as the $D5xx? I
> don't think I needed to ask that, but can I enable part of the interface
> such as $BFFF-A000 by tying only one of the lines to +5, like RD4, so the
> other addresses can remain part of ram?
>
> One more thing, if I enable the other cart addresses will the computer still
> boot from disk?
>
> Thanks,
>
> Patrick Robbins

You can use all three address spaces at once, yes.

You can enable just the $A000 - $BFFF address space with RD4 (or RD5...
whatever it is).

Bob

980. Re: Old age - what are the risks?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35A8F21A.51B8@pacbell.net>
Source record: 61492

Gareth wrote:
>
> I was speaking to a collector who told me that he doesn't actually use most
> of his machines anymore (Vic 20, Jupiter Ace, Atari 800..) - just for
> special occasions. He told me that the risk of damage to an old machine -
> just through normal but regular usage is very high. Has anyone here had
> problems with the regular use of their Atari8 bit? What tends to break (I
> assume it's the memory)? How easy is it to obtain new memory chips for an
> 800XL? Sorry for so many questions and thanks for all your help.
>
> Gareth.
> --
> (remove _ to reply.)

My experience has been that the mechanical parts wear out, not the
chips. ICs should last forever if you don't spike them with static or
such. The IC package may fail and allow moisture to get in there or the
bond wires contact may go bad if you get a lot of thermal cycling, so
keep it cool. Otherwise, it will probably be alive longer than any of
us....

Bob

981. FS: 8-Bit / 2600 !!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <359A98C4.A457A37A@mail.bcpl.lib.md.us>
Source record: 61493

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 410 Program Recorder (HongKong) $10
(1) Atari 1030 300 Baud Direct Connect modems $10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 w/ power supply $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

Prices do not include shipping
Reply to: jholford@bcpl.net
Feel free to ask any questions
```

982. Re: Dani Bunten RIP

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6ob1cf$cqf@bgtnsc03.worldnet.att.net>
Source record: 61494

sad news indeed... at least she'll always be remembered by us mule
players...
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Models, Disney Oddities):
http://www.fortunecity.com/tattooine/ellison/86/index.html

David A. Paterson wrote in message <6o69n9$i9c$1@news.storm.ca>...
>Haven't seen this posted yet., so thought I'd pass it along.
>
>Dani Bunten Berry, one of the authors of the classic M.U.L.E., died a week
>ago, on 3 July 1998.
>
>Tribute web site at
>
>http://www.mpath.com/dani
>
>

983. SPARTADOS X wanted....

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: Sysop*TXG <SysopTXG@underground.demon.nl>
Message-ID: <900274678.17278.0.spot.d4ee0f47@news.demon.nl>
Source record: 61495

Hi,

Please e-mail offer to: Rene@underground.demon.nl

984. XL/XE OS manual....

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: Sysop*TXG <SysopTXG@underground.demon.nl>
Message-ID: <900274682.17278.1.spot.d4ee0f47@news.demon.nl>
Source record: 61496

Hello,

Is there anybody who has the XL/XE OS as source file on disk and/or on
paper? I have the 400/800 OS but need the XL/XE OS source...

Gtx,
Rene

Rene@underground.demon.nl

985. Captain Atari and Vidella ?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6obbvr$oh0$1@flex.london.pipex.net>
Source record: 61497

Does anyone in the UK remember Ingersoll Electronics incredible marketing of Atari Inc.? Many (monthly) newsletters describing the exploits of Captain Atari and Vidella (who was the other character?) I've lost all of my Atari newsletters - about 30 of them describing the rise of the VCS and Atari 8 bit. Does anyone still have them?

Gareth.
--
(remove _ to reply.)

986. WTB: Action Cart, Pacman for the 800; Mapping the Atari and De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: ron.fucci@worldnet.att.net
Message-ID: <6obc63$kiq@bgtnsc02.worldnet.att.net>
Source record: 61498

Please email, tks

rF

987. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: David Cowderoy <david@nthfen.demon.co.uk>
Message-ID: <6o9slk$e7l$1@nthfen.demon.co.uk>
Source record: 61499
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech, rec.games.video.atari

```
K.Hampf wrote in message <35a06f42.0@d2o29.telia.com>...
>
>AFAIK Alpha processors are manufactured by Digital which is now owned by
>Compaq and they're the one who own the technology. Judging from your
>conversation Intel have bought or licenced Alpha technology, is this true?
>If that's the case, where can I find more information about this since I
>have obviously missed something.
>

It was several months ago. I read it in a mag, so I probably won't find the
mention of it.
---------------------------------------------------------------
David Cowderoy/The Berserker
```

988. Re: Rotburg Synthesiser.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: Chet <c1123@juno.com>
Message-ID: <35A96A7E.40022348@juno.com>
Source record: 61500

Check out:
http://www.atarimagazines.com/v1n4/zounds.html

Thomas Meyer wrote:

> a@b.com schrieb in Nachricht <35A7C898.147B@d.org>...
> >Hey, I've never heard of this, but it sounds really interesting. Anyone
> >know what sort of capabilities it had? Is it a synthesizer in the sense
> >of having a filter, etc, or modulation (ring mod, etc) stuff?
>
> The Rotberg Synthesizer I know is just a player program with a few built-in
> tunes, including Ravel's Bolero. It really sounded AMAZING back then (13
> years ago?) and I would really love to hear it again to see how it performs
> compared to current standards.
>
> Bye,
> Thomas
> --
> Thomas Meyer, Bremen, Germany
> mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

989. SpartaDOS 3.2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-12 00:00:00 UTC
From: Jeff Hill <jeff_hill@petus.com>
Message-ID: <35A97224.A97A2743@petus.com>
Source record: 61501

I would like to find a copy of SpartaDOS, originals if I can with manuals. I just got a 130XE, and XF551.

Thank You, Jeff

990. Atari800 Win 2.2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: G T Clark <clarkg@cadvision.com>
Message-ID: <35aa9174.0@news.cadvision.com>
Source record: 61385

Yay!

The keypad works now as input.

Cheers Richard

Best, Alan

991. FINALLY!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998071323390200.TAA02113@ladder03.news.aol.com>
Source record: 61386

FRANCE WINS THE WORLD CUP!

Sorry for being off topic, but it feels so good...
I won't do it again, promise...

Bertrand M. (LEXX)

992. Re: Need to fix an old 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: D Boynton <dboynton@ix.netcom.com>
Message-ID: <6oefm4$n8d@sjx-ixn4.ix.netcom.com>
Source record: 61387

Hi, Russ. I'm in the Detroit area too - and I will trade a working 800
(48k, no Basic cartridge) for a working 810/815/1050 disk drive, if you've
got one.

-- Doug Boynton

Bauhaus wrote in message
<01bdad01$8e89a5c0$897dcecf@920148124worldnet.att.net>...
>I need to know if there is a Detroit are Atari service place. I need to get
>my old 800
>fixed.
>
>Any help?
>
>Also, if I have to ship it somewhere, thats fine also...so anywhere that
>will let you ship it to them for a repair if fine...
>
>
>Thanks
>
>Russ H.

993. Re: Parallel port transfe

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <900718875@stackbbs.xs4all.nl>
Source record: 61388

```
< parallel transfers between 8-bit and PC >
A while back, the guys of the Polish IDE-interface did use a
parallel-interface between Atari and PC to use harddrives on Atari
8-bit...

The project was called: PIO-2-PC.

This was done by Conradus and Jacek from Poland. The info about it should
be available on the net, but I don't have a clue where to search...

Sysop Fox-1 (fox-1 AT dds DOT nl)
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---

994. Lots of .ATR soon!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <900718874@stackbbs.xs4all.nl>
Source record: 61389

```
< converting 550 disks to ATR, looking for a home >

Contact Bo or Ernest Schreurs in the Netherlands...

They're searching for all possible (PD/Shareware) Atari 8-Bit software to
place it on CD-ROM in ATR-format...

The second release of the POOL-DISK Atari 8-Bit CD-ROM will probably
available this year, so don't hesitate and send your valuable programs
to: => stack@xs4all.nl <= to make them immortal...

Sysop Fox-1 (fox-1 AT dds DOT nl)
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---

995. Tech Question RE: Lode Ru

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <900718876@stackbbs.xs4all.nl>
Source record: 61390

```
< Lode-Runner data-disk-info >
Try to lay your hands on Turbo-Dos or BiBo-Dos...

When asking for a directory, it'll display the density of the disk by
reading the bootsectors first.

Possible densities: Single, Medium (or Enhanced), Double, and Quad...

Another way: try a good sector-copier, like US-COPY (1,2,3,4 or 5). Just
start to copy the disk, and it'll show the right density immediatly. When
knowing the density, you can abort the copy-proces, and create the right
.ATR-image. Then set the image as D2: in SIO2PC/APE and restart the copier
to copy the disk from D1: to D2: using the SIO2PC interface...

Sysop Fox-1 (fox-1 AT dds DOT nl)
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---

996. Re: Packet Radio.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <900718877@stackbbs.xs4all.nl>
Source record: 61391

```
< Packet-Radio / BobTerm / XEP80 card >

When using a TNC, you can run packet-radio without XEP80 when using
Flicker-Term, Term80, or IceTerm...

You don't have all special packet-radio-features this way, but sending and
receiving text is o.k...

Sysop Fox-1 (fox-1 AT dds DOT nl)
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---

997. Re: Dani Bunten RIP

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6obpp1$bi2$2@mohawk.hwcn.org>
Source record: 61502

Brian Sturk (bsturk@nh.ultranet.com) wrote:
: Wow...I'm floored, wasn't she just given a "Lifetime Achievement" type award?
: I had been reading a lot about how she was looking to make a multi player
: version of M.U.L.E but EA didn't seem to be going for it. RIP

I never met her, but liked her work. I was sad to hear of her passing,
just when she seemed to find happiness....I read her web site, and felt
bad that her brother reacted so badly when she "Changed sides". I think it
would be much easier just to be gay and in the closet.

I was curious how/why she died. Does anyone know? It is always sad when
someone so young dies......

Willy

998. For Sale: 130XE w/lots of stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: abiron@en.com
Message-ID: <35ad865c.42940890@usenet.en.com>
Source record: 61503

FOR SALE:

Atari 130XE
2 Indus GT disk drives
Various joysticks and paddles
Koala Pad
Lots of games, manuals, and docs
Much more

If interested, E-mail abiron@en.com

Commodore Allan Cormach Erickson, UBS Casual NCC-REVOKED
http://www.en.com/users/abiron/index.html

Thomas A. Kozak Lord Abiron Blacavar von Metz, House Darkyard

"Always listen to experts. They'll tell you what
can't be done, and why. Then do it."
Lazarus Long

999. Atariosa.rom????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998071305135800.BAA26072@ladder03.news.aol.com>
Source record: 61504

Anyone know if the "Atariosa.rom" is available?

1000. Zombies...working copy???

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998071305145700.BAA26184@ladder03.news.aol.com>
Source record: 61505

Anyone have a good working copy of Zombies???

1001. Re: XL/XE OS manual....

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01bdae3c$ba49a020$a792e289@irata.kawo2.rwth-aachen.de>
Source record: 61506

Yes, I do as ATMAS II Source code files (ASCII).
But this are nearly 90 kb, please tell me, how you want to get it ...

Matt
Sysop*TXG <SysopTXG@underground.demon.nl> schrieb im Beitrag
<900274682.17278.1.spot.d4ee0f47@news.demon.nl>...
> Hello,
>
> Is there anybody who has the XL/XE OS as source file on disk and/or on
> paper? I have the 400/800 OS but need the XL/XE OS source...
>

1002. Re: Commodore monitor cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.10136ec5492b0dbe9896c4@news2.ibm.net>
Source record: 61507

In article <21655-35A18C07-16@newsd-121.bryant.webtv.net>, Lorne H
(Mknzy@webtv.net) stated:

> My monitor is a Commodore 2002. It has 3 inputs just like my TV, audio,
> video and chroma. I have heard that the 800xl does not give a chroma
> output without modification. Do I need something else?

Check out:
http://members.delphi.com/lmcclure/svxl/index.html

If you don't want to do the entire modification, just installing the
chroma pick-off resistor lead that is mentioned in the article will help.

==========
lmcclure@ibm.net

1003. Re: Connecting Atari 800 to RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.10137243abd96dcd9896c5@news2.ibm.net>
Source record: 61508

In article <2LHZCZD@tos.pl.net>, Mario Becroft (mb@tos.pl.net) stated:

> Having looked at the monitor connector on the side of the Atari 800, it
> appears that there are not enough pins to be RGB, so I guess it's some
> sort of composite output.

The 5-pin DIN on the side of the Atari 800 supports audio, composite color video, composite monochrome video (luma), and chroma. If you have a TV or other device with an S-video input, or a monitor with chroma-luma inputs (most Commodore monitors), this gives the best video available.

> What is it, and can I connect it somehow to an RGB monitor? What are the
> scan rates?

Scan rates are 15.75Khz horizontal at 60Hz vertical for NTSC. If by "RGB" you mean a VGA monitor, you would need a device such as Instant TV, which is a stand-alone TV tuner for VGA/SVGA monitors that also accepts S-video or composite inputs + audio. Cost is about $100-$130.

If you meant 15.75Khz RGB, as used by the Atari SC1224 monitor for the ST and others of that era, you have two choices: Either build an external RGB convertor (I can e-mail you the scans of an old article I have on this), or use a hack that links into the TTL-level signals used to determine the luminance levels for Atari screen output (resistors should be added to use it with an analog RGB monitor vs. an RGBI/CGA monitor). This mod is fairly simple, but has a couple of drawbacks: You are limited to a maximum of 8 colors, and the colors do not match those actually in use.

If one wanted to build the RGB convertor I mentioned, they should not only be comfortable with a soldering iron, but be prepared to etch the required PCB board. While wire-wrapping might work for construction, I seem to recall a recommendation was made against this in the article.

==========
lmcclure@ibm.net

1004. Re: Rotburg Synthesiser.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998071310533201.GAA05293@ladder01.news.aol.com>
Source record: 61509

The Rotberg Synthesizer was included in an
old issue of SOFTSIDE. (Entire back of the
issue disk, and copy-protected if I recall correctly.) I'm not into music a
lot, but I
thought it was ok, but not extraordinary.
Larry

1005. Missile Command show in SF Tuesday, July 14

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <6ocs4f$2ck$1@mark.ucdavis.edu>
Source record: 61510
Cross-posted to: ucd.life,rec.games.video.classic,comp.sys.atari.8bit,alt.rock-n-roll.metal.progressive,alt.rock-n-roll.metal.heavy,alt.rock-n-roll.metal,alt.rock-n-roll.metal.death,alt.fan.sacramento.music

```
Hi,

Reinhard from Missile Command here, I want to invite
you to our next show this Tuesday, July 14, 9:00 pm.
at the Covered Wagon Saloon, 917 Folsom Street
(Between 5th & 6th Streets) in San Francisco.

You can find a map to the show on the MC website at:
http://www.pribish.com/mc/

We're playing with Exhumed and Infestation.
We hope to see you there...

Cheers, Reinhard

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-----------------------------------|
| Graphic and Web Site Designer | "Art as expression - Not as market |
| Atari 2600 Game Cart Collector | campaigns - Will still capture our |
| Drummer for Missile Command | imaginations" - Neil Peart |
```

1006. Re: Zombies...working copy???

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <35a9f86c.375763@207.97.159.250>
Source record: 61511

On 13 Jul 1998 05:14:57 GMT, jrick2000@aol.com (JRick2000) wrote:

>Anyone have a good working copy of Zombies???

The one on the mega image works but you have to use dos to load it,
not a menuing program.

1007. vintage atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: sandra naval <snaval@suffolk.lib.ny.us>
Message-ID: <35A9CDBC.64A6@suffolk.lib.ny.us>
Source record: 61512

I have an Atari 800, all its original papers, support coputer books,
Antic magazines that I would like to sell. The Atari was retired 12-13
years ago in fine working order.

If interested email me. Thanks,

Sandy

1008. Re: SIO2PC 4.10

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35aa07c6.245302922@news.ioa.com>
Source record: 61513

On 11 Jul 1998 04:03:12 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>> I know that there are problems using a program like SIO2PC with a
>>> multi-processing environment like Windows, as SIO2PC assumes complete
>>> control so that it can get the timings exactly right. This was
>>> probably more of a problem with Win3.0 than with Win95.
>
>Maybe, but I've never been able to get the
>high speed SIO transfer to work under W95.
>I haven't tried W98 yet, maybe... Anybody
>know if the high speed disk R/W works using
>APE?

Believe me, I would also like to see SIO2PC run under Win95/98, but it's just not a good idea. The Atari needs a consistant stream of data, and when you throw it into a multitasking environment you're asking for trouble. Even though my Pentium Pro 200 can keep up, I still won't do it, because I'm afraid I'm going to be in the middle of writing data and the !@#$%^& PC is going to hose it because it decides to do a maintenance task instead. It's not worth the anguish and pain for me. My advice -- reboot and wait for the "Starting Windows 95..." logo, then press F8. At the menu, choose "DOS prompt only." Or better yet, get the TweakUI program from Microsoft's PowerToys, then uncheck the "Start GUI automatically" option under the Boot tab. That way, you'll always boot to DOS and you can start Windows the same way you used to under Win3.x, by typing "win" at the command prompt.

Play On!
Steven

1009. WTD:Amiga -> Lynx devkit

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: alex@argonaut.com
Message-ID: <6od4fa$7qt$1@nnrp1.dejanews.com>
Source record: 61514
Cross-posted to: comp.sys.amiga.emulations,comp.sys.atari.8bit,comp.sys.atari.programmer

Hi there,
along time ago there was this cool little hand held console
called the Lynx. Unfortunately it was too bulky and had too short a
battery life and was discontinued.

The Lynx Development kit was little box from a company called Epyx,
who originaly designed the "Handy" console (a.k.a. Lynx), and the
engineers also worked on the original Amiga!!!

This little box, called Howard I think, linked to the Amiga via the
parallel port.

I was wondering if anyone had one of these development kits and the
software, possibly in a dusty corner somewhere....

Perhaps your company did Lynx development and you have a couple of
devkits in the warehouse gathering dust??

I'd really like to get hold of one, so if you have one get in touch

Cheers
Alex Holland

P.s. I dont read Usenet too often so email me direct could you??
Mailto: alex@argonaut.com
21 Hill View Gardens
Kingsbury
North London
NW9 0TE
ENGLAND
+44(0)181 621 4451
+44(0)181 951 6151

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1010. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35aa0d75.246758090@news.ioa.com>
Source record: 61515

On 12 Jul 1998 05:04:45 GMT, jrick2000@aol.com (JRick2000) wrote:

>Is there a version of Atari OS/A available to download?

Better yet -- can anyone tell me where to get a program to transfer my real OS/A from my 800 to disk? Or can I just binary-save a block of memory to get it, and what would that block be?

I've seen this request before, and I'd like to have it too, so Lode Runner looks like it's supposed to on an emulator (for those that don't know, LR is supposed to be on a dark BLUE background, not purple -- something in the OS versions changed to screw up the colors).

Steven

1011. Re: Captain Atari and Vidella ?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: Graham Thornton <nero@nospam.chicagonet.net>
Message-ID: <01bdae64$bf57b200$b0f7c9c7@cct-w95-gtho>
Source record: 61516

Gareth <garethd_@dial.pipex.com> wrote in article
<6obbvr$oh0$1@flex.london.pipex.net>...
> Does anyone in the UK remember Ingersoll Electronics incredible marketing
of
> Atari Inc.? Many (monthly) newsletters describing the exploits of Captain
> Atari and Vidella (who was the other character?) I've lost all of my
Atari
> newsletters - about 30 of them describing the rise of the VCS and Atari 8
> bit. Does anyone still have them?
>
> Gareth.
> --
> (remove _ to reply.)

Yeah,

I remember Ingersoll Electronic's incredible MIS-marketing of
Atari Inc!

Wasn't it some deal whereby Ingersoll got exclusive marketing rights to the

400/800 and VCS product lines, and could demand whatever price they liked?

So whilst in 1982 a Commodore VIC-20 cost around 200UKP, a TI-99/4A about
300UKP, the 16K Atari 400 with no BASIC still cost over 400UKP. I believe
that eventually Atari had to buy-back the rights to market the machines
in the UK.

Thankyou Ingersoll, for really screwing up the chances of a solid UK
user base.

Graham.

1012. FS: SIO2PC cables, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6od6fd$54v$1@korweta.task.gda.pl>
Source record: 61517
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

If you want to transfer files from your PC to your attari or vice versa, check
it out:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=21121556

or contact me directly!

j131

1013. ANNOUNCE: New Atari800Win Version 2.2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: rich@cstone.net
Message-ID: <35aaad37.12025310@news.cstone.net>
Source record: 61518
Cross-posted to: comp.sys.atari.8bit,comp.emulators.announce

Atari800Win is a freeware emulator of the Atari 8-bit computer line
for Win9X/NT. It is located on my web page:

http://www.cris.com/~Twist/atari800win

Here are the new features in 2.2:

07-12-98 Ver 2.2
* A disk indicator is drawn at the bottom right hand corner of the
display when sector I/O occurs. The small block drawn contains the
number of the drive being accessed, and is red for writes, green
for reads.

* 5200 controllers work. F5 is reset, Shift-F5 is coldboot, F4 is
the start button. Keyboard 0-9 are equivalent to the 5200
controller 0-9 (you can use the keypad if you aren't using it for
a joystick). Keypad * or regular * work as the 5200 * key, and
keypad - or regular - work as the "#" key. When running in 5200
mode with a joystick triggers 2-4 operate as 5200 triggers 2-4,
NOT as function shortcuts like in Atari computer mode. WARNING: At
present several 5200 carts fail. This will have to be worked on
for a while.

* Found the (atari side) bug that was keeping multiple stick inputs
from working. You can now play with at least two sticks; I don't
have four to test but that should work as well. I HAVE played a
full game of MULE with joystick on one port and keypad on another.
It works.

* ModeX was abandoned in favor of simple linear modes at 320xXXX
resolutions. Some cards will support these modes, some won't - but
at least when present they work reliably. If you have "use ModeX
for 320 resolutions" set in your DirectDraw control panel you
might want to turn it off (default is off).

* Switched back to DirectDrawSurface revision one interfaces, since
it's obvious some cards that claim to be DirectDraw 5 compliant
are not, and do not support DirectDrawSurface2 or 3. If full
screen wasn't working for you, this was probably the reason (and
it should work now).

* Shift-ctrl + keycode is sent properly to Atari machine now

* Fixed a potential Windows crash condition when the Atari crashed

* Fixed a bug that could cause some cartridge options to not be saved out.

* DirectDraw mode transitions are a little smoother (one screen size to other)

* Sound is not restarted on mode changes, but it will still get a little garbled (unavoidable).

* Various small tweaks and refinements.

* Source code released (this doesn't imply it is done).

1014. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998071315520900.LAA04236@ladder03.news.aol.com>
Source record: 61519

The 10K OS for the Atari 400 and 800 and 2K floating point rom resides from the 52K boundary to the top at (64K-1). Let's see. That would be, hmmmm......

D000 to FFFF? Anyone confirm this?

Bostone1@aol.com

1015. Re: Zombies...working copy???

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdae79$8771cd20$da374382@vidar>
Source record: 61520

Does it really work ? Is it filled with Zombies or is it like most versions
I've seen ? A maze with nothing coming at you. I think the protection does
this.

Yogi <arfy@catch-22.org> wrote in article
<35a9f86c.375763@207.97.159.250>...
> On 13 Jul 1998 05:14:57 GMT, jrick2000@aol.com (JRick2000) wrote:
>
> >Anyone have a good working copy of Zombies???
>
> The one on the mega image works but you have to use dos to load it,
> not a menuing program.
>
>

1016. FS/T: 8-bit K-Razy Kritters

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <6odfohsqu1@news3.alpha.net>
Source record: 61521

```
Cartridge only for the Atari 8-bit line of computers.
It is made by CBS Software and is in excellent shape.
Best cash offer gets it or will trade for INTY games on
my want list(click on URL below to view):

http://www.ticon.net/~save2600/intv.html

Thanks for reading!
```

1017. FS/T: 8-bit K-Razy Kritters

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <6odfs6$sr5$1@news3.alpha.net>
Source record: 61522

Cartridge only by CBS Software. Best cash offer gets it
or will trade for INTY games on my want list(click on URL
below to view):

http://www.ticon.net/~save2600/intv.html

Thanks for reading!

1018. FS/T: 8-bit Springer

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <6odfasspk1@news3.alpha.net>
Source record: 61523
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I have this cartridge for the Atari 8-bit home computers.
It is made by Tigervision and is in really nice shape.
Best offer over $10 gets it or will trade for something
on my INTY want list(click on URL below to view):

http://www.ticon.net/~save2600/intv.html

Thanks for reading!

1019. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35aa4589.5430225@news.ioa.com>
Source record: 61524

On 13 Jul 1998 15:52:09 GMT, bostone1@aol.com (Bostone1) wrote:

>The 10K OS for the Atari 400 and 800 and 2K floating point rom resides from the
>52K boundary to the top at (64K-1). Let's see. That would be, hmmmm......
>
>D000 to FFFF? Anyone confirm this?
>
>Bostone1@aol.com
>
Cool!!! Thanks, I'll try it out.

Steven

1020. Re: CTH has been remodeled

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: kames@dxnet.com
Message-ID: <f5O4dXX6MbiT-pn2-nJzzVQuWYpjd@DRACO>
Source record: 61525

On Sun, 12 Jul 1998 16:16:11, Tom_Hunt@my-dejanews.com wrote:

>
>
> CTH features Atari 8-bit related web pages. Most of these pages are
> compatable with any browser, or has a link to an alternate page.
>
> The Closer To Home web site has been remodeled. Check out-
>
> http://closertohome.dyn.ml.org/index.html
>
> New content has been added. Check out-
>
> http://closertohome.dyn.ml.org/featured/toc.html
>
> Filename search engine. Check out-
>
> http://closertohome.dyn.ml.org/FtpSearch.html
>
> Text file content search engine. Check out-
>
> http://closertohome.dyn.ml.org/search.html
>
> Real time chat with any browser. Check out-
>
> http://closertohome.dyn.ml.org/EveryChat/ChatWorld.html
>
> Message board. Check out-
>
> http://closertohome.dyn.ml.org/wwwboard/wwwboard.html
>
> Much more. Feel free to explore, especially from the main index.html page.
>
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

Hi Tom,
been having a lot of trouble connecting to your site last couple
days, probably my isp here tho. also, when I was reading your msg
bases, I saw refernces to a cross assembler and linker. I am in need
of a good cross system like that so would it be possible to get this
from you?

Ken

1021. Feud and Universal Hero

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: wysk@atari-computer.de
Message-ID: <6odgtm$r03$1@fermi.tro.net>
Source record: 61526

Hello !

Ii¿½ve put the Games:

- Feud
- Universal Hero

on my little, little, little Archiv Site. ;)
http://home.tronet.de/wysk/archive.htm

My Space Lobster Disk doni¿½t work, but Ii¿½ve a Backup somewere ...

cu,
Joerg

1022. Re: Feud and Universal Hero

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: wysk@atari-computer.de
Message-ID: <6odh7n$r0e$1@fermi.tro.net>
Source record: 61527

wysk@atari-computer.de (Joerg Wysk) schrieb:

Ups ! :)

ERROR

>on my little, little, little Archiv Site. ;)
>http://home.tronet.de/wysk/archive.htm

Try this:

http://home.tronet.de/wysk/archiv.htm

1023. Re: Astro Chase Cartridge Atari Home Computers

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Ew1nx2.AKC@iglou.com>
Source record: 61528

On 1998-07-11 atari7800@yahoo.com said:
>Can you tell my why this cart won't work on my XE computer??

I used to have that game. I think it was one of the few games that would
only run on the 400 or 800.
Net-Tamer V 1.08X - Test Drive

1024. Re: schema of cable Atari 800 XE -- Atari 1050 ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Ew1nxA.AL4@iglou.com>
Source record: 61529

On 1998-07-11 pmb@kki.net.pl said:
>Hi!
>I`m looking for schema of cable Atari 800 XE <---> Atari 1050.
>Thanks in advance.
>Please e-mail me too.
>Piotr Brodowski
>pmb@kki.net.pl
What schema? It's just a straight cable, pin 1 to pin 1, 2 to 2, etc.
You need a schematic if you want to build the SIO2PC cable which connects
an Atari to an IBM PC.
The problem is to find the 13-pin connectors, which are only found on Atari
systems. You can order cables from B&C computers (www.myatari.com).

Net-Tamer V 1.08X - Test Drive

1025. How to make a SIO2PC cable ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdae91$bfc9b440$9f374382@vidar>
Source record: 61530

I would like to know how to connect and what parts to buy to get the SIO2PC cables, both versions. Any pointers on where to look ? Thanks

1026. Re: CTH has been remodeled

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <6oduf0uni1@nnrp1.dejanews.com>
Source record: 61531

I know, there's a bug someplace upstream from me, probably the NIC. Sure,
I'll email it to you.

Regards,
Tom

In article <f5O4dXX6MbiT-pn2-nJzzVQuWYpjd@DRACO>,
kames@dxnet.com wrote:
>
>
> Hi Tom,
> been having a lot of trouble connecting to your site last couple
> days, probably my isp here tho. also, when I was reading your msg
> bases, I saw refernces to a cross assembler and linker. I am in need
> of a good cross system like that so would it be possible to get this
> from you?
>
> Ken
>
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1027. For Sale, all or part

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <6odt2nsth1@nnrp1.dejanews.com>
Source record: 61532

For Sale: (why pay higher prices at auctions?)

130 XE Computer

1050 Floppy Disk Drive

410 Tape drive

Commodore 1701 composite monitor and cable(works great with the 130 XE)

Single Chip SIO2PC interface (PC serial port to Atari SIO bus)

a few dozen floppies, various titles... (Atariwriter, Chem Lab, etc) ask and I might have the disk

$100 for everything PLUS shipping USPS or make offers for part (plus shipping)

if interested e-mail me (NO SPAM) at ronwizbot@juno.com

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1028. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <17sBWGAeplq1EwI9@signus.demon.co.uk>
Source record: 61533

In article <1998071315520900.LAA04236@ladder03.news.aol.com>, Bostone1
<bostone1@aol.com> writes
>The 10K OS for the Atari 400 and 800 and 2K floating point rom resides from the
>52K boundary to the top at (64K-1). Let's see. That would be, hmmmm......
>
>D000 to FFFF? Anyone confirm this?

D800 to FFFF - The hardware registers are between D000 and D7FF

--
David J. Firth

1029. Re: Zombies...working copy???

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-13 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998071322093400.SAA20043@ladder03.news.aol.com>
Source record: 61534

Which mega img is it?
Which web site can I get the mega img from?

Thanks.

1030. Re: SpartaDOS 3.2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35ABCACE.7B0EC2B6@sisna.com>
Source record: 61335

The only problem with downloading Sparta Dos is that it has to be placed upon a Sparta Dos formatted disk to work.?? Maybe someone has come up with a bypass? Enlighten me.

bob

1031. Connecting Atari 800 to R

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Jeff.Thomas@taf.ftn.org
Message-ID: <03c_9807152120@tor250.org>
Source record: 61336

```
MB>Having looked at the monitor connector on the side of the Atari 800, it
MB>appears that there are not enough pins to be RGB, so I guess it's some
MB>sort of composite output.
MB>What is it, and can I connect it somehow to an RGB monitor? What are the
MB>scan rates?
You need a composite to RGB converter box.
Later...
---
SLMR 2.1a All wiyht. Rho sritched mg kegtops awound?
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See "http://www.ftn.org" for details.
```

1032. DISKBASE 1.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Sysop*TXG <SysopTXG@underground.demon.nl>
Message-ID: <900367279.15965.0.rover.d4ee0f47@news.demon.nl>
Source record: 61392

Hi,

I've read something about a PD program called diskbase 1.0 it is a database
that runs great under spartados and from harddisk when somebody has it or
has a newer version please send the program as attachment to me please...

Gtx,
Sysop*TXG

E-mail: SysopTXG@underground.demon.nl

1033. Re: knowledge documetation and standardization

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Bill Core <pakrat@bright.net>
Message-ID: <6oe7bs$63h$1@cletus.bright.net>
Source record: 61393

```
--
On 09 Jul 1998 14:01:16 +0100, Raphael James Espino <rje@co.umist.ac.uk> wrote ...
> "Belitz" <matz@kawo2.rwth-aachen.de> writes:
> > Thats teh most important fact. I'm sure, that nearly all all information
> > one need is somewhere on the net ...
> Sure is! I just found another good page today and that's after 1
> year+ of collecting links.
>
> > I 've the hardware manual, De Re Atari, complete and essential map,
> > ATARI-Profibuch
> > and ATARI-intern. All are a little bit incomplete or even incorrect.
> > One should put this information together ...
>
> Are those all in electronic form? If so, then that'd be a great place
> to start.
>
> > Yes, thats the way we have to go ...
> > There should be different persons for different sections as maintainer as
> > it is for the LINUX HowTo pages ...
> > And this group should have the view, what still missing and could be added.
> > Look at the FAQ- its an good example and covers lots of general information
> > now.
>
> Sure does!
>
> > Haven't heared anything about a WEBRING so far, please tell me more
>
> It was an idea that surfaced a few months ago, but didn't seem to
> receive much support, or maybe was only a half hearted attempt (well I
> only saw 1 post about it). Creating a webring is easy, just go to
> http://www.webring.org for all the details. It needs someone (or
> several someone's) to be the RingMaster who maintains the ring. In
> fact there is already an Atari 8-bit specific webring there, but with
> only 1 site listed (which was the result of the previous attempt),
> plus another ring that's not Atari 8-bit specific, but with an Atari
> 8-bit page. Once you get 5 pages in the webring you become listed in
> the directory (whoopeee!). Given that there are over 200 Atari 8-bit
> pages out there getting listed shouldn't be a problem.
>
> An Atari 8-bit webring is something I'd like to see happen, as I think
> it'd help link all the Atari 8-bit pages that are out there, making
> info easier to find. I'd volunteer my page to join, so we'd just need
> another 4 to start it... *grin*
>
```

> What do people think about doing this? Good? Bad? Indiferent? Who
> else would like to see an Atari 8-bit webring? Who would like to join
> one? And who wouldn't? (and why not).
>
> --
> Raphael Espino - rje@co.umist.ac.uk -
> http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
> http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

I would *love* to see an Atari 8-Bit WebRing! This would make navigation
around the various A8 sites much easier, and would raise our visibility
that mch more.

||| ////Pakrat - Atari and Amiga FOREVER!!!!!!!!!!!!!!!!!!! //
||| Atari 130XE (Black Box, Maxtor 320M, CSS US+ OS & drives)\\ //
/ | \Amiga 2000 030/25 882/50 250M 16M OS 3.1 57.6 AWEB II 3.1 \X/

We came out from the deep
To help and understand, but not to kill
It takes many lives till we succeed
To clear the debts of many hundred years.

That's why we are here!

-Out From The Deep, Enigma 2 - The Cross of Changes

1034. Re: SIO2PC 4.10

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980714010211100.VAA14250@ladder03.news.aol.com>
Source record: 61394

>Believe me, I would also like to see SIO2PC run under Win95/98, but it's just
>not a good idea.

Not exactly what I meant. Ran SIO2PC
under DOS mode (rebooting as you describe)
but still high speed I/O would not work properly. On my old 486 DX2 and Win
3.1, it
worked flawlessly even as a "DOS Session".
Anyway, I'm going to try APE/Imagic and see
if one of these will do what I need.
Larry

1035. Re: Atari style joystick on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: mdcordy@frontiernet.net
Message-ID: <6oehi0$b8b$1@nnrp1.dejanews.com>
Source record: 61395

In article <35A84C87.75C8AFFA@NOSPAMDOTesn.net>,
buz <buzz1@esn.net> wrote:
> I was wondering if there is a cable or something to plug up a
> 400/800 atari joystick to a PCs gameport? Anybody tried this?
> Would love to use my old EPYX joystick with the PC.....Thanks in advance
> for any info!
>
> buz
>
>
Or...you could sell the joystick to me!
(provided it's a 500XJ)

mark

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1036. Re: Dani Bunten RIP

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <35AAD953.8FFD1159@nh.ultranet.com>
Source record: 61396

> Brian Sturk (bsturk@nh.ultranet.com) wrote:
> : Wow...I'm floored, wasn't she just given a "Lifetime Achievement" type award?
> : I had been reading a lot about how she was looking to make a multi player
> : version of M.U.L.E but EA didn't seem to be going for it. RIP
>

I meant multi-player via network... :)
BTW anyone get M.U.L.E w/ 4 joys going w/ Atari800Win?

--
B r i a n S t u r k E.E. / Soft Eng.
http://www.nh.ultranet.com/~bsturk

"HOL" The Hardware Obstruction Layer - The NTChrist
Whatever happened to Pong??? - Frank Black

1037. Re: Connecting Atari 800 to RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <ZPWN6lU.rldetlefsen@delphi.com>
Source record: 61397

Mario Becroft <mb@tos.pl.net> writes:

>Having looked at the monitor connector on the side of the Atari 800, it
>appears that there are not enough pins to be RGB, so I guess it's some
>sort of composite output.
>
>What is it, and can I connect it somehow to an RGB monitor? What are the
>scan rates?

The monitor connector on the Atari 8bits has audio, luminance, chroma, and combined. In order to do RGB, you'd need to directly wire into the video hard ware a couple of drivers and some trimmer ports with transistors. I got about 90% done with one(to use with and ST color monitor), but had to get on to other things. A few years later, I'm still looking for the adapter board I built so I could finish it. The refresh rates are going to be generic for the early '80s, modern RGB monitors may not go low enough.
TTL (IBM) monitors require different hardware.
Rick D.

1038. Re: Atari 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <ZPeOaDX.rldetlefsen@delphi.com>
Source record: 61398

Steven Posey <stevenposey@usa.net> writes:

>looked). However, in my experience, my 1027 required way too much hand-holding
>to keep it in alignment as it printed. There were several nights that still
>haunt me when I had to stay up long past my bedtime because I had to keep
>reprinting pages that kept screwing up. For me, personally, speed was a big
>issue, especially when combined with the aggrevation of having to reprint
>botched pages. But yes, it printed documents very attractively, and
>business-like -- when it worked.

(snipped)
Your store was all too common. When you had a good one, it stayed that way.
And I agree, they aren't normally worth buying. A portable bubble jet with
suitable interface would be a much better investment.

1039. Atari Classics Anniversary

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <RRYO6hT.rldetlefsen@delphi.com>
Source record: 61399

Well, July 14, 1997 is the date for the last issue of AC. After a year, theres little chance for more. Too bad.
Rick D.

1040. Re: SpartaDOS 3.2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Ew2KMq.B5u@iglou.com>
Source record: 61400

On 1998-07-12 jeff_hill@petus.com said:
>I would like to find a copy of SpartaDOS, originals if I can with
>manuals. I just got a 130XE, and XF551.
>Thank You, Jeff
I think you can download Spartados, version 3.3 or 3.4 or so, from
atari.archive.umich.edu. Of course, then you have to get it onto an
Atari-readable disk. I think you can get Spartados from B&C
(www.myatari.com), or maybe Bob Klaas would have it.
Net-Tamer V 1.08X - Test Drive

1041. AutoDuel with Atari800

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Nick Chionilos <CHIONILOS@Megahits.com>
Message-ID: <35AB01F1.948A426@Megahits.com>
Source record: 61401

I can not seem to get the arena or out of City portions of Autoduel to work. I'm not sure if I have a bad ATR set or I am doing something wrong. I Tried running XL roms with No SIO... with no luck. Does anyone have any suggestions?

Can anyone Tell me where I can download a fresh set of Autoduel images?

Can anyone tell me where to get OS/A Roms?

A thousand thanks in advance!

-Nick

1042. Re: FINALLY!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdaf08$59b3d9c0$6b374382@vidar>
Source record: 61402

And deservedly too. Only Norway (my country) and France beat them. Norway has beaten them twice now :-)

But, I am happy to say, Atari is the real winner (in my heart) and will live forever. Anybody up to making a good soccer game for the Atari ? I miss one with a little more speed than the ones we got. Like Kick Off on the ST, as the 8-bit version really s**k.

JMouchmino <jmouchmino@aol.com> wrote in article
<1998071323390200.TAA02113@ladder03.news.aol.com>...
> FRANCE WINS THE WORLD CUP!
>
> Sorry for being off topic, but it feels so good...
> I won't do it again, promise...
>
> Bertrand M. (LEXX)
>

1043. Re: SIO2PC 4.10

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35AB4881.C1AC8C90@ix.netcom.com>
Source record: 61403

Steven Posey wrote:

> Well, no -- the problem is the CPU speed. Windows 95 chokes SIO2PC just as bad
> as Win 3.x does. Anything less than a Pentium 90 probably can't handle it. I
> have a 486DX4/100 with a bare Win95 installation that can't run it, and yes, it
> has the newer UART. The Win95 Kernel itself takes up too much processor time
> with maintenance tasks, so it's a real burden on a system to keep up with the
> Atari's timings.
>
> I can't wait to get my Red Hat Linux installed with X-Window to see how much of
> a difference it makes :-)
>
> Steven

Steven,
if that is the case, then that's probably why I can't get A.P.E. to
work properly. I can see the 130XE's commands at my P133 but nothing
happens at the Atari side. No data is recieved. Then again, my cable
might be partially bad. I wonder, if I run the P133 in DOS only mode if
it will work. Hmmm. Something I have to try out.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1044. Re: Tech Question RE: Lode Runner Data Disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35AB4A96.33C59BD@ix.netcom.com>
Source record: 61404

Steven Posey wrote:
>
> I've got a Lode Runner data disk of about 100 levels I've created, and I'm
> trying to get it copied onto an ATR image through SIO2PC, but I can't figure out
> what the correct size and density is to create a new image as. (That wasn't
> grammatically correct, I know.) Does anybody know how to create an image with
> SIO2PC that will match the LR data disk?
>
> Better question: Is there a utility for the Atari that will read the info on a
> floppy disk that will tell me the information I need?
>
> I've been wanting to share the levels I've created over the years (every one of
> them IS solvable, but some are *very* difficult) but until I can get a working
> ATR of the disk, I'm stuck.
>
> All help appreciated,
> Steven

Steve,
I know what you mean. I've created a few myself. Try DCMing it the use
DCM2DSK on the PC side. Disccomm should save all necessary disk size
info and DCM2DSK should create the appropriate ATR image.
I haven't tried this, but it 'should' work.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1045. Re: Zombies...working copy???

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <35ab4867.85765219@207.97.159.250>
Source record: 61405

On 13 Jul 1998 16:15:59 GMT, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>Does it really work ? Is it filled with Zombies or is it like most versions
>I've seen ? A maze with nothing coming at you. I think the protection does
>this.
>
Yes, it does..... the emulators have problems with it, but it does
work on the new version of atari 800 win 2.1

1046. Re: SIO2PC 4.10

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35ab5511.64047118@news.ioa.com>
Source record: 61406

On 14 Jul 1998 01:02:11 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>>Believe me, I would also like to see SIO2PC run under Win95/98, but it's just
>>not a good idea.
>
>Not exactly what I meant. Ran SIO2PC
>under DOS mode (rebooting as you describe)
>but still high speed I/O would not work properly. On my old 486 DX2 and Win
>3.1, it
>worked flawlessly even as a "DOS Session".
>Anyway, I'm going to try APE/Imagic and see
>if one of these will do what I need.
>Larry

Ah, I think I see a potential problem... Yes, it's true that DOS 7.0 (under Windows 95) behaves a little differently than 6.2x. DOS 7 was intended to be as 32-bit as possible, and one of the things affected by that is the serial I/O. In order to run SIO2PC effectively, I'm pretty sure you'd need the 16550 UART (serial port chip), which an older 486 DX2 probably doesn't have.

OR, you might want to check how much free conventional memory you have. I don't really believe it should be a problem, but if you've got lots of drivers in memory, they're going to slow things down a bit, and maybe enough to keep SIO2PC from running.

Mind you, these are just suggestions. Without being able to see what's going on with your machine, I can only make educated guesses.

Good luck!
Steven

1047. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35ab571c.64570154@news.ioa.com>
Source record: 61407

On Mon, 13 Jul 1998 20:05:02 +0100, "David J. Firth" <david@signus.demon.co.uk>
wrote:

>In article <1998071315520900.LAA04236@ladder03.news.aol.com>, Bostone1
><bostone1@aol.com> writes
>>The 10K OS for the Atari 400 and 800 and 2K floating point rom resides from the
>>52K boundary to the top at (64K-1). Let's see. That would be, hmmmm......
>>
>>D000 to FFFF? Anyone confirm this?
>
>D800 to FFFF - The hardware registers are between D000 and D7FF
>
>--
>David J. Firth

Thanks David, I'll try that for sure.

One other question while we're on the "binary save" topic:

For the 800, there was a cartridge called Monkey Wrench II that went in the
right slot along with Basic in the left. It was a programming tool that let you
do a lot of useful stuff like renumber line listings, automatically number new
lines, etc., etc. It also had a great machine language monitor in it.

Is it possible to save the contents of the Basic cart and the MWII cart into one
continuous file that could be booted from non-800 machines? Is it the same
process of writing a block of memory to disk like it is for the OS?

Thanks again,
Steven

1048. Re: How to make a SIO2PC cable ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35ab5b49.65638888@news.ioa.com>
Source record: 61408

On 13 Jul 1998 19:09:22 GMT, "Vidar \"Hawk\" Olavesen" <olavese@online.no>
wrote:

>I would like to know how to connect and what parts to buy to get the SIO2PC
>cables, both versions. Any pointers on where to look ? Thanks
>

http://www.hackerz.com/atari/atari8.html

That's where I started. I used the plans there to build the single-chip
version, and it worked the first time. I guess it took me about 3 hours from
start to finish, since I also had to study the pinouts to make sure I was
connecting what I was supposed to. Plus, I don't really solder electronics
much, so you could say I'm a novice. An experienced person could probably do it
in a half-hour or less.

Steven

1049. Re: Tech Question RE: Lode Runner Data Disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Frank Rachel <frachel@beaconsoftware.com>
Message-ID: <6ofvhs$6ke$1@client3.news.psi.net>
Source record: 61409

What about using APE? It detects the disk size and creates an appropriate
ATR..

-Frank

Robert S Ely wrote in message <35AB4A96.33C59BD@ix.netcom.com>...
>Steven Posey wrote:
>>
>> I've got a Lode Runner data disk of about 100 levels I've created, and
I'm
>> trying to get it copied onto an ATR image through SIO2PC, but I can't
figure out
>> what the correct size and density is to create a new image as. (That
wasn't
>> grammatically correct, I know.) Does anybody know how to create an image
with
>> SIO2PC that will match the LR data disk?
>>
>> Better question: Is there a utility for the Atari that will read the
info on a
>> floppy disk that will tell me the information I need?
>>
>> I've been wanting to share the levels I've created over the years (every
one of
>> them IS solvable, but some are *very* difficult) but until I can get a
working
>> ATR of the disk, I'm stuck.
>>
>> All help appreciated,
>> Steven
>
>Steve,
> I know what you mean. I've created a few myself. Try DCMing it the use
>DCM2DSK on the PC side. Disccomm should save all necessary disk size
>info and DCM2DSK should create the appropriate ATR image.
> I haven't tried this, but it 'should' work.
>
>--
>Robert S Ely --- Communications Systems Technician
>rsely@dhs.state.nj.us -or- rely@ix.netcom.com
>====|||====Atari 8-bit user since 1982====|||=====
>===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1050. Re: A bright Star in the Atari heavens

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Phoenix <jeff_kemper@email.msn.com>
Message-ID: <#Xam1Z0r9GA.264@upnetnews05>
Source record: 61410

SArcher119 wrote in message
<1998070417323200.NAA24084@ladder03.news.aol.com>...
>http://members.aol.com/sarcher119
>
>A site by a true atari lover for Atari lovers everywhere , please email any
>comments as we are striving to make this the best !!
>
>
>

Y
Well, your site is the only one I could find The Last Starfighter at, so it
was worth it for me. Also that UFO game is cool!

PX

1051. Re: Where can I get a Touch Typing cart for an Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Phoenix <jeff_kemper@email.msn.com>
Message-ID: <OyxAjc0r9GA.291@upnetnews05>
Source record: 61411

Arlene Allen wrote in message <35A07C13.AB6@erols.com>...
>Just got an Atari 400 and it would be the perfect thing
>for teaching my brother how to type. Any information?
>
>

Hello Arlene, I wouldn't suggest you use that particular computer for that.
I have an Atari 800 that has a slightly fuzzy screen output, I can send it
to you for free, if you are willing to pay for the shipping.

CYA

1052. Paper magazine recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <900440833.6237.2.nnrp-07.9e98ea3a@news.demon.co.uk>
Source record: 61412
Cross-posted to: comp.sys.atari.8bit,comp.sys.msx,comp.sys.misc,comp.sys.sinclair,comp.sys.cbm,comp.sys.oric

I've had many helpful suggestions of sources of support for those still using actual 8-bit computers (rather than under emulators), and have compiled a good database of web sites.

Those without 'net access would need paper and/or disk magazines for obtaining information and sources of support.

All suggestions (with contact details) from satisfied readers would be appreciated!

Replies here, or e-mail to 8bit@spheroid.demon.co.uk .

Thanks.

--
Brian

--
--
Brian

1053. Re: Tech Question RE: Lode Runner Data Disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35aba42d.84301807@news.ioa.com>
Source record: 61413

On Tue, 14 Jul 1998 11:58:34 -0400, "Frank Rachel" <frachel@beaconsoftware.com>
wrote:

>What about using APE? It detects the disk size and creates an appropriate
>ATR..
>
>-Frank

Really?!?! I'll have to check it out. I've never used it before, so I didn't
know it could do that.

Thanks,
Steven

1054. Re: Web sites on the actual computer

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yogusuvb8.fsf@co.umist.ac.uk>
Source record: 61414

"Brian Watson" <brian@spheroid.demon.co.uk> writes:

> Thanks to all those who sent me details of their services supporting 8-bit
> formats for the last edition of my 8BIT magazine which is due out at the
> mid/end of July.
>
> The area where I still have a lot of gaps in the information is Web sites.
>
> In particular, I would like to list sites who still carry information on the
> actual machines, rather than *just* emulated versions, as the (printed)
> magazine will be going mainly to actual users who have a PC/Mac as well as
> the original machines.

On the atari 8-bit side I've got a list of links to sites with info at:
http://www.geocities.com/SiliconValley/Lakes/7953/resources.html
or
http://www.co.umist.ac.uk/~rje/8bit/resources.html

hope that helps some,
--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

1055. Re: FINALLY!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6oge3e$bcb@bgtnsc02.worldnet.att.net>
Source record: 61415

Vidar "Hawk" Olavesen wrote in message <01bdaf08$59b3d9c0$6b374382@vidar>...
>And deservedly too. Only Norway (my country) and France beat them. Norway
>has beaten them twice now :-)
>
>But, I am happy to say, Atari is the real winner (in my heart) and will
>live forever. Anybody up to making a good soccer game for the Atari ? I
>miss one with a little more speed than the ones we got. Like Kick Off on
>the ST, as the 8-bit version really s**k.

I really liked the soccer cart that was out by the company that also did the
submarine cart.. anyone know or eremember what I'm talking about?? it was
very intuative, and VERY addicting!!
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tribe, Lightwave 3D renderings, Wallpaper, Gorilla Falls info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

1056. Re: AutoDuel with Atari800

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35b09877.22048512@news.demon.co.uk>
Source record: 61416

The other Day Nick Chionilos <CHIONILOS@Megahits.com> wrote:

> Can anyone tell me where to get OS/A Roms?
>
Can't help re the Autoduel as I have never tried it but my images are
from the Yogi site and should hopefully be AOK. If yours are not and you
want to try the ones I have then mail me..

BTW I also have the 'A' rom :)

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

1057. Re: Atari800 Win 2.2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35af9741.21738792@news.demon.co.uk>
Source record: 61417

The other Day "G T Clark" <clarkg@cadvision.com> wrote:

>Yay!
>
>The keypad works now as input.
>
>Cheers Richard
>
>Best, Alan
>
Yep another super release but a question to other users, have you found
that it tells you a lot of programs have caused it to crash. I don't
remember it being this picky before but would like to check to see if
its just me :)

Otherwise its superb and just needs a monitor & possibly a VSYNC option
for faster machines. Just to stop scrolly tearing..

But those are just luxury items :)

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

1058. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35abbb45.90215121@news.ioa.com>
Source record: 61418

On Mon, 13 Jul 1998 20:05:02 +0100, "David J. Firth" <david@signus.demon.co.uk>
wrote:

>In article <1998071315520900.LAA04236@ladder03.news.aol.com>, Bostone1
><bostone1@aol.com> writes
>>The 10K OS for the Atari 400 and 800 and 2K floating point rom resides from the
>>52K boundary to the top at (64K-1). Let's see. That would be, hmmmm......
>>
>>D000 to FFFF? Anyone confirm this?
>
>D800 to FFFF - The hardware registers are between D000 and D7FF
>
>--
>David J. Firth

David,
The following is taken from http://aegis.mcs.kent.edu/~clisowsk/8bit/atrc.html:

$D000-$D7FF (53248-57373)
This area is taken up by the hardware chips. The chips actually take
only a fraction of this space. If these addresses are further decoded
there is space for many, many more hardware chips. For example, The
PIA chip uses 256 bytes of memory but needs only 4 bytes. There is
room for 64 PIA chips in this reserved memory.
$E000-E3FF (57344-58367)
This is the location of the ATASCII character set.
$E400-FFF7 (58368-65527)
This is the operating system ROM
$FFF8-$FFFF (65528-65535)
These last 8 bytes contain the addresses of the interrupt vectors.
Upon power up the 6502 gets a reset pulse and looks up the reset
routine here.

When I tried saving $D800 to $FFFF, I got an 11K rom image, not 10K, and it
failed to boot. Can you tell from the map above where the actual address is?
Looks to me like the OS rom is in $E400-$FFF7, but that's not 10K, is it?

Is this the same addressing as OS/B, or does OS/A have different start and end
addresses?

Thanks for any help,
Steven

1059. Atari800Win Version 2.2 - Argh!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: CopelandR@antispam.lycosmail.com
Message-ID: <35abbe6d.2077822@news-s01.ny.us.ibm.net>
Source record: 61419

OK, I found my problem. When presented with the choice of either a directdraw window or a GDI window, I didn't realize I could get to a full screen mode by unchecking both. Now I'm back to normal.

My desktop screen still isn't updated though (the icons aren't redrawn) when I exit after playing in a directdraw mode.

Ron

1060. Re: FINALLY!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdaf65$83f6f700$e2374382@vidar>
Source record: 61420

> I really liked the soccer cart that was out by the company that also did
the
> submarine cart.. anyone know or eremember what I'm talking about?? it was
> very intuative, and VERY addicting!!
> Gary Tabar Jr,
> @ Da Mouzzz...
> EMAIL: gareeeNOSPAM@worldnet.att.net
> INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
> HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
> Tribe, Lightwave 3D renderings, Wallpaper, Gorilla Falls info):
> http://www.fortunecity.com/tattooine/ellison/86/index.html
>

Yes, with 4 players on the 800, it was quite fun. Thorn EMI made it, but it
is still slooooow. Try Kick Off on the ST and see what I mean

1061. Disc Copier

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <35abc3a2.635263@news.demon.nl>
Source record: 61421

Hi,

Who has for me a good Disccopier!
Which can handle Double/PHantom Sectors, Bad sectors and so on.

I tried APE116 but i cannot sync. I probably need a special cable.

So please if someone has it please email me!

THE PROGRAM IS NOT!! INTENDED TO BE USED TO GIVE THE COPY TO OTHERS.

i only want to put them on my PC!

Louis
bytecat@hempseed.com

1062. Re: Test 3

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Sysop*TXG <SysopTXG@underground.demon.nl>
Message-ID: <900449907.21308.0.spot.d4ee0f47@news.demon.nl>
Source record: 61422

Hoezo?

Why?

Bo Schreurs wrote in message <900115574@stackbbs.xs4all.nl>...
>Ik wordt gek.

1063. Re: Test2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Sysop*TXG <SysopTXG@underground.demon.nl>
Message-ID: <900449907.21308.1.spot.d4ee0f47@news.demon.nl>
Source record: 61423

...?

Bo Schreurs wrote in message <900115170@stackbbs.xs4all.nl>...
>..

1064. Re: FINALLY!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998071421161100.RAA09413@ladder03.news.aol.com>
Source record: 61424

Re: Soccer games on the Atari

Unfortunately, the only good ones we have are soccer manager games.
I'd love a good arcade-style contest and it can surely be done a lot better
than Kick Off, Fantastic Soccer or European Super Soccer (I won't even mention
RealSports Soccer from Atari or Thorn EMI Soccer), which all suck!

Personal message to Vidar: I know it's been months since I promised to copy a
program for you, but I still didn't receive it from my friend!

Greetings from France (3 - Brazil 0),
Bertrand M. (LEXX)

1065. Re: Atari Classics Anniversary

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1407981643190001@macmcurrent.library.carleton.edu>
Source record: 61425

In article <RRYO6hT.rldetlefsen@delphi.com>, rldetlefsen@delphi.com wrote:

>Well, July 14, 1997 is the date for the last issue of AC. After a year, theres
>little chance for more. Too bad.
>Rick D.

It is too bad.

What's been the problem? Is there anything we could do to help out?

Bob?

.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1066. Re: FINALLY!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35abd2e1.37004492@news.demon.co.uk>
Source record: 61426

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>I really liked the soccer cart that was out by the company that also did the
>submarine cart.. anyone know or eremember what I'm talking about?? it was
>very intuative, and VERY addicting!!

>Gary Tabar Jr,

EMI Soccer ???

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

1067. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <MD3PoAAwR9q1EwMh@signus.demon.co.uk>
Source record: 61427

In article <35abbb45.90215121@news.ioa.com>, Steven Posey
<stevenposey@usa.net> writes
>The following is taken from http://aegis.mcs.kent.edu/~clisowsk/8bit/atrc.html:
>
>$D000-$D7FF (53248-57373)
> This area is taken up by the hardware chips. The chips actually take
> only a fraction of this space. If these addresses are further decoded
> there is space for many, many more hardware chips. For example, The
> PIA chip uses 256 bytes of memory but needs only 4 bytes. There is
> room for 64 PIA chips in this reserved memory.
> $E000-E3FF (57344-58367)
> This is the location of the ATASCII character set.
> $E400-FFF7 (58368-65527)
> This is the operating system ROM
> $FFF8-$FFFF (65528-65535)
> These last 8 bytes contain the addresses of the interrupt vectors.
> Upon power up the 6502 gets a reset pulse and looks up the reset
> routine here.
>
>When I tried saving $D800 to $FFFF, I got an 11K rom image, not 10K, and it
>failed to boot. Can you tell from the map above where the actual address is?
>Looks to me like the OS rom is in $E400-$FFF7, but that's not 10K, is it?

The area between $D800 and $DFFF contains the Atari Floating Point
library routines.

$D800 to $FFFF is exactly 10K - if you've saved it using the binary save
option within Atari DOS then it will make the file slightly larger *and*
it will not run. The following Atari BASIC program will create a disk
image called "atariosa.rom". It should be obvious but make sure that
OS/A ROM is installed in the machine when you run it!

```
10 OPEN #1,8,0,"D:ATARIOSA.ROM"
20 FOR I=55296 TO 65535
30 PUT #1,PEEK(I)
40 NEXT I
50 CLOSE #1
```

>
>Is this the same addressing as OS/B, or does OS/A have different start and end
>addresses?

OS/A is installed at the same location as OS/B and is exactly the same
size.

HTH
--
David J. Firth

1068. Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: DAMIR <DAMIR@prodigy.net>
Message-ID: <35ABDCB9.85D@prodigy.net>
Source record: 61428

Again, due to lack of space I am forced to sell some Atari stuff.

-Atari 130XE with power supply, TV cable, user's manual(in original box)
-Atari 800XL with power supply (in original box)
-Atari 1050 5.25 floppy drive with power supply, cable, user's manual,
and Atari Dos 2.5 disk (in original box)
-Atari XDM121 printer

All items are in perfect working condition. They also look great with no
scratches or other marks. The original boxes are in very good condition.

For all this stuff, I am asking $40 US.
Shipping costs are not included in the above price. C.O.D. is available.

Damir Dardagan
23650 Denton Apt# 104-I
Clinton Twp, MI 48036
email: DAMIR@prodigy.net

1069. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: atari.stuff@ehrich.com
Message-ID: <hhRq1.1704$on1.5590720@news2.voicenet.com>
Source record: 61429

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists for the PC, Amiga, Vic20 C64, TI, COCO
Video Games, Music CD's, Books on Tape, Computer Courses,
and the latest Atari list.

Atari HW & Software Items for Sale
Plus Shipping - PrePaid Only

Atari power supply for 1050 drive..... $12
Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 1020 Printer..... $10
Atari 410 Program Recorder (tape deck) $10
Cables for Atari etc from Chelco (6) ..... $ 4 each
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (4)..... $ 8 each
Paddles (2 sets)..... $12 each set
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50

Diskette Software for Atari Computers
$3.95 each (6 for $18)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
DeBug by Childware
Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes

MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
Reading Skills
Sesame Str Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spnker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

Diskette Software for Atari Computers
$2.50 each (5 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Astro Grover
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Lode Runner
Lucas Films Ballblazer
Match Up
Master of Lamps
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell

Moon Shuttle
My First Alphabet
On Track Racing
Paint Master Diskette
Print Shop
Sea Bandit
Shape Up
Sky Blazer from Broderbund
Spy vs Spy
Summer Games -
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore

Antic Diskettes from Atari
$1.95 each (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 CompAdv Star Raiders Cartridge w/box
Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box

Atari Artist
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)
Sky Writer

Tape Software for Atari Computers
$2.95 each (4 for $9)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
Gulp!!
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing

Atari Books $4.95 each (5 for $19)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

1070. demos - where?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: bh@kki.net.pl
Message-ID: <35ade17c.782077@news.tpnet.pl>
Source record: 61430

where can i find any Atari XL/XE demos?

Blacky

B-l-a-c-k-H-a-c-k----------------
pure asm coder from Sixty9
bh@kki.net.pl bh_@friko2.onet.pl

1071. NEW MOVIE ONLINE!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: nunayur@bidness.com
Message-ID: <6ogqjc$2m0_002@ambrosia.flash.net>
Source record: 61431

The next Atascii movie is now online at The 'Break Movie' Warehouse.
http://www.flash.net/~ambrosia/index2.html

Requires a PC/Mac with the RealMedia plugin.

A new movie every two weeks! See you there!

-*- Tom -*-

1072. Re: Atari Classics Anniversary

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35AC2215.69CB@pacbell.net>
Source record: 61432

Michael Current wrote:
>
> In article <RRYO6hT.rldetlefsen@delphi.com>, rldetlefsen@delphi.com wrote:
>
> >Well, July 14, 1997 is the date for the last issue of AC. After a year, theres
> >little chance for more. Too bad.
> >Rick D.
>
> It is too bad.
>
> What's been the problem? Is there anything we could do to help out?
>
> Bob?
>
> .
>
> --
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
> St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

The problem is me, I guess. Is there a way to divide the production
process? I have enough input, but it needs to be formatted and printed.
I also cannot resist the temptation to just do one more hack for the
next issue....

I have considered doing multiple mini-issues instead of one big issue.
Say, 8 pages per issue. This would be inefficient and waste a lot of
postage, but it would keep some small bit of continuity.

Bob

1073. Re: Old age - what are the risks?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35ABC6BC.4C43D026@sisna.com>
Source record: 61433

Neither point is necessarily true. I tested a 130XE, sent it out only to find out that when received it didn't function anymore, from the time I shut if off bubble wrapped it and sent it the party one or more of the Ram chips has quit working.

Keeping the equipment cool helps prolong the life of any system. Atari 8-bit items in the computer area most problems lie within the Ram, disk drives, can be anything from a chip to the head becoming dirty or the Rails The head travels on becoming so cluttered with junk (either user applied) or just age that they need cleaned so the head can travel.

If you have a unit use it regularly! The sooner you find a problem exists the sooner you can have it repaired, and back into operating condition. Ram prices for the 16k, 64k, and 256k have dropped considerably in the past years and are readily available..If someone needs a custom Atari I/C without a crossover I have many used one in good working condition, as well as other suppliers, either new or used. Prices on these are way below the 1980 market so anyone can fix and Atari reasonably in this market.

bob

1074. Re: Connecting Atari 800 to RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-14 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35ABC8A3.52AB4C1D@sisna.com>
Source record: 61434

If one wishes to connect his/her Atari 800-130XE computer to a RBB monitor. I have a few cables left that will do the trick. Price $5.00 ea shipping encluded...has video and audio..

bob

1075. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Ew438L.2qo@iglou.com>
Source record: 61337

On 1998-07-13 stevenposey@usa.net(StevenPosey) said:
>On 12 Jul 1998 05:04:45 GMT, jrick2000@aol.com (JRick2000) wrote:
>>Is there a version of Atari OS/A available to download?
>Better yet -- can anyone tell me where to get a program to transfer
>my real OS/A from my 800 to disk? Or can I just binary-save a
>block of memory to get it, and what would that block be?
You are referring to the Atari operating system ROMs, but there was also a
disk operating system called OS/A+. As for the color artifacting, I think
this was a hardware quirk, not an OS problem, but I could be wrong.
I remember playing Montana solitaire on my 800XL, where the red cards were
light blue.

Net-Tamer V 1.08X - Test Drive

1076. Re: Atari style joystick on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: jsegur@westelcom.com
Message-ID: <35ac1386.6650596@news.westelcom.com>
Source record: 61338

buz <buzz1@esn.net> wrote:

> I was wondering if there is a cable or something to plug up a
>400/800 atari joystick to a PCs gameport? Anybody tried this?
>Would love to use my old EPYX joystick with the PC.....Thanks in advance
>for any info!

There's a design for an adapter using three common IC's and a few
resistors. I think I found it in the Umich archive under the name
Digistik.
--
Joe

1077. Re: Rotburg Synthesiser.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: Paul Mills <paul.mills@worldnet.att.net>
Message-ID: <6ohb5g$6c7@bgtnsc03.worldnet.att.net>
Source record: 61339

Thomas Meyer <i03a@zfn.uni-bremen.de> wrote in article
<6o8380$qm6$1@kohl.informatik.uni-bremen.de>...
> J.J Bailey schrieb in Nachricht <01bdacd6$d5421ae0$03577ec2@default>...
> >I wonder if anybody can help me? I'm trying to find a copy of the
Rotburg
> >Synthesiser. It was written by Ed Rotburg of Battlezone fame, as a
audio
> >demo for the 8-bits. It was/is totally amazing, and I want to get find
out
> >which pieces of music he used on it.
>
> I'm looking for it, too. Actually, it's the "Rotberg" Synthesizer.
>
> Bye,
> Thomas
> --
> Thomas Meyer, Bremen, Germany
> mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

I've got a copy of this. It was pretty cool way back when.

Where would be the best place to post it? As far as I can tell it doesn't
have any copyright restrictions.

Paul Mills

1078. PACE????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <22434-35AC2F47-83@newsd-123.bryant.webtv.net>
Source record: 61340

I had heard that an atari 8-bit user's group was still functioning in Largo, FL. Does anyone know where it meets if it exists? I looked in the FAQ and there is no user group listed in my area (Tampa Bay, FL)

1079. nostalgia sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: charles <charles@dorsai.org>
Message-ID: <35AC2DBD.DA73A193@dorsai.org>
Source record: 61341

```
for sale
atari 800 xl computer
first fair offer gets it...
still in sty rofoam box....but not the cardboard

thanks
```

1080. Re: Atari mega-disk for download , we have over 600 games for you !!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998071507170300.DAA24559@ladder03.news.aol.com>
Source record: 61342

How do you run those mega games?

1081. FS2 conversion

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998071507281700.DAA25075@ladder03.news.aol.com>
Source record: 61343

I have made a PC copy of my Flight Simulator 2 game, but when I try the game for about a minute on the PC using Atari800win 2.2 the game freezes. Yet I can access menus and do everything else, but that's it before it bombs. Has anyone made a copy that works?

1082. Re: demos - where?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: dhor@iko.zakopane.top.pl
Message-ID: <slrn6qos8v.1vj.dhor@iko.zakopane.top.pl>
Source record: 61344

```
Go to http://dhor.zakopane.top.pl ...
There you'll find some useful links....

Dhor/M.E.C.
```

1083. Re: SIO2PC 4.10

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6ohs5m$l1s$1@korweta.task.gda.pl>
Source record: 61345

In article <35AB4881.C1AC8C90@ix.netcom.com>, rsely@dhs.state.nj.us wrote:
>Steven Posey wrote:
>
>> Well, no -- the problem is the CPU speed. Windows 95 chokes SIO2PC just as
> bad
>> as Win 3.x does. Anything less than a Pentium 90 probably can't handle it.
> I
>> have a 486DX4/100 with a bare Win95 installation that can't run it, and yes,
> it
>> has the newer UART. The Win95 Kernel itself takes up too much processor time
>> with maintenance tasks, so it's a real burden on a system to keep up with the
>> Atari's timings.
>>
>> I can't wait to get my Red Hat Linux installed with X-Window to see how much
> of
>> a difference it makes :-)
>>
>> Steven
>
>Steven,
> if that is the case, then that's probably why I can't get A.P.E. to
>work properly. I can see the 130XE's commands at my P133 but nothing
>happens at the Atari side. No data is recieved. Then again, my cable
>might be partially bad. I wonder, if I run the P133 in DOS only mode if
>it will work. Hmmm. Something I have to try out.
>
>

My SIO2PC cables work well on all tested computers. I tried them on PC XT
running MSDOS 3.3, PC AT 16MHz running MS DOS 6.22, PS/2 80 (386) MSDOS 6.22
no HD only 1.44 floppy, P133 with Win95. Everything went smoothly on all
machines, no problems whatsoever. Triple speed etc., all working with APE.
I bet most of your problems is due to wrong wiring or bad COM configuration.

j131

1084. atari disk reading on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: Johan Gielen <jgie@oce.nl>
Message-ID: <35AC7C9D.854EC0C4@oce.nl>
Source record: 61346

I nave an atari disk with midi files, and wonder how I can read it on a PC?
Is there a program to do this?

Some people told me It can, but with the program 'anadisk' the disk contents is put in 1 file. This isn't what I want, there are more files on the atari disk, and the filenames should be the same by a conversion.

What is the delighting answer?

greetings Johan Gielen

1085. Re: Atari mega-disk for download , we have over 600 games for you !!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: Phoenix <jeff_kemper@email.msn.com>
Message-ID: <e#6BXY$r9GA.315@upnetnews05>
Source record: 61347

SArcher119 wrote in message
<1998071420580600.QAA28348@ladder01.news.aol.com>...
>http://members.aol.com/sarcher119

Mega-Disk 4 returns:

BOOT ERROR
BOOT ERROR
BOOT ERROR
BOOT ERROR

Etc. I wanted Last Starfighter really bad. That was the only place I could
find it.

px

1086. Re: Rotburg Synthesiser.

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: Henry Davis <hdavis@ix.netcom.com>
Message-ID: <6oigsd$kn6@dfw-ixnews9.ix.netcom.com>
Source record: 61348

In article <35A96A7E.40022348@juno.com>,
Chet <c1123@juno.com> wrote:

>Check out:
>http://www.atarimagazines.com/v1n4/zounds.html
>
>Thomas Meyer wrote:
>
>> a@b.com schrieb in Nachricht <35A7C898.147B@d.org>...
>> >Hey, I've never heard of this, but it sounds really interesting. Anyone
>> >know what sort of capabilities it had? Is it a synthesizer in the sense
>> >of having a filter, etc, or modulation (ring mod, etc) stuff?
>>
>> The Rotberg Synthesizer I know is just a player program with a few built
in
>> tunes, including Ravel's Bolero. It really sounded AMAZING back then (13
>> years ago?) and I would really love to hear it again to see how it
performs
>> compared to current standards.
>>
>> Bye,
>> Thomas
>> --
>> Thomas Meyer, Bremen, Germany
>> mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/
>
>
>

Does any one have an idea of where/when wavetable synthesis started? I'm doing a little sleuthing in the history of computer generated music and want to determine what products I should add to my collection.

Henry

1087. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35acbee9.156693390@news.ioa.com>
Source record: 61349

On Wed, 15 Jul 1998 01:09:57 GMT, bmarcum@iglou.com wrote:

>
>On 1998-07-13 stevenposey@usa.net(StevenPosey) said:
> >On 12 Jul 1998 05:04:45 GMT, jrick2000@aol.com (JRick2000) wrote:
> >>Is there a version of Atari OS/A available to download?
> >Better yet -- can anyone tell me where to get a program to transfer
> >my real OS/A from my 800 to disk? Or can I just binary-save a
> >block of memory to get it, and what would that block be?
>You are referring to the Atari operating system ROMs, but there was also a
>disk operating system called OS/A+. As for the color artifacting, I think
>this was a hardware quirk, not an OS problem, but I could be wrong.
>I remember playing Montana solitaire on my 800XL, where the red cards were
>light blue.
>

Yeah, I remember OS/A+ (is that the correct name; I thought I remember it a little differently), put out by OSS, I believe.

The problem I'm talking about isn't about color artifacting, it's about getting the main colors wrong. Boot up either Pinball Construction Set or Lode Runner on an 800, then boot it on a 130XE and you'll see what I'm talking about. On Lode Runner, the 800 has a nice dark blue background, blue platforms, brown Bungling Guards, etc. The 130XE is bright purple on everything (the emulators even show it as purple; only Atari800win 2.2 in Mode 1 comes close to getting the colors the way the 800 does them). Oh yeah, I'm talking about NTSC Atari's, not PAL. I don't know if the PAL's have any problems.

If it was a hardware quirk, then it was probably a quirk in the 400/800 line, and Broderbund and Electronic Arts never bothered to fix the affected programs after the XL/XE lines came out. Too bad, because I think those games on the newer computers look like crap. It seems like it was only a problem in GRAPHICS 8, though.

I got my 'A' rom transferred, and Lode Runner still looks the same way on the emulators as it does with the 'B' rom, so you're probably right about it being somewhere else in the 400/800 hardware.

Thanks to all for your help!
Steven

1088. Re: Atari Classics Anniversary

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1507981154240001@macmcurrent.library.carleton.edu>
Source record: 61350

In article <35AC2215.69CB@pacbell.net>, rwoolley@pacbell.net wrote:

>I have considered doing multiple mini-issues instead of one big issue.
>Say, 8 pages per issue. This would be inefficient and waste a lot of
>postage, but it would keep some small bit of continuity.

I think an issue mailed out on a regular basis, no matter how small, would be preferable to one big issue mailed out at lengthy, unpredictable intervals.

People need to believe that the magazine exists, and will continue to be published for a while. Most people I mention it to don't expect to see another issue. Even though you keep hinting here that you're working on it, I'm not sure I do either.

Also, advertisers need to see their ads that they've paid for in print.

> Is there a way to divide the production process?

I don't know what the process currently involves, but maybe there are people here who would want to help.

Or, maybe editing and production shouldn't be the same person. You could concentrate on pulling the content together, then someone else could handle the formatting and printing. Or some other combination that makes more sense.

I just really want to see AC on a regular schedule, somehow.

Is there anyone else here who believes in the importance of a North American printed 8-bit Atari magazine, and who can actually picture themselves helping out the production process?

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1089. ** FS: ATARI "8-BIT" GAMES **

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: kitschy@thegrid.net
Message-ID: <kitschy-ya02408000R1507981223580001@news.thegrid.net>
Source record: 61351
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.classic

** The following Atari 400/800 cartridges request the pleasure of
meeting your Atari computer.. **

** All the wonderful cartridges below are clean and are in good,
working condition..
** All the fabulous cartridges below are LOOSE, unless otherwise
noted..

Iï¿½ve rated the game labels using a ï¿½C1 - C10ï¿½ scale utilized by toy
collectors worldwide:

C1 - 5 = ranging from poor to fair condition
C6 = the ï¿½medianï¿½ condition range for ï¿½goodï¿½ items that collectorï¿½s
typically want in their collections..
C7 = good+ condition
C8 = very good condition
C9 = near excellent condition
C10 = excellent condition

- "Buck Rogers": very nice, shiny, label (C8) = $6.00

- "Deluxe Invaders": by Roklan, label is almost completely faded, hard to
read, not ripped or torn, just very faded (C1 for fading, C5 for
completeness of label) = $4.00

- "Gyruss": label is all text (C5) = $5.00

- "James Bond 007": label shows average wear, all text (C5) = $6.00

- "K-razy Antiks": (C6) = $5.00

- "MPP Smart Terminal": label is "wrinkly" (C3) = $3.00

- "Ms. Pacman" (2 cartridges): XE-type case, all text (C5/6) = $4.00/ea.

- "Midnight Magic" (pinball): XEGS-type case, illustrated, small piece of
??? rattling inside (C6) = $4.00

- "Miner 2049'er" (2 cartridges): one of the labels has tiny nicks/tears at
the top, the other is nicer and no nicks/tears (C4/6) = $4.00/$5.00

- "Pole Position": XE-type case, small wrinkling in upper left corner of
label (C4) = $3.00

- "Princess and Frog": by Romox, nice label, illustrated on BOTH sides (C6/7)
= $9.00

- "Shamus" (2 cartridges): red, opaque case(s), one has a label that is wrinkled and peeling at the upper-right corner and the other shows average wear.. (C3/C5) = $4.00/$5.00

- "Star Trek: Strategic Operations Simulator": one very teensy, tinsy nick on the end of the label where it folds over (C6/7) = $7.00

- "Submarine Commander": by Thorn/EMI (C6) = $5.00

** Please send me your SHIPPING ADDRESS and a PHONE NUMBER that you can be reached at to confirm your order and I'll make sure the game(s) are set aside for you..

** Shipping and insurance is $3.75 via U.S. Mail ï¿½Priorityï¿½ for the 1st game and $.50 each per game, thereafter.. Shipping prices quoted are within the Continental U.S.A. only; Canada and overseas, extra..

** TERMS: Money Orders and Checks accepted. Money Orders are accepted for immediate shipment upon receipt of all items ordered. Checks are accepted with a 7-10 business day wait for clearance before any items ordered are shipped.

** PAYMENT INFO: Please make Money Order(s) and Check(s) payable to Chris Stafford and mail to this address:

Chris Stafford
P.O. Box 1482
Lompoc, California
93438-1482

** CONTACT INFO: I can be reached via e-mail; KITSCHY@THEGRID.NET for any questions you may have; phone number available upon request..

** I have EXCELLENT REFERENCES for completed internet transactions available upon request.. I strive to provide the BEST service possible..

1090. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <35ad0bda.6141469@allnews.infi.net>
Source record: 61352

>I got my 'A' rom transferred, and Lode Runner still looks the same way on the
>emulators as it does with the 'B' rom, so you're probably right about it being
>somewhere else in the 400/800 hardware.

Just curious - have you used the "A" ROM and tried to play the old
Synapse games "Chicken" or "Slime"? I used to play Chicken quite a lot
on my 130XE using the Translator disk, but I think it needs the OS-A
ROM to work correctly. (The game binaries are available on the Closer
To Home site I believe...)

Dave B.

1091. Re: Atari Classics Anniversary

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <35ad0e4b.6767047@allnews.infi.net>
Source record: 61353

>Is there anyone else here who believes in the importance of a North
>American printed 8-bit Atari magazine, and who can actually picture
>themselves helping out the production process?

Boy, this is a fascinating question which has application to a number of orphaned systems. I avidly subscribed to and read the "classic" Atari mags of the mid-80's - early-90's, most notably of course Antic and Analog with the occassional Compute thrown in for good measure. I read the programming articles and typed in all of the BASIC and ML stuff.

But I think the focus has shifted considerably since then, especially as it applies to my old systems. I still love playing the games on the Atari 8-bits, and now emulation has made it even easier to find some time during the day to get in an hour or so. However the things that made the earlier mags valuable to me (i.e. the tutorials and type-in stuff) simply don't appeal to me now. And so I think that a new Atari mag in the traditional sense would probably not be a viable publication.

What I would like to see however is a mag full of game and application reviews, strategy guides, game an app documentation, screen shots and things like that. The games still have not lost the playability and interest that they originally had, at least not for me. I would gladly fork over some bucks to see some of those great games given a modern day magazine layout.

And of course the opportunity to connect with whatever Atari community resources still function (users groups, vendors, etc) would also be a good reason to subscribe to such a mag.

One thing that I think does bear pointing out however. I do not think that realistically anyone should get an idea that publishing such a magazine has a profit potential. Let's face it - that's why the original mags died in the first place. And the thought that a decent worthwhile still-interesting magazine can be put out on a monthly or semi-monthly basis with only home-brew and/or random fan input doesn't seem too feasable - certainly not on a long-term basis. I remember towards the end of Antics and Analogs days how desperate were the cries for worthwhile type-ins. They just weren't getting the input.

There is at least one alternative to publishing a new magazine. Most of you have probably visited the Antic site on the Internet. They have the permission of the publisher to put as much of the original Antic material up as they can find. I believe there are currently 11 full issues up now. I know that there are still thousands of people out

there with full libraries of Antic and Analog magazines. How about start scanning and supporting these web sites? Things like old reviews, info articles, even old ads and covers are fascinating to people still interested in the Atari but who never had access to the mags or who have long ago given up their collections. A site with the content of every Antic issue ever published would be a wonderful thing for the Atari community. At least old Atarians like me would get a big kick out of it.

Anyway, just my few cents...

Dave B.

1092. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35ad2bd7.44199994@news.demon.co.uk>
Source record: 61354

The other Day dbert@pottsville.infi.net (Dave Bertschy) wrote:

>Just curious - have you used the "A" ROM and tried to play the old
>Synapse games "Chicken" or "Slime"? I used to play Chicken quite a lot
>on my 130XE using the Translator disk, but I think it needs the OS-A
>ROM to work correctly. (The game binaries are available on the Closer
>To Home site I believe...)

Tried Chicken from two different files with the A rom and it does not
play right. Either it stacks the eggs along the top not allowing any to
drop or the Chicken gets a boot up the A&& and thats all it does.

Not tried Slime although I know it did not work before. Both seem to be
emulator related (I think) but hell, I'm happy to play the other 999999%
that do work :)

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

1093. Re: PACE????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdb04b$711e7860$45c2accf@asharkis.erols.com>
Source record: 61355

PACE meets second Saturday of each month at the Largo Public Library, 351 East Bay Drive in Largo. Meetings start 2PM. Visitors are welcome. Membership is $12/year.

I'm not a member (living on Long Island does present commutation problems) but I edit the Ol' Hackers AUG newsletter and we exchange newsletters with them. I just happened to have the last one near my desk when I read your message.

Good luck!

Alan

Lorne H <Mknzy@webtv.net> wrote in article
<22434-35AC2F47-83@newsd-123.bryant.webtv.net>...
> I had heard that an atari 8-bit user's group was still functioning in
> Largo, FL. Does anyone know where it meets if it exists? I looked in
> the FAQ and there is no user group listed in my area (Tampa Bay, FL)
>
>

1094. Re: knowledge documetatio

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <900622611@stackbbs.xs4all.nl>
Source record: 61356

-=> Quoting Pakrat@bright.net to All <=-

Pa> --
Pa> On 09 Jul 1998 14:01:16 +0100, Raphael James Espino
Pa> <rje@co.umist.ac.uk> wrote ... > "Belitz" <matz@kawo2.rwth-aachen.de>
Pa> writes: > > Thats teh most important fact. I'm sure, that nearly all
Pa> all information > > one need is somewhere on the net ...
> Sure is! I just found another good page today and that's after 1
> year+ of collecting links.
>
> > I 've the hardware manual, De Re Atari, complete and essential map,
> > ATARI-Profibuch
> > and ATARI-intern. All are a little bit incomplete or even incorrect.
> > One should put this information together ...
>
> Are those all in electronic form? If so, then that'd be a great place
> to start.
>
> > Yes, thats the way we have to go ...
> > There should be different persons for different sections as maintainer as
> > it is for the LINUX HowTo pages ...
> > And this group should have the view, what still missing and could be added.
> > Look at the FAQ- its an good example and covers lots of general information
> > now.
>
> Sure does!
>
> > Haven't heared anything about a WEBRING so far, please tell me more
>
> It was an idea that surfaced a few months ago, but didn't seem to
> receive much support, or maybe was only a half hearted attempt (well I
> only saw 1 post about it). Creating a webring is easy, just go to
> http://www.webring.org for all the details. It needs someone (or
> several someone's) to be the RingMaster who maintains the ring. In
> fact there is already an Atari 8-bit specific webring there, but with
> only 1 site listed (which was the result of the previous attempt),
> plus another ring that's not Atari 8-bit specific, but with an Atari
> 8-bit page. Once you get 5 pages in the webring you become listed in
> the directory (whoopeee!). Given that there are over 200 Atari 8-bit
> pages out there getting listed shouldn't be a problem.
>
> An Atari 8-bit webring is something I'd like to see happen, as I think
> it'd help link all the Atari 8-bit pages that are out there, making
> info easier to find. I'd volunteer my page to join, so we'd just need

> another 4 to start it... *grin*
>
> What do people think about doing this? Good? Bad? Indiferent? Who
> else would like to see an Atari 8-bit webring? Who would like to join
> one? And who wouldn't? (and why not).
>
> --
> Raphael Espino - rje@co.umist.ac.uk -
> http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
> http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

Pa> I would *love* to see an Atari 8-Bit WebRing! This would make
Pa> navigation around the various A8 sites much easier, and would raise our
Pa> visibility that mch more.

Pa> ||| ////Pakrat - Atari and Amiga FOREVER!!!!!!!!!!!!!!!!!!! //
Pa> ||| Atari 130XE (Black Box, Maxtor 320M, CSS US+ OS & drives)\\ //
Pa> / | \Amiga 2000 030/25 882/50 250M 16M OS 3.1 57.6 AWEB II 3.1 \X/

Pa> We came out from the deep
Pa> To help and understand, but not to kill
Pa> It takes many lives till we succeed
Pa> To clear the debts of many hundred years.

Pa> That's why we are here!

Pa> -Out From The Deep, Enigma 2 - The Cross of Changes

Isn't a webring something like a url list?
(i.e. similar to a long list of links?).
Anyway, I've got an Atari 8bit homepage too,
so I won't mind to join as well.

Bo.
___ Blue Wave/386 v2.30

1095. Slime

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: Daniel Gibson <kgibson@startext.net>
Message-ID: <35AD60D4.1862FF2A@startext.net>
Source record: 61357

Anyone else ever play this game? Anyone have the docs for it? Looks
pretty cool, but what the heck is going on?

Thanks!

Dan

--
Daniel and Kathy Gibson
http://www.startext.net/homes/kgibson/mainjav.htm
"Home Of Dan's Javelins and AMXs"
http://www.startext.net/homes/kgibson/tracks/main.htm
"Kate's Track Shack - Home of the 75 cent 8-track!!"

1096. ROTBERG SYNTHESIZER: Download here!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: EURO-ISDN@t-online.de
Message-ID: <6oj8ss$ve9$1@news00.btx.dtag.de>
Source record: 61358

Hi!

Just wanted to inform you that you can now download the
ROTBERG SYNTHESIZER (and other programmes) from ...

http://members.xoom.com/atari800

:)))

CU!

Ulf

1097. HOMEPAGE UPDATE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-15 00:00:00 UTC
From: EURO-ISDN@t-online.de
Message-ID: <6oj8t5$ve9$2@news00.btx.dtag.de>
Source record: 61359

Hi!

Just wanted to inform you that my homepage has moved from
members.aol.com/upetersen/atari.htm to the following URL ...

http://members.xoom.com/atari800/

PLEASE UPDATE YOUR BOOKMARKS!!!

My site offers lots of links and some of my own commercial software :))).

If you don't have a link to my web page yet, please add one to your site
:))).

CU!

Ulf

1098. Re: Atari Classics Anniversary

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdb04c$5008d0c0$45c2accf@asharkis.erols.com>
Source record: 61360

Health problems within my family preclude me from jumping in here right
now, but at a later date, I had hoped to re-involve myself with the
magazine on some level.

Meanwhile, there's a message thread on Fido about print magazines for the
8-bit and the relative wealth of them elswhere in the world.

There's also a lot of advanced talk here and in that mailing list based in
Poland that's interesting enough for at least a few articles.

But, may I suggest, that even though it's 1998, there are still some
8-bitters stuck in the 80's and even a few beginners. We have one such
beginner among the local membership in OHAUG and he's learning fast. So,
to balance the magazine even further, I'd say that beginner-type articles
are still appropriate.

(DUCKING SLINGS AND ARROWS AT THIS MOMENT!!!!!)

Michael Current <mcurrent@carleton.edu> wrote in article
<mcurrent-1507981154240001@macmcurrent.library.carleton.edu>...
> In article <35AC2215.69CB@pacbell.net>, rwoolley@pacbell.net wrote:
>
> >I have considered doing multiple mini-issues instead of one big issue.
> >Say, 8 pages per issue. This would be inefficient and waste a lot of
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> I think an issue mailed out on a regular basis, no matter how small,
would
> be preferable to one big issue mailed out at lengthy, unpredictable
> intervals.
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> another issue. Even though you keep hinting here that you're working on
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>
>
> > Is there a way to divide the production process?
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> people here who would want to help.
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> concentrate on pulling the content together, then someone else could

> handle the formatting and printing. Or some other combination that makes
> more sense.
>
> I just really want to see AC on a regular schedule, somehow.
>
> Is there anyone else here who believes in the importance of a North
> American printed 8-bit Atari magazine, and who can actually picture
> themselves helping out the production process?
>
> -Michael
>
> --
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
> St. Paul Atari Computer Enthusiasts,
http://www.library.carleton.edu/space/
>

1099. Re: Atari Classics Anniversary

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998071600565600.UAA25559@ladder01.news.aol.com>
Source record: 61361

>I have considered doing multiple mini-issues instead of one big issue.
>Say, 8 pages per issue. This would be inefficient and waste a lot of
>postage, but it would keep some small bit of continuity.

Well, how about half issues twice as often.
(Twice as soon), which is a relative term. :-}

Larry

1100. Wanted to buy!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: tommage@aol.com
Message-ID: <1998071603233000.XAA27030@ladder03.news.aol.com>
Source record: 61362

Hello, I would like to buy the box and/or manual for Ultima I, Atari 8-bit by Sierra. Will pay at least $15 for each item. Would consider buying a complete game also.

Thanks,
Tom

1101. Autodueling Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: Nick Chionilos <CHIONILOS@Megahits.com>
Message-ID: <35AD8C4C.9B39E967@Megahits.com>
Source record: 61363

Can anyone tell me the settings that they are using to get autoduel to work with Atari800 Ver 2.2? I have tried a number of different ATR sets and I constantly crash just before entering the Arena. I'd love to be able to fire up this old classic again! Thanks in advance.

-Nick

1102. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <35adaae5.7466674@allnews.infi.net>
Source record: 61364

>... I'm happy to play the other 999999% that do work :)

Absolutely. I got Starcraft and Battleground 6: Napoleon In Russia as presents last week and all I do is sit here and play Frogger on Atari800Win. Infocoms and SSIs are next. Sorry Blizzard...

Dave B.

1103. Re: Atari Classics Anniversary

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998071609370100.FAA15540@ladder01.news.aol.com>
Source record: 61365

Then another possibility would be a
"half-issue" based on software, tutorials,
hardware reviews, etc. and then then the
next on hardware hacking. That would
make possible splitting the production duties,
since another person(s) could put together
the non-hacking issue.
Actually, New Atari User (Page 6) pretty
much would seem to fall into the category
you describe. I subscribe to it, and it helps
prevent "withdrawl" while I'm waiting for
the next AC.
Another possibility which has some definite
pitfalls as well as advantages is electronic
distribution. Helps the Post Office manage
its surplus, among other things. :-)

Larry

1104. Re: SpartaDOS 3.2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35ADE13B.76062C67@ix.netcom.com>
Source record: 61366

BobKlaas wrote:
>
> The only problem with downloading Sparta Dos is that it has to be placed
> upon a Sparta Dos formatted disk to work.?? Maybe someone has come up
> with a bypass? Enlighten me.
>
> bob

Bob,
The only way I can think of is to use A.P.E. Boot with A.P.E. using a
SD33.ATR image on the PC and format a real disk (Atari side) then copy
the DOS files to that disk. By renaming (assuming that it isn't named
like this already) the SD 3.3 DOS files with X as the first character
and .DOS as the extension. SD 3.2D's XINIT.COM (be sure XINIT.COM is on
(one of) the active images) will find this file and allow you to format
and transfer this info to the new disk.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1105. Re: HTML Viewer for 8-bit!!!! File attachment included....

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35ae06c4.240637145@news.ioa.com>
Source record: 61367

Sorry, original message lost...

I got the HTML viewer, but how does it work? Are there any docs to explain it?

It coverts HTML files into *something*, but what is that *something* and how do
I view it?

Thanks,
Steven

1106. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: Doug Wheeler <dwheeler@isd.net>
Message-ID: <6ol1pn$kl8$1@blackice.winternet.com>
Source record: 61368

Steven Posey <stevenposey@usa.net> wrote in message
35aa0d75.246758090@news.ioa.com...
>On 12 Jul 1998 05:04:45 GMT, jrick2000@aol.com (JRick2000) wrote:
>
>>Is there a version of Atari OS/A available to download?
>
>Better yet -- can anyone tell me where to get a program to transfer my real
OS/A
>from my 800 to disk? Or can I just binary-save a block of memory to get
it, and
>what would that block be?
>
>I've seen this request before, and I'd like to have it too, so Lode Runner
looks
>like it's supposed to on an emulator (for those that don't know, LR is
supposed
>to be on a dark BLUE background, not purple -- something in the OS versions
>changed to screw up the colors).
>
>Steven

Color differences like this are usually caused by programs depending on artifacting. The problem is the artifacting colors are different between the CTIA (used in early 400s and 800s) and GTIA chips.

--Doug

1107. weg isser!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: Uwe Jung <junguwe@ifwt.et.tu-dresden.de>
Message-ID: <35AE2EDF.647426BC@ifwt.et.tu-dresden.de>
Source record: 61369
Cross-posted to: comp.sys.atari.8bit,maus.sys.atari.hardware,maus.sys.atari.internet,z-netz.alt.rechner.atari.8bit

siehe Betreff

Gruss,
Uwe.

1108. Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: "David E. Chandler" <dachandler@isdnet.com>
Message-ID: <35ae3c96.0@news.isdnet.com>
Source record: 61370

Does anyone know if ReeveSoft developed any .app files outside of those which were delivered with the product?

1109. Re: HTML Viewer for 8-bit!!!! File attachment included....

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: Sysop*TXG <SysopTXG@underground.demon.nl>
Message-ID: <900614542.1263.0.rover.d4ee0f47@news.demon.nl>
Source record: 61371

Hi,

I posted the mesg. I guess it will convert HTML to ATASCII...
Try it out, I didn't had the time for it yet...

Gtx,
Sysop*TXG

E-mail:SysopTXG@underground.demon.nl

Steven Posey wrote in message <35ae06c4.240637145@news.ioa.com>...
>Sorry, original message lost...
>
>I got the HTML viewer, but how does it work? Are there any docs to explain
it?
>
>It coverts HTML files into *something*, but what is that *something* and
how do
>I view it?
>
>Thanks,
>Steven

1110. different ATR specs

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01bdb0f8$86b18200$a792e289@irata.kawo2.rwth-aachen.de>
Source record: 61372

Hallo !

I`ve posted this message one week ago, but got no response at all ...
So I`m wondering if anybody had read it or if there is no interest at all.

Plaese give me at least a little response, when you read this 8-).

Matt

First I'd like to thank all people respondihg to mee.
And I 've learned, that not all the information posted here, will reach my
Newsserver 8-(.
The crc check was explained in an answer to a similiar question I asked
last year.
(Special thanx to Russ)
And here we go ...

sources:

Nick Kennedy
SIO2PC (4.10)
readme.txt (V4.10)
dated 20.12.95

WORD = special code* indicating this is an Atari disk file
WORD = size of this disk image, in paragraphs (size/16)
WORD = sector size. (128 or 256) bytes/sector
WORD = high part of size, in paragraphs (added by REV 3.00)
BYTE = disk flags such as copy protection and write protect; see copy
protection chapter.
WORD=1st (or typical) bad sector; see copy protection chapter.
SPARES 5 unused (spare) header bytes (contain zeroes)

Steven J. Tucker
APE
http://www.nacs.net/~classics/authatr/
20.10.96
]] The 'standard' nickatari ATR is: (first byte listed as 1, not 0)
]]
]] 01: NICKATARI Signature
]] 02: "
]] 03: Paragraphs, low
]] 04: Paragraphs, high
]] 05: Sector Size, low
]] 06: Sector Size, high

]] 07: Extended paragraphs
]] 08..16: Unused
]]
]] Current APE changes to the ATR header:
]]
]] 8 : 32bit Authentication CRC
]] 9 : 32bit Authentication CRC
]] 10: 32bit Authentication CRC
]] 11: 32bit Authentication CRC
]]
]] 16: Bit 0: Write Protect
]] Bit 1: Sealed/Authenticated A
]] Bit 2..7: Unused
This compilation is from an answer to a question of mine and could be found
on the homepage of Russ Gilbert
http://www.en.com/users/russg

Frank Barrus
ACE (V0.02)
psiox.txt
01.08.94

Basically, the new header looks like:

WORD IDCODE 0296h
WORD SIZELO low byte of NUMSEC*SECSIZE/16
WORD SECSIZE 128 or 256
WORD SIZEHI high byte of NUMSEC*SECSIZE/16
WORD RESV1 reserved
WORD RESV2 reserved
WORD RESV3 reserved
WORD NUMERR number of bad sectors + 1
(all data is low byte first)

This is then followed by NUMSEC sectors of SECSIZE bytes,
and then immediately followed by a table of size
NUMERR of the following "bad sector" records:

WORD SECTOR sector number
BYTE CSTAT communication status
BYTE HSTAT hardware status
WORD RESV1 reserved
WORD RESV2 reserved
http://www.csh.rit.edu/~shaggy/software.html

Now we have three different formats here, not counted the 128/256 byte
(first 3 sectors) fault on some Emulators with DD disks.

As I have the right view, there is enough space hold all the information,
the three authors suggest.

The only question is, how to arrange it ...

Are all the three people still online here in comp.sys ?

I'm waiting for your suggestions.

Matt

P.S. Tooks me nearly 1 hour to collect and validate this information.

1111. "Atari documentation project"

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01bdb0f9$01c9f580$a792e289@irata.kawo2.rwth-aachen.de>
Source record: 61373

Hallo !

This is the first try of what I had spoken some days ago.
http://www.kawo2.rwth-aachen.de/~matz/atari/adp.html

It`s only the beginnig and very, very incomplete.

Please tell me, what your imaginations are and if you have new sources of knowledge.

Thanx

Matt

1112. 1200 XL roms

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01bdb0f9$d1381220$a792e289@irata.kawo2.rwth-aachen.de>
Source record: 61374

Hallo !

Would be very kind, if someone could send an 1200 XL rom-image to me.

I' d like to see the well-known Atari-sign once.

Thanx,
Matt

1113. Which issue of Atari Classics was last printed?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPG.101821e730b72dbd9896c1@client.sw.news.psi.net>
Source record: 61375

```
Subject line says it all: which issue was the last
to have actually made it out to subscribers?
Are there any plans to put these on the Web?

Thanks,
Oscar
```

1114. Re: different ATR specs

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-16 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6om2ds$i91$1@alexander.INS.CWRU.Edu>
Source record: 61376

(.atr header convention(s))
The first 3 words are the same for all three (Kennedy, Tucker
and Barrus).
Kennedy and Barrus call (as I read them) the 4th WORD the
high byte(s) of the paragraph size (size/16). It seems that
Barrus calls the WORD a high 'byte'. So the sio2pc nick
K. one and the Barrus one call WORD 4 (bytes 7 and 8, starting
at 1 or bytes 6 and 7 starting at 0) the high byte(s). Tucker's
is the only clear one which just gives one byte, not two
bytes for the high/extended size. That makes sense to me
, if I were doing it, which I'm not, and Kennedy and Barrus
don't seem to be available/participate in csa8. Anyways,
5 bytes is plenty to describe a size of the image in
paragraphs. It describes up to a 268435440 (268 meg)
image size. An additional byte would go to (my calc puked
on the number... another calc)... 68.7 billion bytes!
68.7 gigs image. ($FFFFFFFF0). Anyways, I'm betting
Tucker is correct and the 4th word is just one byte
for hi/extended paragraph size.
As for the 'follower' in Barrus, I don't think this is
needed for a simple .atr, and I don't believe it is
used. The Follower bad sector and stuff sounds like
some beginning 'Pro' type image or something.
Russ

1115. Re: HTML Viewer for 8-bit!!!! File attachment included....

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: David Hopcroft <davidh@cdex.co.uk>
Message-ID: <01bdb168$1aa3cee0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 61286
Body handling: HTML body converted to readable text

The file HTML.COM is an Atari 8 bit binary.

1) You need a HTML file for the program to display, If you do not have one type this in and save it with the HTML.COM program.
---Start---

Hello

This is HTML test file

---End---
NB. Just the indented text between ---Start--- and ---End---

2) Run the program HTML.COM on an Atari 8bit or an emulator. Use Binary Load Command 'L' in Atari DOS 2.X

I suggest if you are using an emulator then turn artifacting OFF, as the program uses an 80 column screen.

3) The Program will give you a few short instructions. Basically just type the name of you HTML file (as saved above). Press the return Key.

4) The program asks for an "output" (a bit vague), just pressing return outputs the HTML file to the 80 column driver used by the program. You could equally type E:, xep80 driver or D1:OUTPUT.TXT

If you pressed return or type E: then you should now see your HTML file drifting before your eyes. Use Control+1 to pause the output, press again to carry on.

NB. The HTML.COM program will NOT deal with ASCII Carrage Return characters. By this I mean it just lets them through to the output. This looks a little untidy at the output stage as the ATASCII has a different use for this character. You my need a program to strip the Carrage Return character (13 or $0D) from a HTML file. I cannot think of anywhere that the HTML file format actually need this character. Who knows if the author of the program is reading may be he can fix this.

Have fun

Dave

Steven Posey wrote in article
<35ae06c4.240637145@news.ioa.com>...
> Sorry, original message lost...
>
> I got the HTML viewer, but how does it work? Are there any docs to

explain it?
>
> It coverts HTML files into *something*, but what is that *something* and
how do
> I view it?
>
> Thanks,
> Steven
>

1116. Atari 8-bit Webring

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yww9cu4fg.fsf@co.umist.ac.uk>
Source record: 61287

bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) writes:

> Isn't a webring something like a url list?
> (i.e. similar to a long list of links?).
> Anyway, I've got an Atari 8bit homepage too,
> so I won't mind to join as well.

yes, kind of. The idea is that you put some special HTML code on your page that links to the next page in the ring, with the last page connected back to the first (hence a ring). Generaly everyone has the same image on their page, and you have options for going to the next and previous pages in the ring as well as jumping 5 pages forward or backwards in the ring and a random page. You don't have to worry about manualy editing the links yourself though, you just put the image on your page and that's it from your point of view. I did discover a general 8-bit webring recently, so if you want to see an example take a look at:
http://

anyway, looks as if there is some support for the idea, unfortunately (or maybe that should be fortunately =) I'm going away on holiday soon, but if no-one else has started one by the time I get back (almost 4 weeks time) then I'll look into it.

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

1117. Re: Atari 8-bit Webring

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yk95cpvbh.fsf@co.umist.ac.uk>
Source record: 61288

Raphael James Espino <rje@co.umist.ac.uk> writes:

[snip]
> image on your page and that's it from your point of view. I did
> discover a general 8-bit webring recently, so if you want to see an
> example take a look at:
> http://
oops *sheepish grin*
the url is:
http://www.arrgh.demon.co.uk/webrings.html

(teach me to try and do 3 things at once)

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

1118. Re: HTML Viewer for 8-bit!!!! File attachment included....

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35af4d2f.67873484@news.ioa.com>
Source record: 61289

On 17 Jul 1998 09:42:15 GMT, "David Hopcroft" <davidh@cdex.co.uk> wrote:

>4) The program asks for an "output" (a bit vague), just pressing return
>outputs the HTML file to the 80 column driver used by the program. You
>could equally type E:, xep80 driver or D1:OUTPUT.TXT

Thanks. That's the part I couldn't figure out. "Output" is definitely vague.

Steven

1119. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35af4d76.67944283@news.ioa.com>
Source record: 61290

On Thu, 16 Jul 1998 09:09:25 -0500, "Doug Wheeler" <dwheeler@isd.net> wrote:

>Color differences like this are usually caused by programs depending on
>artifacting. The problem is the artifacting colors are different between the
>CTIA (used in early 400s and 800s) and GTIA chips.
>
>--Doug

True, but I have a GTIA Atari 800, not a CTIA. It seems like there is some other difference in the hardware that is causing the color shifts, and it looks like Graphics 8 is the only mode affected, that I can tell.

There is no apparent problem in the artifacted colors. The real problem is in the background color, which seemingly has nothing to do with artifacting.

I'd be real interested to hear from someone else who actually owns a GTIA 800, a 130XE and Lode Runner. I've seen LR on a 1200XL and it looks just like the 800 screen. I don't remember how it looks on a 600XL or 800XL.

Steven

1120. Re: Webring - homepage is missing

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yiukwpn79.fsf@co.umist.ac.uk>
Source record: 61291

"Belitz" <matz@kawo2.rwth-aachen.de> writes:

[Atari 8-bit webring]
> Just tried to join - got:
> http://w3.one.net/~tom_cody/webring.html
>
> File Not Found
>
> The requested URL /~tom_cody/webring.html was not found on this server.
>
> Seems to be bad ...

Seems as though the guy who created it gave up on the idea. If he's
still around then that webring could be re-started, otherwise we can
just create another one.

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

1121. Re: HTML Viewer for 8-bit!!!! File attachment included....

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdb18f$d4e59fa0$53dcaccf@asharkis.erols.com>
Source record: 61292

Running it on my 130XE, I tried P: as the output. That works, too.

>
> Thanks. That's the part I couldn't figure out. "Output" is definitely
vague.
>
> Steven
>

1122. Re: Which issue of Atari Classics was last printed?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1707981015380001@macmcurrent.library.carleton.edu>
Source record: 61293

In article <MPG.101821e730b72dbd9896c1@client.sw.news.psi.net>,
oscar@justified.com (Oscar Fowler) wrote:

>Subject line says it all: which issue was the last
>to have actually made it out to subscribers?

July 1997 was the last I received, and I still have a current subscription.

Bob still says he's working on the next issue.

>Are there any plans to put these on the Web?

Not that I'm aware of. But Bob's obviously the best one to respond.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1123. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: Graham Thornton <nero@nospam.chicagonet.net>
Message-ID: <01bdb1a2$4aa83d80$b0f7c9c7@cct-w95-gtho>
Source record: 61294

Steven Posey <stevenposey@usa.net> wrote in article
<35af4d76.67944283@news.ioa.com>...
> On Thu, 16 Jul 1998 09:09:25 -0500, "Doug Wheeler" <dwheeler@isd.net>
wrote:

>
> True, but I have a GTIA Atari 800, not a CTIA. It seems like there is
some
> other difference in the hardware that is causing the color shifts, and it
looks
> like Graphics 8 is the only mode affected, that I can tell.
>
> There is no apparent problem in the artifacted colors. The real problem
is in
> the background color, which seemingly has nothing to do with artifacting.
>
> I'd be real interested to hear from someone else who actually owns a GTIA
800, a
> 130XE and Lode Runner. I've seen LR on a 1200XL and it looks just like
the 800
> screen. I don't remember how it looks on a 600XL or 800XL.
>

There's also a small colour adjuster on the circuit board.

After I replaced the NTSC Antic in my 1200 with a PAL Antic, I had to
adjust the
colours slightly.

Maybe your 130XE needs a small adjustment?

Graham.

1124. Re: "Atari documentation project"

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: Sysop*TXG <SysopTXG@underground.demon.nl>
Message-ID: <900698449.6259.0.spot.d4ee0f47@news.demon.nl>
Source record: 61295

```
The web-site looks great!
Keep on going....

Gtx,
Rene

Belitz wrote in message
<01bdb0f9$01c9f580$a792e289@irata.kawo2.rwth-aachen.de>...
>Hallo !
>
>This is the first try of what I had spoken some days ago.
>http://www.kawo2.rwth-aachen.de/~matz/atari/adp.html
>
>
>
>It`s only the beginnig and very, very incomplete.
>
>Please tell me, what your imaginations are and if you have new sources of
>knowledge.
>
>Thanx
>
>Matt
```

1125. Internet email with at 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: mhop@snip.net
Message-ID: <35af99b3.19560890@news.snip.net>
Source record: 61296

Is there an email program for the 8 bit? Is there a tcp/ip program
for it yet?

1126. wtb atari 8 bit soft + hardware in uk

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: dan <danwill@globalnet.co.uk>
Message-ID: <6oo9u2ph1@heliodor.xara.net>
Source record: 61297

I am interested in all atari 8bit software and hardware
owners preferably in the uk if there are any of you out there
please get in touch
Dan.

1127. SpartaDos disk format

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <900709229@stackbbs.xs4all.nl>
Source record: 61298

Hi all Atarians,
does anyone to the disk format which SpartaDos is using?
Or can someone point me to an URL where I can read more about it?
I'm referring to: Where does the Directory start,
What is the Directory structure,
How are sectors linked,
What is the sector size in bytes, etc.
I like to incorparate this format in some utilities of mine.
Any help would be appreciated.

Thanks,
Bo.
___ Blue Wave/386 v2.30

1128. Re: Atari Classics Anniversary

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <6op281$f7j@bgtnsc03.worldnet.att.net>
Source record: 61299

James Hague wrote:
> In all the years of AC, there were hardly any interesting
> articles about programming, save at least one from Jeff Potter.

Thanks for the kudos, James. I always wondered whether anybody read (and understood) those articles on the COLRVIEW system I wrote. I took a fair amount of heat from a submitting author, accusing me of feathering my own nest when I should have been approving his articles.

Back on the subject, I could volunteer an hour here and there to article formatting. I've been using a PC and MS Word (forgive me for mentioning the mortal enemies to the die-hard Atarian) to edit the local user group newsletter, rare though it has become.

Jeff

1129. Re: HTML Viewer for 8-bit!!!! File attachment included....

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: Daniel Gibson <kgibson@startext.net>
Message-ID: <35B014F5.924E0582@startext.net>
Source record: 61300

Hi gang.

I missed the original post too. Where can I get a copy of this viewer.

Thanks!

Dan

Steven Posey wrote:

> Sorry, original message lost...
>
> I got the HTML viewer, but how does it work? Are there any docs to explain it?
>
> It coverts HTML files into *something*, but what is that *something* and how do
> I view it?
>
> Thanks,
> Steven

--
Daniel and Kathy Gibson
http://www.startext.net/homes/kgibson/mainjav.htm
"Home Of Dan's Javelins and AMXs"
http://www.startext.net/homes/kgibson/tracks/main.htm
"Kate's Track Shack - Home of the 75 cent 8-track!!"

1130. Re: Atari style joystick on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: buz <buzz1@esn.net>
Message-ID: <35AEC844.D57B1D83@esn.net>
Source record: 61377

It is an EPYX 500XJ...Best joystick I have ever had. Ultra quick response
switches...It's like it was made just to play JUMPMAN!
I would rather adapt it to my PC, but how much would you pay for it?

buz

mdcordy@frontiernet.net wrote:

> In article <35A84C87.75C8AFFA@NOSPAMDOTesn.net>,
> buz <buzz1@esn.net> wrote:
> > I was wondering if there is a cable or something to plug up a
> > 400/800 atari joystick to a PCs gameport? Anybody tried this?
> > Would love to use my old EPYX joystick with the PC.....Thanks in advance
> > for any info!
> >
> > buz
> >
> >
> Or...you could sell the joystick to me!
> (provided it's a 500XJ)
>
> mark
>
> ------== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1131. Re: Atari style joystick on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: Phoenix <jeff_kemper@email.msn.com>
Message-ID: <#4r8ejTs9GA.271@upnetnews03>
Source record: 61378

buz wrote in message <35AEC844.D57B1D83@esn.net>...
>It is an EPYX 500XJ...Best joystick I have ever had. Ultra quick response
>switches...It's like it was made just to play JUMPMAN!
>I would rather adapt it to my PC, but how much would you pay for it?
>
>buz
>

Epyx made one for the PC. Same exact Stick, only with the PC game adapter.

PX

1132. Re: Someone Requested This... - Last_Starfighter.zip

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: Phoenix <jeff_kemper@email.msn.com>
Message-ID: <e7Cu1kTs9GA.75@upnetnews03>
Source record: 61379

I did, and Thank you.

PX

1133. HELP w/ Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: helbling@aol.com
Message-ID: <1998071704272900.AAA25037@ladder03.news.aol.com>
Source record: 61380

Can someone help me? I get a SIGSEGV variable error when i crank up Atari800 in DOS on my laptop & desktop at home, though it works on my MAC/DOS emu machine at work. (!)

I think this SIGSEGV thing might be am IRQ conflict, maybe having to do w/ a sound card or somesuch. Anyone out there figure this problem out?

Thanks for your help,

Chris Helbling
helbling@aol.com

1134. TEST do not read

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: helbling@aol.com
Message-ID: <1998071704300200.AAA14463@ladder01.news.aol.com>
Source record: 61381

yes Chris, you figured out how to post to this board

genius (not)

Chris Helbling
helbling@aol.com

1135. Re: FS: SIO2PC cables, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6omud2$o02$1@korweta.task.gda.pl>
Source record: 61382
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

Now, this is THE real bargain, check it out:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=21650738

If you think about transferring files between atari and a PC this one is a must. Working, tested solution.

j131

PS. Specjalne ceny dla kupuj&#65533;cych z Polski!

1136. WTB: Ducks Ahoy and Mountain King

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6onhl5$in0$1@nnrp1.dejanews.com>
Source record: 61383

Hi
I'm looking for Ducks ahoy and mountain king carts from CBS for the 400/800.
I have 2600/NES/SNES/genesis carts to trade or cash :)
Thanks
Mark

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1137. Re: "Atari documentation project"

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-17 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6onp3godo1@nnrp1.dejanews.com>
Source record: 61384

In article <01bdb0f9$01c9f580$a792e289@irata.kawo2.rwth-aachen.de>,
"Belitz" <matz@kawo2.rwth-aachen.de> wrote:
> Hallo !
>
> This is the first try of what I had spoken some days ago.
> http://www.kawo2.rwth-aachen.de/~matz/atari/adp.html
>
> It`s only the beginnig and very, very incomplete.
>
> Please tell me, what your imaginations are and if you have new sources of
> knowledge.
>
> Thanx
>
> Matt
>

Your page is great. Thank you very much.

Javier.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1138. Re: SpartaDOS 3.2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-18 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Ew9svE.B05@iglou.com>
Source record: 61301

>BobKlaas wrote:
>> The only problem with downloading Sparta Dos is that it has to be
>>placed upon a Sparta Dos formatted disk to work.?? Maybe someone
>>has come up with a bypass? Enlighten me.
>> bob
I haven't looked on the archive recently, but Spartados should be in .DCM
files which you make into bootable disks with Diskcomm 3.2.

Net-Tamer V 1.08X - Test Drive

1139. Re: XL/XE OS manual....

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.980718002859.26583A-100000@vtn1>
Source record: 61302

```
Hi Rene,
I have completely disassembled the XL/XE OS and have analyzed and
commented about 90% of it. I'll make up a copy on one or two disks
and get Rowland to send it with your next XIO3.

John

On Sun, 12 Jul 1998, Sysop*TXG wrote:

> Hello,
>
> Is there anybody who has the XL/XE OS as source file on disk and/or on
> paper? I have the 400/800 OS but need the XL/XE OS source...
>
> Gtx,
> Rene
>
> Rene@underground.demon.nl
>
>
>
>
>
>
```

1140. Re: SpartaDos disk format

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-18 00:00:00 UTC
From: Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01bdb222$0ab66640$a792e289@irata.kawo2.rwth-aachen.de>
Source record: 61303

Bo Schreurs <bo.schreurs@stackbbs.xs4all.nl> schrieb im Beitrag
<900709229@stackbbs.xs4all.nl>...
> Hi all Atarians,
> does anyone to the disk format which SpartaDos is using?
> Or can someone point me to an URL where I can read more about it?
> I'm referring to: Where does the Directory start,
> What is the Directory structure,
> How are sectors linked,
> What is the sector size in bytes, etc.
> I like to incorparate this format in some utilities of mine.
> Any help would be appreciated.
>
> Thanks,
> Bo.
> ___ Blue Wave/386 v2.30

Hallo !

The following information is taken from "BW-DOS" manual, chapter 6.
I think, it should do for you 8-).

Matt

DISK FORMAT

BW-DOS uses the same disk format as SpartaDOS. There are four kinds of
sectors: Boot sectors, Bitmaps, Sector maps, and Data sectors.

Boot sectors are sectors 1, 2, and 3 on every disks. These sectors are
allways 128 bytes long, and contains a small program, which is started
while you turn the computer on - this program is loading DOS (or other file
specified by the "BOOT" command). The Boot loader is not the same on BW-DOS
and SpartaDOS disks, but the function of both the loaders is almost
identical.
In the sector 1, there is an important table, which gives to the system
several informations about the whole disk (the numbers are positions in the
sector 1):

7: Allways $80. This byte is used as an identification of SpartaDOS
compatible disk. When this value is different, you'll get the Error 148
while accessing such a disk.
9: Sector, where is the first Sector map of the main directory. (2
bytes)
11: Number of every sectors on the disk. (2 bytes)
13: Number of free sectors. (2 bytes)
15: Number of Bitmaps.

16: Sector used for the first Bitmap. (2 bytes)
18: The first sector, where may be allocated a data sector for a file.
This counter speeds up write operations, because the DOS need not to search
a free sector in the whole Bitmap. In addition, it'll leave a few sectors
on first tracks of the disk unused to provide space for directories. Such a
space will be used for files only when there is no other free sector on the
disk.
20: The first sector, where may be allocated a sector for directory.
22: Volume name of the disk. (8 bytes) This name - together with the
sequential and random numbers - is used for identification of the disk.
(The DOS bases its decision if the sectors in buffers are correct on this.)
30: Number of tracks; when the bit D7 is set, then the drive is double
sided.
31: Size of sectors (excepting Boot sectors). Possible values are 128,
or 0 (for 256 bytes/sector).
32: Version of disk format. BW-DOS (and every SpartaDOS versions 2.x
and later) uses the same format marked as $20 in this byte. Older disks
($11 - created by SpartaDOS 1.x) may not be used under BW-DOS.
33-37: Reserved for different SpartaDOS versions.
38: Sequential number of the disk. This number is incremented every
time you're making any changes on the disk using BW-DOS functions.
39: Random number of the disk. This number is created while formatting
the disk.
40: Sector, where is the first Sector map of file specified for
booting. (2 bytes)
42-47: Reserved for different SpartaDOS versions.

The Bitmap contains the information, which sectors are free, and which
are used. Each byte holds the information for eight sectors - the highest
bit D7 is for the first, and the lowest bit D0 for the last of these eight
sectors. The bit set to 1 means, that the sector is free. The first byte
contains the information for sectors 0-7, second byte for 8-15 etc.
When more than one sector is necessary for the map, it is stored on the
disk as a compact block (it may be for example in sectors 4, 5, and 6).

Sector maps contains information, which sectors are used for a file.
There are physical numbers of sectors (2 bytes each) in a Sector map.
The first number in every Sector map (in fact two bytes!) points to the
next Sector map of the file. Zero indicates the last map.
Second number points to the previous map of the file; zero indicates the
first map.
The rest of the map contains numbers of data sectors used for the file.
There are 62 (128 bytes/sector) or 126 (256 bytes/sector) numbers. When the
number is zero, it indicates a non allocated part of the file - see the
description of "HEXEDIT" command for more info.

Data sectors are simply full of data.

FORMAT OF DIRECTORIES

Directories are in fact special files; they may be directly accessed by
adding 16 or 32 to the "aux1" value while opening the file. The directories

contains information about every files and subdirectories, 23 bytes each.
(The numbers are positions in this - 23 bytes long - block.)

0: The status. Single bits are used:
D0: The file is protected.
D3: Block in directory is used.
D4: The file is erased (block in directory is free).
D5: Flag for a subdirectory.
The status equal to zero means the end of directory.
1: Sector, where is the first Sector map of the file.
3: Length of the file (3 bytes - not for a subdirectory).
6: Name and extension (11 bytes).
17: Date and time in the same format as "DATER" and "TIMER".

The first block is different; it contains an information about the
directory itself. When you want to read or write this block using BW-DOS,
you must use the POINT function - every OPEN in direct mode will set the
file position to 23.
The information in the first block is this:

1: Sector, where is the first map of parent directory.
3: Length of the directory in bytes (3 bytes).
6: Name of the directory (8 bytes).

1141. Re: Atari Classics Anniversary

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-18 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998071809591400.FAA16082@ladder01.news.aol.com>
Source record: 61304

> I've been using a PC and MS Word (forgive me for mentioning the
>mortal enemies to the die-hard Atarian) to edit the local user group
>newsletter,

Ok, Jeff.
I can forgive you for using the PC, but
gosh, I just can't find it in my heart to
forgive you from using MS Word instead of
Word Perfect! :-)

1142. Re: XL/XE OS manual....

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-18 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yg1fziaw5.fsf@co.umist.ac.uk>
Source record: 61305

"John K. Picken" <yg473@victoria.tc.ca> writes:

> > Is there anybody who has the XL/XE OS as source file on disk and/or on
> > paper? I have the 400/800 OS but need the XL/XE OS source...
> I have completely disassembled the XL/XE OS and have analyzed and
> commented about 90% of it. I'll make up a copy on one or two disks
> and get Rowland to send it with your next XIO3.

That's something I'd like too.. is there any chance this could be put
up on the net somewhere?

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

1143. Re: XL/XE OS manual....

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdb24b$940fd9c0$67c2accf@asharkis.erols.com>
Source record: 61306

John, that sounds like quite a large task, and the result can be of benefit
to the entire community. Any chance OHAUG can exchange something for it?

John K. Picken <yg473@victoria.tc.ca> wrote in article
<Pine.GSO.3.95.iB1.0.980718002859.26583A-100000@vtn1>...
> Hi Rene,
> I have completely disassembled the XL/XE OS and have analyzed and
> commented about 90% of it. I'll make up a copy on one or two disks
> and get Rowland to send it with your next XIO3.
>
> John
>
>
>
> On Sun, 12 Jul 1998, Sysop*TXG wrote:
>
> > Hello,
> >
> > Is there anybody who has the XL/XE OS as source file on disk and/or on
> > paper? I have the 400/800 OS but need the XL/XE OS source...
> >
> > Gtx,
> > Rene
> >
> > Rene@underground.demon.nl
> >
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>

1144. Re: Atari Classics Anniversary

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdb24c$025315a0$67c2accf@asharkis.erols.com>
Source record: 61307

My sentiments exactly. I know this is off-topic, but if anyone is an MS Word user, try the following:

1. Start MS Word

2. Type, "Bill Gates is unable to follow directions."

3. Highlight from the word "unable" to the end of the sentence.

4. Bring down the Tools menu and select Thesaurus.

5. Look at the suggested replacement for the phrase you just highlighted.

I couldn't resist.

LWhite6497 <lwhite6497@aol.com> wrote in article
<1998071809591400.FAA16082@ladder01.news.aol.com>...
> > I've been using a PC and MS Word (forgive me for mentioning the
> >mortal enemies to the die-hard Atarian) to edit the local user group
> >newsletter,
>
> Ok, Jeff.
> I can forgive you for using the PC, but
> gosh, I just can't find it in my heart to
> forgive you from using MS Word instead of
> Word Perfect! :-)
>

1145. Re: Internet email with at 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdb24c$3d73cda0$67c2accf@asharkis.erols.com>
Source record: 61308

Not yet. Most people who use an 8-bit for e-mail and/or newsgroups are
using a shell account with an ISP or online service that offers something
like PINE.

Mike <mhop@snip.net> wrote in article <35af99b3.19560890@news.snip.net>...
> Is there an email program for the 8 bit? Is there a tcp/ip program
> for it yet?
>
>

1146. Re: Slime

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdb269$84bf9460$83374382@vidar>
Source record: 61309

You must try to get the slime out of the middle. Make paths with the bricks
(or whatever) to lead the slime out to dispose of it. Lightning will break
your paths and on the higher levels, it gets quite frantic. Hope it helps,
but it's just from memory (haven't touched it in 10 years or so)

Take Atarian care

Daniel Gibson <kgibson@startext.net> wrote in article
<35AD60D4.1862FF2A@startext.net>...
> Anyone else ever play this game? Anyone have the docs for it? Looks
> pretty cool, but what the heck is going on?
>
> Thanks!
>
> Dan
>
> --
> Daniel and Kathy Gibson
> http://www.startext.net/homes/kgibson/mainjav.htm
> "Home Of Dan's Javelins and AMXs"
> http://www.startext.net/homes/kgibson/tracks/main.htm
> "Kate's Track Shack - Home of the 75 cent 8-track!!"
>
>
>

1147. Atari XF551 disk drive/IBM 5 1/4???

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-18 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998071819415200.PAA14615@ladder03.news.aol.com>
Source record: 61310

Can a IBM 5 1/4 disk drive work with the power and I/O port in the Atari XF551 disk drive case?

I still have my Atari XF551 drive; and I looked inside to find that the drive looks very similar to an IBM drive except for the power connectors and I/O cable The power connecters are colored: (2) blacks, (1) red, and (1) blue. Though, it has the same number of power plug connections. The other questionable part is the I/O cable which seems to have all the same pin connections like an IBM cable; and it does have one end colored red. Though, I am still not sure the IBM would work with this setup if I decided to replace my Atari disk drive.

I only wanted to know if in the event the Atari drive failed I could replace it with an IBM drive.

1148. Atari800win 2.2 / Game Compatibility????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-18 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998071820032900.QAA04094@ladder01.news.aol.com>
Source record: 61311

I have tried some games with AtariWin800 2.2, but have not figured a way to get them to work. Though, I do like how it notifies me that a program has bombed. However, this is the problem I have with the emulator. How do I really know that this game is corrupted (a bad download) or its a problem with the emulator not working properly with these games??? This means I will have to try different internet boards to see if a specific program will work better than another. Yet it may all be the emulators fault!!!

So the question is whether or not if some of the games that are on the internet really are corrupted or its really a problem with the emulator(s)?

Though, I have not tried other emulators, but I sure would like to get some input on this subject. It would save me the hassle.

Some games I have had difficulty with are:

Jupiter MIssion 1999 (atr)
Infantry (atr)
Zombies.exe
Mig Alley Ace (atr)
Temple of Apshai (atr)
T-34 (atr)
Telenguard (atr)

Thanks,
-JR

1149. Re: SpartaDos disk format

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-18 00:00:00 UTC
From: sarcher119@aol.com
Message-ID: <1998071820282300.QAA06574@ladder01.news.aol.com>
Source record: 61312

if you had an atari in the good old days you would not be asking such a silly question .. go away you lamer

1150. Atari Classics: The Completist's List

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-18 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPG.101ab9bacb710f989896c3@client.sw.news.psi.net>
Source record: 61313

With the current talk of AC possibly dying out, I
decided to take a look through all the issues I've collected.
Can anyone tell me if I'm missing any? (Particularly
VOLUME 6, which I don't seem to have at all - was it
published?)

Vol 1, No 1: Dec 1992
Vol 2, No 1: Feb 1993
Vol 2, No 2: Apr 1993
Vol 2, No 3: Jun 1993
Vol 2, No 4: Aug 1993
Vol 2, No 5: Oct 1993
Vol 2, No 6: Dec 1993
Vol 3, No 1: Feb 1994
Vol 3, No 2: Apr 1994
Vol 3, No 3: Sep/Oct 1994
Vol 4, No 1: Jan/Feb 1995
Vol 4, No 2: Mar/Apr 1995
Vol 4, No 3: Sep/Oct 1995
Vol 5, No 1: Jan/Feb 1996
Vol 5, No 2: Fall 1996
Vol 7: Jul 1997

1151. Re: Atari800win 2.2 / Game Compatibility????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-18 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35b11215.4353886@news.demon.co.uk>
Source record: 61314

The other Day jrick2000@aol.com (JRick2000) wrote:

>Some games I have had difficulty with are:
>
>Jupiter MIssion 1999 (atr)
>Infantry (atr)
>Zombies.exe
>Mig Alley Ace (atr)
>Temple of Apshai (atr)
>T-34 (atr)
>Telenguard (atr)

All of these either need basic or basic on and the sio patch turned
off...

Only T-34 has major probs...

Try turning basic on via the cartridge heading with the hold option bit
non ticked. Try diff op sys's ie if not under 800B mode try 800XL mode
with basic enabled.

SIO is under hardware...if it bombs reboot...it seems to be a thing with
Atariwin at the mo, reboot with the same options and it works better ???

Zombies works fine BUT it needs to be played as Realms of Impossibility
to really enjoy the game as thats the full release version..no basic tho
:)

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

1152. Re: Atari style joystick on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-18 00:00:00 UTC
From: Chris Hackmann <chrishackmann@geocities.com>
Message-ID: <35B152A3.41F29FDF@geocities.com>
Source record: 61315

> > buz <buzz1@esn.net> wrote:
> > > I was wondering if there is a cable or something to plug up a
> > > 400/800 atari joystick to a PCs gameport? Anybody tried this?
I used to have a long time ago a Suncom joystick that hooked up to any of: an Apple II, C-64, Atari, PC, etc. Apparently converters used to exist, how you can find them is another story...
But, if you look at the serial port on the back of your computer, funny thing that it is, the Atari-style joystick seems to fit perfectly into the serial port. Now if someone would only get a working driver so that you can use it (I am currently working on one, but need the technical specs (pin layout) for the Atari-type joystick port before I can seriously get to work).--Hackmann

--
"I want to thank you, Lord, for being with me so far this day.
With your help, I haven't been impatient, lost my temper, been grumpy, judgemental, or envious of anyone.
Still--I will be turning on the computer in a minute
and I think I will really need your help then... Amen"--Anonymous

1153. Re: Atari Classics Anniversary

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35B29201.34CF@pacbell.net>
Source record: 61186

Jeff Potter wrote:
>
> James Hague wrote:
> > In all the years of AC, there were hardly any interesting
> > articles about programming, save at least one from Jeff Potter.
>
> Thanks for the kudos, James. I always wondered whether anybody read (and
> understood) those articles on the COLRVIEW system I wrote. I took a fair amount
> of heat from a submitting author, accusing me of feathering my own nest when I
> should have been approving his articles.
>
> Back on the subject, I could volunteer an hour here and there to article
> formatting. I've been using a PC and MS Word (forgive me for mentioning the
> mortal enemies to the die-hard Atarian) to edit the local user group newsletter,
> rare though it has become.
>
> Jeff

What do you need to get started? Can you lay out a page in Word 7?

Bob

1154. Re: Atari XF551 disk drive/IBM 5 1/4???

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35B29336.574C@pacbell.net>
Source record: 61187

JRick2000 wrote:
>
> Can a IBM 5 1/4 disk drive work with the power and I/O port in the Atari XF551
> disk drive case?
>
> I still have my Atari XF551 drive; and I looked inside to find that the drive
> looks very similar to an IBM drive except for the power connectors and I/O
> cable The power connecters are colored: (2) blacks, (1) red, and (1) blue.
> Though, it has the same number of power plug connections. The other
> questionable part is the I/O cable which seems to have all the same pin
> connections like an IBM cable; and it does have one end colored red. Though, I
> am still not sure the IBM would work with this setup if I decided to replace my
> Atari disk drive.
>
> I only wanted to know if in the event the Atari drive failed I could replace it
> with an IBM drive.

An IBM drive will work in your XF551 as far as all the wiring in
concerned. Be careful, though. The XF551 drive is a low power drive.
Some old IBM drives have things like head-load solenoids and or high
power steppers and motors. You have to make sure you don't overlaod the
XF551s power supply. It won't melt, but you will get thermal shutdown
and erratic operation.

Bob

1155. Re: Atari Classics: The Completist's List

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35B29424.60C9@pacbell.net>
Source record: 61188

Oscar Fowler wrote:
>
> With the current talk of AC possibly dying out, I
> decided to take a look through all the issues I've collected.
> Can anyone tell me if I'm missing any? (Particularly
> VOLUME 6, which I don't seem to have at all - was it
> published?)
>
> Vol 1, No 1: Dec 1992
> Vol 2, No 1: Feb 1993
> Vol 2, No 2: Apr 1993
> Vol 2, No 3: Jun 1993
> Vol 2, No 4: Aug 1993
> Vol 2, No 5: Oct 1993
> Vol 2, No 6: Dec 1993
> Vol 3, No 1: Feb 1994
> Vol 3, No 2: Apr 1994
> Vol 3, No 3: Sep/Oct 1994
> Vol 4, No 1: Jan/Feb 1995
> Vol 4, No 2: Mar/Apr 1995
> Vol 4, No 3: Sep/Oct 1995
> Vol 5, No 1: Jan/Feb 1996
> Vol 5, No 2: Fall 1996
> Vol 7: Jul 1997

You have then all. I started counting at Vol 3, No. 3. This is No.1. Vol 5, No 2 is then #6.

Bob

1156. Re: Web sites on the actual computer

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JfUtDkT.rldetlefsen@delphi.com>
Source record: 61189

Raphael James Espino <rje@co.umist.ac.uk> writes:

>> The area where I still have a lot of gaps in the information is Web sites.
>>
>> In particular, I would like to list sites who still carry information on the
>> actual machines, rather than *just* emulated versions, as the (printed)
>> magazine will be going mainly to actual users who have a PC/Mac as well as
>> the original machines.

My web site is in the beginning stages. Since I have little interest in the
emulators right now, it will be actual machine stuff only.
Rick D.

1157. Re: Connecting Atari 800 to RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <B9UujSa.rldetlefsen@delphi.com>
Source record: 61190

BobKlaas <bobkla19@sisna.com> writes:

>If one wishes to connect his/her Atari 800-130XE computer to a RBB
>monitor. I have a few cables left that will do the trick. Price $5.00
>ea shipping encluded...has video and audio..

I believe your cable is a standard(composite) video cable, the kind that works
with VCRs. RGB output will only work with an RGB monitor because the RED,
Blue, and Green info is on a seperate lead. Luminance is only the brightnessn
, and chroma is only (all three signals) color, composite is both.
Rick D.

1158. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <Bfcvzob.rldetlefsen@delphi.com>
Source record: 61191

"David E. Chandler" <dachandler@isdnet.com> writes:

>Does anyone know if ReeveSoft developed any .app files outside of those
>which were delivered with the product?

As far as I know, Diamond Paint and DiamondTEXT(? the word processor) were the
only things actually made available, with TEXT being a seperate product.
Rick D.

1159. Re: Internet email with at 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <J-dNjCb.rldetlefsen@delphi.com>
Source record: 61192

Mike <mhop@snip.net> writes:

>Is there an email program for the 8 bit? Is there a tcp/ip program
>for it yet?

Since I've been using Compuserve and Delphi for about 15 years, I've been able to send/receive email quite easily just using a plain text terminal program. Since CIS has gone special, I now use Delphi for most of my email(including newsgroup posts). Compuserve is my main www gateway. I spent a little time with the tcp/ip stuff on the ST, and found it so far behind the PC that I dumped it all. I wouldn't even think about it on the A@, but someone will/has tried I'm sure. I'd think that much of the protocol could be eliminated on the A8 because its for the ability to communicate in a variety of methods to the applications that use it. Streamlined might work, but still complex.
Rick D.

1160. Re: Mime?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <B9WPLgV.rldetlefsen@delphi.com>
Source record: 61193

LWhite6497 <lwhite6497@aol.com> writes:

>I received a multi-part file in Mime format. The file contains some
>Atari-related GIF's. I've never run into this before. Any suggestioins on how
>to extract the GIF's from the text? W98 insists on treating it as text.

The text has to be run through a MIME decoder. I'd be suprised if windows or any
browser would do it automatically. Same for UUencoded files. I take the text
file and run it through a program I have on the ST, ESSCODE, that works only
fair.
I use a different program for UUencoded files that works much better. Eventually
I'll find programs for the PC.
I do have a UUencode/decode for the A8, but not a MIME.
Rick D.

1161. Re: Definitive Known Software Lists (cartridge and CD) [07/19/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <6ou0qm$192$1@mark.ucdavis.edu>
Source record: 61194
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.tandy,rec.games.video.atari,rec.games.video.classic

Michael J. Novak Jr. (VideoGameAdvantage@DittosRush.com) wrote:

: If you are tired of wading through the lies and attacks here on
: Usenet, and you would like to know my real position (on anything),
: as opposed to what some with tell you is my position, then you
: should either pay attention to what I say (or have said), or you
: can ask me. I'll be happy to detail my TRUE position for you. :)

The lies and attacks ended when you quit posting a couple of years ago.
You still haven't explained why you called me a liar on rgvc back then,
or even what I lied about, so now that you're back I'd like to hear it.

-Reinhard

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-----------------------------------|
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Drummer for Missile Command	imaginations" - Neil Peart

1162. Re: Atari XF551 disk drive/IBM 5 1/4???

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35B282A3.10CF3AF1@sisna.com>
Source record: 61195

The XF551 has brackets that fit the case, if you remove these from your presant drive and obtain a Double Sised Double density IBM disk drive, there is no reason you can not replace the drive with an IBM compatable drive.

bob

1163. Atari Items F/S

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35B28487.5A8082CA@sisna.com>
Source record: 61196

Atari 850 Intercace with printer cable and Modem cable. $29.00 shipping included in price.

Atari 130 XE Stock Compouter, video cable power supply $35.00 shipping included. Guranteed for 30 days..

Atari 800 Tank Computer, power supply and basic cart $20.00 shipping included, guanteed for 30 days..of course after receipt..or possibly even more..

ATR 8000 no power supply, no cables ect...$20.00 shipping included, no gurantee as have not been able to test it.

1164. Atari For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35B28541.DB7E1D7A@sisna.com>
Source record: 61197

1 ea Atari 1200XL in good condition, power supply, video cable, and basic cartridge..$25.00 shipping is included in price. Guranteed 30 days or more.

Logo programing cartridge with 2 different manuals. $8.00 shipping included.

Atari 8-Bit CD-Rom readable on any PC, 9,000 public domain files, games and utilites. Price $23.00 shipping included.

1165. APE under OS/2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: peter@soemtron.handshake.de
Message-ID: <6y8U70T4zHB@peter.soemtron.handshake.de>
Source record: 61198

Howdy !

I still wonder my self why APE 1.15 won't work under Warp4. It seems to be a mystery. APE runs perfectly up to the point when i'm selecting a ".atr" file. I contacted Steve Tucker but he didn't tested APE with any Warp version. I'm sure it doesn't worked well under warp3 too. So the question is, why?!

Or are there simply some dos-application changes needed?

-thomas

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1166. I need some manuals and answers..

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: peter@soemtron.handshake.de
Message-ID: <6y8U7OtKzHB@peter.soemtron.handshake.de>
Source record: 61199

Howdy !

I need some instruction manuals for the following games or at least some
hints!

Fooblitzky (really important)
Eternal Dagger
Bismarck (how to play THIS game?!?)
Guild of Thieves and The Pawn
War game construction kit
7th Cities of gold
Crusade in Europe

--

non games

Daisy Dot
Micropainter
Printshop
Black Music Composer

..

I'm still searching for "Newsroom" and "Time wise managment". Knows
anybody an url for downloading this stuff?

..

Are there any existings conversion for 8-bit Atari of "Colonial Conquest"
? What lightgun games were published by atari?

-thomas

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1167. "WAR" ????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998071902283400.WAA28106@ladder03.news.aol.com>
Source record: 61316

I remember a game called WAR that was made by Adventure International/ Scott Adams. The game puts 2 players in a one screen game where they are looking birds-eye-view at the military units. Each player would take a turn and make a decision on how to use their units. The player would be in control of infantry, tanks, bombers, and planes. The game was quite simple but real fun.

If anyone knows what I am talking about and/or know where I may find this game please let me know. Thanks.

1168. Re: "WAR" ????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: G T Clark <clarkg@cadvision.com>
Message-ID: <35b19ac4.0@news.cadvision.com>
Source record: 61317

JRick2000 wrote in message
<1998071902283400.WAA28106@ladder03.news.aol.com>...
>I remember a game called WAR that was made by Adventure International/
Scott
>Adams. The game puts 2 players in a one screen game where they are looking
>birds-eye-view at the military units. Each player would take a turn and
make a
>decision on how to use their units. The player would be in control of
>infantry, tanks, bombers, and planes. The game was quite simple but real
fun.
>
>If anyone knows what I am talking about and/or know where I may find this
game
>please let me know. Thanks.

I remember this game, too. I'm afraid I don't know where the image is but I recall the cassette came in a polystyrene page-like box which was annoying because the tape kept on falling out because the polystyrene got broken. I also recall that for some reason mentally labelled it the worst in my collection, although I do not recall ever playing it and I like Scott Adams other adventures.

Best, Alan

1169. HELP w/ Atari800 emu

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: helbling@aol.com
Message-ID: <1998071907280400.DAA26642@ladder03.news.aol.com>
Source record: 61318

Please help. Loading Atari800 emulator in DOS I get an error w/ the SIGSEGV variable. Is this an IRQ conflict, or sound card isse? Anyone know how to ix it?

Thank you.

Chris Helbling
helbling@aol.com

1170. Re: Atari800win 2.2 / Game Compatibility????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: buz <buzz1@esn.net>
Message-ID: <35B1E646.33C88149@spamsucks.esn.net>
Source record: 61319

I love Atari800win! Awesome program....All the games I have downloaded
worked except Track N Field. Anybody else have problem with T-N-F??
Also anyboby know where you can find Jumpman JR? I saw a page with it, but
the link was dead....

buz

Paul Irvine wrote:

> The other Day jrick2000@aol.com (JRick2000) wrote:
>
> >Some games I have had difficulty with are:
> >
> >Jupiter MIssion 1999 (atr)
> >Infantry (atr)
> >Zombies.exe
> >Mig Alley Ace (atr)
> >Temple of Apshai (atr)
> >T-34 (atr)
> >Telenguard (atr)
>
> All of these either need basic or basic on and the sio patch turned
> off...
>
> Only T-34 has major probs...
>
> Try turning basic on via the cartridge heading with the hold option bit
> non ticked. Try diff op sys's ie if not under 800B mode try 800XL mode
> with basic enabled.
>
> SIO is under hardware...if it bombs reboot...it seems to be a thing with
> Atariwin at the mo, reboot with the same options and it works better ???
>
> Zombies works fine BUT it needs to be played as Realms of Impossibility
> to really enjoy the game as thats the full release version..no basic tho
> :)
>
> --
> Paul..
>
> "Rumpletweezer ran the Dinky Tinky shop in the foot of the
> Magic oak tree by the wobbly dum dum tree in the shade of
> the magic glade down in Dingly Dell. Here he sold contraceptives..."
> -- Python
> ICQ No: 105793

1171. atari800 problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: sarcher119@aol.com
Message-ID: <1998071909501400.FAA01657@ladder03.news.aol.com>
Source record: 61320

try loading via win95 ..
my copy works fine this way
if you get sound on any other games ect .. chances are its not your soundcard

if you are still having problems try redownloading it

http://members.aol.com/sarcher119

1172. Mime?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980719110130001.HAA20112@ladder01.news.aol.com>
Source record: 61321

I received a multi-part file in Mime format. The file contains some
Atari-related GIF's. I've never run into this before. Any suggestioins on how
to extract the GIF's from the text? W98 insists on treating it as text.
Larry

1173. Atari User (UK) editor makes good!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: mgrimlei@nyx.not
Message-ID: <35b1d3a3.16356994@news.demon.co.uk>
Source record: 61322

Greetings all,

Some of the older UK Atarians may remember Atari User magazine -

I've just spotted what the former editor has been promoted to:

<URL:http://www.lboro.ac.uk/departments/dils/staff/cmcknight/cmcknight.html>

Congratulations Cliff! - just shows the calibre of Atari people...

On another note -

I've loads of tape games and utilities for the 8-bit, but never bought
a floppy drive or hard disk. Has anybody experimented with using
something similar to the printer driver that communicated through the
games ports to a two-way parallel port on a PC so that an ASCII
version could be uploaded - and either saved or possibly run in an
emulator.

Also -

I just dug out Galaxians after about 10 years - I'm sure they've been
breeding whilst there's not so many people out there killing them off.
Or maybe it's just me getting slower in my advancing years :-)

M
If you want to reply then it's not a "not" it's a net!

1174. Re: 128kB Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: ansawddex@aol.com
Message-ID: <1998071912423700.IAA24135@ladder01.news.aol.com>
Source record: 61323

How about a 1Mb cartridge?

The unreleased Commando cart was apparently 1Mb in size. I know someone who has a copy.

Regards,
David

1175. Re: HTML Viewer for 8-bit!!!! File attachment included....

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdb319$4c051e00$82c2accf@asharkis.erols.com>
Source record: 61324

Try:

ftp://closertohome.dyn.ml.org/ftp/pub/Atari_8bit/New/HTML.COM

Tom Hunt asked me for it in the mailing list, I sent it to him, and now
it's at that site.

Daniel Gibson <kgibson@startext.net> wrote in article
<35B014F5.924E0582@startext.net>...
> Hi gang.
>
> I missed the original post too. Where can I get a copy of this viewer.
>
> Thanks!
>
> Dan
>
> Steven Posey wrote:
>
> > Sorry, original message lost...
> >
> > I got the HTML viewer, but how does it work? Are there any docs to
explain it?
> >
> > It coverts HTML files into *something*, but what is that *something*
and how do
> > I view it?
> >
> > Thanks,
> > Steven
>
>
>
> --
> Daniel and Kathy Gibson
> http://www.startext.net/homes/kgibson/mainjav.htm
> "Home Of Dan's Javelins and AMXs"
> http://www.startext.net/homes/kgibson/tracks/main.htm
> "Kate's Track Shack - Home of the 75 cent 8-track!!"
>
>
>

1176. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_900850970@rtfm.mit.edu>
Source record: 61325
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

1177. Re: SpartaDos disk format

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35B214AF.B0E2BBD4@ix.netcom.com>
Source record: 61326

SArcher119 wrote:

> if you had an atari in the good old days you would not be asking such a silly
> question .. go away you lamer

SArcher,
This is an Atari 8-bit newsgroup and SpartaDOS questions belong here. That was a legitimate question. We welcom anyone that is interested in Atari 8-bit computers here no matter what there interest level is. Please realize that there are new-comers here and people that never got deeply into OSes and disk format information. If you don't like such questions then maybe you should not read this newsgroup.
I like questions like this, because they show a real interest in this system. This person is looking for serious information. Instead of calling him a lamer, why don't you try looking up the information and respond appropriately. Thanx for listing!

1178. Re: Atari XF551 disk drive/IBM 5 1/4???

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35B215BE.AC316846@ix.netcom.com>
Source record: 61327

JRick2000 wrote:

> Can a IBM 5 1/4 disk drive work with the power and I/O port in the Atari XF551
> disk drive case?
>
> I still have my Atari XF551 drive; and I looked inside to find that the drive
> looks very similar to an IBM drive except for the power connectors and I/O
> cable The power connecters are colored: (2) blacks, (1) red, and (1) blue.
> Though, it has the same number of power plug connections. The other
> questionable part is the I/O cable which seems to have all the same pin
> connections like an IBM cable; and it does have one end colored red. Though, I
> am still not sure the IBM would work with this setup if I decided to replace my
> Atari disk drive.
>
> I only wanted to know if in the event the Atari drive failed I could replace it
> with an IBM drive.

JRick2000,
Physically, a PC 360K 5 1/4" drive IS what is used in an XF551 drive. The
difference is in the drive controller electronics (Atari circuit board found in the
bottem rear of the XF551 case). Hope this answers your question.

1179. Re: Mime?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35B21776.49BC5F7C@ix.netcom.com>
Source record: 61328

LWhite6497 wrote:

> I received a multi-part file in Mime format. The file contains some
> Atari-related GIF's. I've never run into this before. Any suggestioins on how
> to extract the GIF's from the text? W98 insists on treating it as text.
> Larry

LWhite,
Are the images viewable in a PC/Mac browser or do they show up as a bunch on gibberish characters. If it is the latter, the file is probably UUEncoded not a mime base64 attachment. Copy off the scrambled block into a file then run it through a UUDecoder. This will create a (hopefully) usable file which couyld then be copied to you 8-bit to view properly.
If you can view the images in the browser or save the attachment as a file, just do that and copy off to you 8-bit system.

1180. Re: Parallel port transfe

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: "Tom Hunt Sr." <tomhuntNOSPAM@bright.net>
Message-ID: <6otcg6rdb1@cletus.bright.net>
Source record: 61329

Greetings Sysop Fox-1,

ftp://closertohome.dyn.ml.org/ftp/pub/atari_8bit/more_atari8bit/emulators/pi
o2pc.arc

Tom
--

Delete "NOSPAM" from my email address if sending
me email.

Sysop Fox-1 wrote in message <900718875@stackbbs.xs4all.nl>...
>< parallel transfers between 8-bit and PC >
>A while back, the guys of the Polish IDE-interface did use a
>parallel-interface between Atari and PC to use harddrives on Atari
>8-bit...
>
>The project was called: PIO-2-PC.
>
>This was done by Conradus and Jacek from Poland. The info about it should
>be available on the net, but I don't have a clue where to search...
>
>Sysop Fox-1 (fox-1 AT dds DOT nl)
>
>
>
>Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node
471)
>---
>

1181. MIME EXTRACTING

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: sarcher119@aol.com
Message-ID: <1998071920471500.QAA12273@ladder01.news.aol.com>
Source record: 61330

Use winzip to extract mime's !!!

1182. Re: Connecting Atari 800 to RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.101bffb5d76cb4799896db@news2.ibm.net>
Source record: 61331

In article <35ABC8A3.52AB4C1D@sisna.com>, BobKlaas (bobkla19@sisna.com)
stated:

> If one wishes to connect his/her Atari 800-130XE computer to a RBB
> monitor. I have a few cables left that will do the trick. Price $5.00
> ea shipping encluded...has video and audio..

You have cables for $5 that will connect an Atari 8-bit to an Atari
SC1224 monitor (which was the monitor the originator of the thread was
asking about)?

Keep in mind the SC1224 is an analog RGB monitor, not composite.

==========
lmcclure@ibm.net

1183. Definitive Known Software Lists (cartridge and CD) [07/19/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <35b78720.4930773@nntp.ix.netcom.com>
Source record: 61332
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.tandy,rec.games.video.atari,rec.games.video.classic

[NOTE: my news-server seems to be having some problems, so if
this appears more than once, I apologize -- MJN]

I have just added a new section to my web site:

The Video Game Advantage Definitive Known Software List Collection

If you are looking for the most complete, detailed software lists
available you have found them. And the best part is that they are all
in a standardized format, so you can change system files without
having to learn a new style or format! Currently 32 of the 40 planned
files are on-line (2600, Intellivision, NES, Odyssey2, Sega CD, SMS,
SNES, and TG-16 all still need some work, and will be on-line as
soon as possible).

32 bit and 64 bit video game systems:

3DO REAL Interactive Multiplayer
Amiga (?Commodore?) CD32
Atari Jaguar / Jaguar CD
Nintendo 64
Nintendo Virtual Boy
Sega 32X
Sega Saturn
Sony Playstation
Tiger Game.Com

16 bit video game systems:

Philips CD-i
Sega CD
Sega Genesis
SNK Neo Geo / Neo Geo CD
Super Nintendo

8 bit video game systems:

Atari Lynx
Nintendo Entertainment System (NES)
Nintendo Game Boy
Sega Game Gear
Sega Master System (SMS)
Turbographx-16, CD, & Duo

Classic video game systems:

Atari 2600
Atari 5200
Atari 7800
Bally Astrocade
Colecovision
Emerson Arcadia 2001
Fairchild Channel F
GCE Vectrex
Magnavox Odyssey2
Mattel Intellivision
Milton Bradley Microvision
RCA Studio II

Classic computers:

Atari 8-bit computers
Coleco Adam computer -- see Colecovision
Commodore 64 / 128 computers
Commodore Vic-20 computer
IBM PC Jr. computer
Mattel Aquarius computer
Radio Shack Color Computer
Texas Instruments TI 99/4A Computer
Tomy Tutor 16-Bit Graphic Computer

*****

If this is of interest to you, the URL is:
http://www.io.com/~vga2000/

and the link is in the "Collectors Corner" section.

And before anyone else asks; if the game isn't on one of my FS/T
lists, it isn't FS/T :)

Michael

P.S. My old e-mail accounts all still work, but I'd prefer it if
people would begin to use the *new* account. Thank you!

NOTE: If rec.game.video.classic holds true to form someone
will follow up my announcement with lies and/or attacks. I left
that newsgroup approximately 2 years ago, and except for 2 days
in August 1997, I haven't read or posted there since (unless it was
to cross-post an occasional web site addition announcement or,
when I still did so, to occasionally cross-post four -- not 6 -- FS/T
lists).

However, I still receive e-mail from people who tell me that some
there are STILL talking about me. Very touching, now grow up!

For the record, I will continue to cross-post these types of
announcements there because the vast majority of the people
on RGVC probably enjoy video game related activities more
than the RGVC tradition of seeing how far you can stick the

"verbal knives" into someone.

If you are tired of wading through the lies and attacks here on Usenet, and you would like to know my real position (on anything), as opposed to what some with tell you is my position, then you should either pay attention to what I say (or have said), or you can ask me. I'll be happy to detail my TRUE position for you. :)

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1184. Re: Which issue of Atari Classics was last printed?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35B29122.D1D@pacbell.net>
Source record: 61333

Michael Current wrote:
>
> In article <MPG.101821e730b72dbd9896c1@client.sw.news.psi.net>,
> oscar@justified.com (Oscar Fowler) wrote:
>
> >Subject line says it all: which issue was the last
> >to have actually made it out to subscribers?
>
> July 1997 was the last I received, and I still have a current subscription.
>
> Bob still says he's working on the next issue.
>
> >Are there any plans to put these on the Web?
>
> Not that I'm aware of. But Bob's obviously the best one to respond.
>
> -Michael
>
> --
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
> St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

I can't comment on putting AC on the Web. I have neither the time nor
the ability. Of course, maybe it is easy?

Bob

1185. Re: Which issue of Atari Classics was last printed?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-19 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35B29090.6DB1@pacbell.net>
Source record: 61334

Oscar Fowler wrote:
>
> Subject line says it all: which issue was the last
> to have actually made it out to subscribers?
> Are there any plans to put these on the Web?
>
> Thanks,
> Oscar

The last issue was N0.7 from July 1997. I stopped putting dates on them
since they were mostly meaningless. Next issue is No.8.

Bob

1186. Re: Definitive Known Software Lists (cartridge and CD) [07/19/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <35B303B7.1845@volcano.net>
Source record: 61200
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.tandy,rec.games.video.atari,rec.games.video.classic

Michael J. Novak Jr. wrote:
>
> Currently 32 of the 40 planned
> files are on-line (2600, Intellivision, NES, Odyssey2, Sega CD, SMS,
> SNES, and TG-16 all still need some work, and will be on-line as
> soon as possible).

Waiting on the new Digital Press guide I suppose... wouldn't be the
first time you ripped off someone else's work and presented it as your
own.

the Mav

--
Everybody goes to The Maverick's
http://www.volcano.net/~themaverick

1187. Re: Which issue of Atari Classics was last printed?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <01bdb3ba$29803940$0ac0010a@hal>
Source record: 61201

```
Bob Woolley <rwoolley@pacbell.net> wrote in article
<35B29122.D1D@pacbell.net>...
> Michael Current wrote:
> >
> > In article <MPG.101821e730b72dbd9896c1@client.sw.news.psi.net>,
> > oscar@justified.com (Oscar Fowler) wrote:
> >
> > >Subject line says it all: which issue was the last
> > >to have actually made it out to subscribers?
> >
> > July 1997 was the last I received, and I still have a current
subscription.
> >
> > Bob still says he's working on the next issue.
> >
> > >Are there any plans to put these on the Web?
> >
> > Not that I'm aware of. But Bob's obviously the best one to respond.
> >
> > -Michael
> >
> > --
> > Michael Current, mailto:mcurrent@carleton.edu
> > 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> > Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
> > St. Paul Atari Computer Enthusiasts,
http://www.library.carleton.edu/space/
> ----
> I can't comment on putting AC on the Web. I have neither the time nor
> the ability. Of course, maybe it is easy?
>
> Bob
>

Not hard, if you have a flatbed scanner and the right software, which I do!

If you ever want to put AC up on the web just get me the mags, I even have
web space at my site I can volunteer for the project.

Ben Corr
```

1188. Re: Definitive Known Software Lists (cartridge and CD) [07/19/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <35B306DE.3BB6@volcano.net>
Source record: 61202
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.tandy,rec.games.video.atari,rec.games.video.classic

Michael J. Novak Jr. wrote:
>
> NOTE: If rec.game.video.classic holds true to form someone
> will follow up my announcement with lies and/or attacks.

Oh, on this note... while I won't bother to detail Mr. Novak's bad
business practices, a factual comparison of two links should show you
what caliber of person you are dealing with:

Novak's 7800 cart prices:
http://www.io.com/~vga2000/fsort/a7800.lst

O'Sheas 80 cent 7800 carts:
http://www.oshealtd.com/

Caveat emptor... now you have some insight as to why he might have a
bad reputation on a classic videogame newsgroup.

the Mav

--
Everybody goes to The Maverick's
http://www.volcano.net/~themaverick

1189. Atari800win - no full screen?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: gmoran@my-dejanews.com
Message-ID: <6ov5je$30h$1@nnrp1.dejanews.com>
Source record: 61203

Hi all,

I'm having problems getting Atari800win to work full screen - basically it doesn't allow me the option to set a fullscreen mode (these modes are greyed out - only the two windowed modes are available). This happens in both GDI and Direct Draw modes.

Am I doing something wrong? Machine has Win95 OSR2 with DirectX 5 and a Diamond Viper V330 (Riva 128) card with the latest diamond drivers (0127). Desktop is set to 1152x876 in 16-bit colour.

Cheers,

Gavan

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1190. Re: Atari Classics Anniversary

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35B3309C.8BBB228B@ix.netcom.com>
Source record: 61204

Alan Sharkis wrote:
>
> My sentiments exactly. I know this is off-topic, but if anyone is an MS
> Word user, try the following:
>
> 1. Start MS Word
>
> 2. Type, "Bill Gates is unable to follow directions."
>
> 3. Highlight from the word "unable" to the end of the sentence.
>
> 4. Bring down the Tools menu and select Thesaurus.
>
> 5. Look at the suggested replacement for the phrase you just highlighted.
>
> I couldn't resist.
>
> LWhite6497 <lwhite6497@aol.com> wrote in article
> <1998071809591400.FAA16082@ladder01.news.aol.com>...
> > > I've been using a PC and MS Word (forgive me for mentioning the
> > >mortal enemies to the die-hard Atarian) to edit the local user group
> > >newsletter,
> >
> > Ok, Jeff.
> > I can forgive you for using the PC, but
> > gosh, I just can't find it in my heart to
> > forgive you from using MS Word instead of
> > Word Perfect! :-)
> >

Al,
That is good. ROTFL!!! I needed that to start off my week. That's
hilarious!!!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1191. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35b33e27.243225338@news.ioa.com>
Source record: 61205

On 17 Jul 1998 16:45:11 GMT, "Graham Thornton" <nero@nospam.chicagonet.net>
wrote:

>There's also a small colour adjuster on the circuit board.
>
>After I replaced the NTSC Antic in my 1200 with a PAL Antic, I had to
>adjust the
>colours slightly.
>
>Maybe your 130XE needs a small adjustment?
>

Ahh, could be... Can you give me any more info on where to find this control?
Funny though, that only those 2 games are affected (that I know of).

Thanks!
Steven

1192. Re: Tech Question RE: Lode Ru

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35b33f62.243540191@news.ioa.com>
Source record: 61206

On Mon, 13 Jul 1998 07:41:00 GMT, sysop.fox-1@stackbbs.xs4all.nl (Sysop Fox-1) wrote:

>< Lode-Runner data-disk-info >
>Try to lay your hands on Turbo-Dos or BiBo-Dos...
>
>When asking for a directory, it'll display the density of the disk by
>reading the bootsectors first.
>
>Possible densities: Single, Medium (or Enhanced), Double, and Quad...
>
>Another way: try a good sector-copier, like US-COPY (1,2,3,4 or 5). Just
>start to copy the disk, and it'll show the right density immediatly. When
>knowing the density, you can abort the copy-proces, and create the right
>.ATR-image. Then set the image as D2: in SIO2PC/APE and restart the copier
>to copy the disk from D1: to D2: using the SIO2PC interface...
>

Thanks for the info...

My final solution was to use Disk Communicator to transfer the disk onto an ATR disk image, then to use ImageMan to extract the DCM file to the PC, then to use DCMTOATR to uncompress it into an ATR file of its own. Worked beautifully!

I've done this with quite a few other disks of mine, including a cheesy hangman game I wrote back in high school in BASIC, that I later converted to Turbo Basic XL, and a musical terms multiple choice program that teaches musicians what all those foreign words mean above the staves -- it even say's "That's it!" when you get it right (it even talks under Atari800win 2.2). I hope to put all my personal goodies on my website soon for everyone to download (no, I haven't posted the URL for it yet, just hold tight). More info on that later.

Again, thanks to all who helped me with my problem,
Steven

1193. Re: SpartaDos disk format

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35b3416d.244063418@news.ioa.com>
Source record: 61207

On 18 Jul 1998 20:28:23 GMT, sarcher119@aol.com (SArcher119) wrote:

>if you had an atari in the good old days you would not be asking such a silly
>question .. go away you lamer

Welcome to my killfile...
Steven

1194. Re: SpartaDOS 3.2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: Greg Littlefield <gregandi@eden.com>
Message-ID: <35B35CD8.760B@eden.com>
Source record: 61208

bmarcum@iglou.com wrote:
> I haven't looked on the archive recently, but Spartados should be in .DCM
> files which you make into bootable disks with Diskcomm 3.2.
>
> Net-Tamer V 1.08X - Test Drive

All I've seen in the archives so far are .ATR images that have been
ARC'ed (!) and G-ZIP'ed... Maybe it's just me, but wouldn't it make
more sense to ZIP disk images since the fact that they're images to
begin with implies that they're meant to be used with emulators? Didn't
anyone think what kind of gyrations most folks would have to go through
to get a usable image file?

Now, if SpartaDOS was a .DCM file that was then ARC'ed, I could see that
for the faithful that still use 8-bits.

(wiping the foam from my mouth...)

:)
Greg

1195. Re: Internet email with at 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35b341bd.244143680@news.ioa.com>
Source record: 61209

On Sun, 19 Jul 98 23:04:35 -0500, rldetlefsen@delphi.com wrote:

>Since I've been using Compuserve and Delphi for about 15 years, I've been able
>to send/receive email quite easily just using a plain text terminal program.
>Since CIS has gone special, I now use Delphi for most of my email(including
>newsgroup posts). Compuserve is my main www gateway. I spent a little time
>with the tcp/ip stuff on the ST, and found it so far behind the PC that I
>dumped it all. I wouldn't even think about it on the A@, but someone will/has
>tried I'm sure. I'd think that much of the protocol could be eliminated on the
>A8 because its for the ability to communicate in a variety of methods to the
>applications that use it. Streamlined might work, but still complex.
>Rick D.

I'm not a TCP/IP programmer, but I know enough to know how its encapsulation works, and it seems to me that the A8's could do it with some kind of proxy system (running through APE or SIO2PC or something like that), maybe with some kind of new, simplified protocol, then let the *other* computer do the TCP encapsulation/de-encapsulation. It just seems like it's much easier to have the A8 make a TCP/IP request, then let the proxy computer worry about how to get the info (why reinvent the wheel, right?).

Anyway, it's an idea.

Steven

1196. Re: Atari800win - no full screen?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35b34980.246130995@news.ioa.com>
Source record: 61210

On Mon, 20 Jul 1998 10:19:27 GMT, gmoran@my-dejanews.com wrote:

>Hi all,
>
> I'm having problems getting Atari800win to work full screen - basically it
>doesn't allow me the option to set a fullscreen mode (these modes are greyed
>out - only the two windowed modes are available). This happens in both GDI
>and Direct Draw modes.
>
> Am I doing something wrong? Machine has Win95 OSR2 with DirectX 5 and a
>Diamond Viper V330 (Riva 128) card with the latest diamond drivers (0127).
>Desktop is set to 1152x876 in 16-bit colour.
>

Tricky dialog boxes, nothing more... UNCHECK BOTH BOXES and you'll get your fullscreen options. Rich probably could make this a little clearer very easily. You may want to send him some personal e-mail asking for this change (he's a nice guy, and will most likely oblige).

Have fun!
Steven

1197. I'll be away for a while

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <35b34c5a.246860426@news.ioa.com>
Source record: 61211

Greeting, my A8-bitting friends!

I may have to leave you all for a while. I've just accepted a new job as the Network Administrator at Pardee Hospital in Hendersonville, NC. They currently do not have dedicated internet access like my present company does, so until I can pursuade them to pay for a dial-up account for me, I won't be able to post here very often. I do have a PC at home that I will use from time to time to check up on things, but with 2 young children at home I don't know how often that may happen. I will try to get back on-line as soon as possible, and (of course) I will let everyone know as soon as I get back.

In the meantime, I've decided to go ahead and post the website address for the work-in-progress site I started a few months ago:
http://www.fortunecity.com/skyscraper/adaptec/304/

Please bear in mind that I didn't really want to advertise this site while it's still in its infancy, but I thought I'd go ahead and let everyone see the direction I'm taking with it.

I hope to see everyone on-line soon,
Steven

1198. Re: Definitive Known Software Lists (cartridge and CD) [07/19/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <6ovlk1$34q@examiner.concentric.net>
Source record: 61212
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.tandy,rec.games.video.atari,rec.games.video.classic

The Maverick <themaverick@volcano.net> writes:

>>NOTE: If rec.game.video.classic holds true to form someone
>>will follow up my announcement with lies and/or attacks.

>Oh, on this note... while I won't bother to detail Mr. Novak's bad
>business practices, a factual comparison of two links should show you
>what caliber of person you are dealing with:

Please, if this is going to turn into a flame war, take comp.sys.cbm out of it.

--
-------------- The Commodore 64 lives: http://computerworkshops.home.ml.org/ --
Cameron Kaiser (posting with a Commodore 128) | "When in doubt, take a pawn."
cdkaiser@concentricMUNGEnet | -- Mission: Impossible
-- personal page: http://calvin.ptloma.edu/~spectre/ ------ CBMSF Unit $EA31 --

1199. Jaguar Explorer Online #2.2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <6ovu65$2p4$1@nnrp1.dejanews.com>
Source record: 61213
Cross-posted to: rec.games.video.atari,alt.atari-jaguar,comp.sys.atari.8bit,comp.sys.atari.st

Jaguar Explorer Online, Volume 2, Issue 2 is now available!

Jaguar Explorer Online - Volume 2, Issue 2
"""

Jaguar Tackboard ~*~ More Cheats and Codes ~*~ Mail Order Directory
CyberChatter ~*~ BattleSphere News ~*~ Llatest from Llamaland
Review: Worms ~*~ Alastair "Imagitec" Lindsay Mini-Interview
VoiceModem Update ~*~ JagFest '98 ~*~ Big Code Hunting
The Big Spin ~*~ Pecking at the Scraps
Jaguar Trivia Challenge II

JEO: More Jaguar News Than Should Be Allowed

JEO also has a new web home: http://www.atarihq.com/jeo
Thanks to Atari Gaming Headquarters for hosting us!

In case you're in a comp.* group and are wondering why you're reading this,
the new JEO site also has a refurbished AEO archive. They're not all there
yet, but soon we hope to have every back issue of AEO available online!

Oh, and one other thing... if one of you HTML gurus out there could tell me
why the online version of JEO freaks out about halfway through the table
of contents when viewed with Lynx, I would be most appreciative.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today!
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
"Where do you want to play Atari today?"

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1200. Re: SpartaDos disk format

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <900961459@stackbbs.xs4all.nl>
Source record: 61214

After asking a quite reasonable question about the SpartaDOS format,
a person called Sarcher119 at Annoyer On Line dot Com wrote:
-=> Quoting Sarcher119@aol.com to All <=-
Sa> if you had an atari in the good old days you would not be asking such
Sa> a silly question .. go away you lamer

Ah thanks! This is a reply which really helps me understanding the
SpartaDOS format.
Besides that, you were able to determine what I own based on the
question I asked. Pretty nifty I must say.
Even better, based on that simple question you could conclude
that I am a lamer too!
Let me guess, you're Columbo right?

I've been teached that there is no such thing as a silly question,
and that there are only silly answers.
To set matters straight I do own every type of Atari computer ever build,
up to the 1450XLD. As a true Atarian like yourself (and a non-lamer),
you can say the same of course.
I for myself fail to see what such "owning" has to do with SpartaDOS
or being a "real" Atarian.
If being a non-lamer means answering in a non-intelligent manner,
insulting people, and pretending to be a know-it-all,
I'd rather be a lamer, thank you.

Thank you, "helper" of the Atari community,
Your humble lamer Bo.

1201. Re: SpartaDos disk format

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <900961462@stackbbs.xs4all.nl>
Source record: 61215

-=> Quoting Matz@kawo2.rwth-aachen.de to All <=-

Ma> The following information is taken from "BW-DOS" manual, chapter 6.
Ma> I think, it should do for you 8-).

Ah, thank you, it sure helps!
Bo.
ps, see you in Herten probably... (ABBUC JHV)?
___ Blue Wave/386 v2.30

1202. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <35b3a93d.920615@allnews.infi.net>
Source record: 61216

>Funny though, that only those 2 games are affected (that I know of).

You know, there was an older game - I believe it was Return Of
Heracles - that when booted asked you to select which type of Atari
you had; CTIA or GTIA. If you didn't input anything then it went ahead
and booted up as if you had the newer component.

At least, if I remember correctly...

Dave B.

1203. Atari8 Links for Thee and Me

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <18576-35B3D299-93@newsd-124.bryant.webtv.net>
Source record: 61217

In the past I've run into a lot of dead links. So I make it a point to update my Atari 8bit links page to eliminate dead links. I only have a few links, but none are dead.

http://www.geocities.com/soho/3675/8bitlnks.html

Check it out!

vs

1204. making cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-20 00:00:00 UTC
From: eparent@reply.here.com
Message-ID: <35b39578.539550390@news.ici.net>
Source record: 61218

Does anyone here know the specific hardware and/or parts necessary for someone to make their own cartridges? Or do you know a link that will provide me the information?

Thanks,

1205. Atari 800 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: sheff@blythe.org
Message-ID: <6p0rd3egb1@nnrp1.dejanews.com>
Source record: 61219

I am looking where I could buy or fix an Atari 800
Disk drive. Any help would be appreciated. Thank you!

Jim Sheffield
sheff@blythe.org

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1206. Blackbox / CDROM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <35b3ded9.2853576@news.demon.nl>
Source record: 61220

Hi,

A few years ago a purchased a BlackBox.
Since it's a SCSI device.

Does somebody have written a device driver for CD-ROM players?

Louis

1207. SpartaDos

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <35b4df48.2964420@news.demon.nl>
Source record: 61221

Hi,

Does someone have a URL or FTP where i can d/l
a newer version of SpartaDos?

Louis

1208. Atari 800 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: sheff@blythe.org
Message-ID: <6p0tn3hsm1@nnrp1.dejanews.com>
Source record: 61222

I am looking to buy or fix an Atari 800 disk drive.
Any help would be appreciated. Thank you!

Jim Sheffield
sheff@blythe.org.us

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1209. Re: Atari XF551 disk drive/IBM 5 1/4???

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998072103550600.XAA09038@ladder03.news.aol.com>
Source record: 61223

The power supply is what worries me. This wont destroy the XF551 board and power supply components I hope?

Another thing, another person which I forgot the name of mentioned that I need a 360K drive. Is that true or will a DSDD work?

1210. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: optimus@canit.se
Message-ID: <35b39fae.3967813@nntpserver.swip.net>
Source record: 61224
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,
rec.games.video.atari

"Clockmeister" <gerryvdb@tnet.com.au> skrev 3 Jul 1998 10:24:53 GMT
f�ljande:

>Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se> wrote in article
><359B7322.D6C8F6CE@NO.SPAM.emw.ericsson.se>...
>> Robert S Ely wrote:
>>
>> > Speaking of the Amiga, Gateway has announced that they are
>working on a
>> > new Amiga computer. OS 4 will be a tempory OS for software companies to
>> > build apps then when the new machine hits the streets next year, it
>will
>> > have OS5. They said that this machine will be better than any consumer
>> > PC available.
>>
>> If you ask me this new computer doesn't realy sounds like a Amiga at all.
>It will
>> only be compatible with old amiga apps through emulation. The OS will be
>completely
>
>Are you saying that if a new ST was released it would have to be 100%
>backward compatable with the old eighties designed hardware ?.
>Emulation is a great solution for backwards compatability.

I would go for a complete port of the OS with processor emulation for
legacy programs.

>> new and based on a outside developed kernal like BeOS, or Mach. This you
>can already
>
>The kernal will "borrow" parts from other OS's, a lot of the features of
>workbench will be retained and enhanced further.

This upsets me. The Amiga kernel is central to its efficiency and
general behaviour. Using another kernel will make it somwething else
than an AmigaOS.

>> be done under Linux. It will not include a Motorola CPU, it's probably
>going to use
>> intels comming Merced chip, or something else shitty. The "new" amiga
>which will be
>
>Definately not Merced or anything Intel.

We don't know that. In fact, we don't know anything at all.

>> like a bridge to the new platform which will be released later this year
>will be
>> based
>> on the Pentium, so it's clear that they will go for the x86/intel line
>like everyone
>> else. Don't forget that Gateway has only made intel boxes and never even
>seen a PPC.
>
>Gateway wouldn't pay $40 mill for a virtually dead platform with only a
>small user base and then spend money on redevelopment to sell rebadged
>PC's. Who'd buy them ?, Amigans certailny wouldn't and neither would Joe
>Blow.

I'm uncertain, they've stated that they bought Amiga for its
community, and they have previously moved bought user groups to the PC
platform.

>> Basicly it's a completely new computer and OS with the Amiga name on it.
>It's like
>> buying a PC whith the Commodore sign on it. It has got nothing at all to
>do with
>> Commodore.
>
>It's for real dude, and it's an Amiga and it's not a PC.

I'd say it's neither or a little of both.

>I can't see a PC being 5-10X faster then the current PII by end 1999.

If the Amiga can, why not the PC? And how do you know this isn't
vapourware?

>Besides, what the hell is the problem with having another alternative to
>Intel ?.

I welcome all alternatives, but I want to keep the Amiga alive, and
I'm not sure that Gateway are planning to produce an Amiga.
--
/Iggy, the irregular regular.

1211. Re: Atari800win - no full screen?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: gmoran@my-dejanews.com
Message-ID: <6p1jtf$ib5$1@nnrp1.dejanews.com>
Source record: 61225

In article <35b34980.246130995@news.ioa.com>,
stevenposey@usa.net (Steven Posey) wrote:

> Tricky dialog boxes, nothing more... UNCHECK BOTH BOXES and you'll get your
> fullscreen options. Rich probably could make this a little clearer very
easily.
> You may want to send him some personal e-mail asking for this change (he's a
> nice guy, and will most likely oblige).

Thanks for the tip. It's great to have a windows compatible emulator. I
love XLit but sometimes booting to DOS can be a real pain. Playing all those
old classics again is a real blast from the past, especially since my real
800XL is acting very weirdly indeed. I suppose I could always dig out the old
48k 400 though.......

Gavan

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1212. Re: Definitive Known Software Lists (cartridge and CD) [07/19/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <unc1p6.iob.ln@bucket>
Source record: 61226
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.tandy,rec.games.video.atari,rec.games.video.classic

On Mon, 20 Jul 1998 01:59:10 -0700, The Maverick wrote:
> Michael J. Novak Jr. wrote:
> >
> > NOTE: If rec.game.video.classic holds true to form someone
> > will follow up my announcement with lies and/or attacks.

> Oh, on this note... while I won't bother to detail Mr. Novak's bad
> business practices, a factual comparison of two links should show you
> what caliber of person you are dealing with:

> Caveat emptor... now you have some insight as to why he might have a
> bad reputation on a classic videogame newsgroup.

I bought some VIC-20 carts from VGA last year, he sent them to me in Australia
without a problem. If his price seems steep, there's plenty of noname auctions
to try your luck with on rgvc.
--
+-___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'

1213. Re: Definitive Known Software Lists (cartridge and CD) [07/19/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: Scott 'Steg' Hansen <steg@airmail.net>
Message-ID: <0956F194763DEC16.B8946F2F36EE80DC.FC7A2D5DC6A1C267@library-proxy.airnews.net>
Source record: 61227
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.tandy,rec.games.video.atari,rec.games.video.classic

Darren Spiteri wrote:
>
> I bought some VIC-20 carts from VGA last year, he sent them to me in Australia
> without a problem. If his price seems steep, there's plenty of noname auctions
> to try your luck with on rgvc.
> --

To a newbie, ALL places are 'noname'... to date, I have never had a
problem when
dealing with 'noname' auctions here on rgvc. In fact, I've met more with
more
courtesy when dealing with 'noname' auctions than dealing with actual
retail shops.
All with better prices. All with the possibiltiy of negotitation and
trade. I'm
glad you had a good experience with VGA... and testimonials like this
help ng readers
decide who to deal with. The addition of that attack on auctions was
unnecessary.

For the record, the only reason I've never bought anything from VGA is
that
the prices are higher than I'm willing to pay. I also think that the
explantion for
the pricing is a bit too arrogant... this opinion, on the other hand,
should not
be construed as attack on the integrity of VGA.

--
Scott 'Steg' Hansen
==
http://www.geocities.com/SoHo/3926
==
Games from the Jurassic Age... =)
==

1214. Re: Atari style joystick on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <EwG9Lo.IIH@iglou.com>
Source record: 61228

On 1998-07-18 chrishackmann@geocities.com said:
>But, if you look at the serial port on the back of your computer,
>funny thing that it is, the Atari-style joystick seems to fit
>perfectly into the serial port. Now if someone would only get a
>working driver so that you can use it (I am currently working on
>one, but need the technical specs (pin layout) for the Atari-type
>joystick port before I can seriously get to work).--Hackmann
It may look the same, but it won't work! It should be obvious once you get
the pinouts for the IBM serial port and the Atari joystick port.

Net-Tamer V 1.08X - Test Drive

1215. Re: SpartaDos

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: dziur2@aol.com
Message-ID: <1998072115392100.LAA27163@ladder03.news.aol.com>
Source record: 61229

I Have 6.2 For 1200XL What DO You Version Do You Need?
John
>Does someone have a URL or FTP where i can d/l
>a newer version of SpartaDos?
>
>Louis
>
>

AWCS
Atari World Classic Gaming Systems Opens End Of August!
http://members.aol.com/AtariW/Index.html

1216. Items for Sale (Not an auction)

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: Curt Vendel <curt.vendel.2@csfb.com>
Message-ID: <35B4CEAA.6094A7FA@csfb.com>
Source record: 61230
Cross-posted to: comp.sys.atari.8bit,rec.games.video,rec.games.video.advocacy,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Hi everyone,

The following items are FOR SALE, no this is not an auction, just straight sales, all prices are FIRM, not interested in trades unless its something by or for Atari and is not a common item. Mostly interested in BOXED items, not loose, boxes must be in MINT condition:

Starpath/Arcadia Supercharger, BRAND NEW and SEALED in original box with Phaser Patrol game: $25.00

Starpath: Escape from the Mindmaster, BRAND NEW and SEALED: $18.00

Starpath: Suicide Mission, BRAND NEW and SEALED: $15.00

Starpath: Killer Satellites, BRAND NEW and SEALED: $18.00

Coleco 2600 ZAXXON, BRAND NEW and SEALED: $10.00

Coleco 2600 Donkey Kong, BRAND NEW and SEALED: $10.00

Parker Bros 2600 Spiderman, BRAND NEW and SEALED: $15.00

Parker Bros 2600 Empire Strikes Back BRAND NEW and SEALED: $12.00

Parker Bros 2600 Return of the Jedi BRAND NEW and SEALED: $12.00

Parker Bros 2600 Strawberry Shortcake BRAND NEW and SEALED: $20.00

Atari Ms. Pac Man doll (about 6" tall) : $10.00

ATARI T-SHIRTS: All shirts are brand new adult large:

Atari T-Shirt: (Beige) Has "ATARI" in center with characters and scenes from various Atari video games: $15.00

Atari Pac Man T-Shirt:(Dark Blue) $15.00

Atari Defender T-Shirt: (Khaki) $15.00

Atari Yars Revenge T-Shirt: (Dark Purple) $15.00

Atari Berzerk T-Shirt: (Grey) $15.00

Sales are ONLY within the US and CANADA, payment by money order for immediate shipment, checks will have to clear. Shipping is via USPS priority mail.

Email to reserve item(s), payment must be received within 5 days of reservation or item will be made available to next person.

Curt

1217. Atari800Win: how to make lowercase letters, DAMNIT?!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: omar <h0444job@student.hu-berlin.de>
Message-ID: <35B4CE43.9D366596@student.hu-berlin.de>
Source record: 61231

dear newsgroup,

i really would like to know how to make lowercase letters (in basic, for example)?
i searched the readme and tried any key...i asked this question before here, but noone answered...is it possible or not? is it so simple i canï¿½t see it?
i am using atari800win 2.2 with a german win95 and german keyboard.

thanks for any help

omar

1218. Re: Blackbox / CDROM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <901049356.13426.0.spot.d4ee0f47@news.demon.nl>
Source record: 61232

Hi,

I looked at it but can't figure out how the 6522 (VIA) is running the SCSI
bus....

I think you have to take a look at HDFMT191 or later for a clue, because
that software includes a command to read out the SCSI Harddisk info, when
that is possible a read from CD could be done too, but the disassembled code
was over 40 Kb!!!

Gtx,
Sysop*TXG

Louis heeft geschreven in bericht <35b3ded9.2853576@news.demon.nl>...
>Hi,
>
>A few years ago a purchased a BlackBox.
>Since it's a SCSI device.
>
>Does somebody have written a device driver for CD-ROM players?
>
>Louis

1219. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: maurits@SPAMBLOCK_remove_to_reply.bassment.demon.nl
Message-ID: <slrn6r933r.c0.maurits@bassment.demon.nl>
Source record: 61233
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

>>:
>>: So? When can we see KDE or Gnome ports for MiNT then?
>>:
>>
>>A free implementation of KDE is impossible because of the
>>dependencies to Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just
>>*might* be able to run an Xserver and then open a plip connection to
>>some other machine running an application. Not very useful

One of the first big MiNT distributions, the TAF-kit, came with X11 as default GUI. It works nicely on a 4meg ST. But lemme get this discussion straight, so far the line was that an Amiga can do anything an Alpha can do in Linux because an Amiga will run Linux as well, but that this doesn't go for Ataris because MiNT isn't fully Linux compatible? Are we forgetting that Linux will run on an Atari as well? (And, again, that X will also work under MiNT).

Maurits.

1220. Re: Atari mentioned in CNET 30 Years Article

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: jedi@dementia.mishnet
Message-ID: <slrn6r9v5d.dsl.jedi@dementia.mishnet>
Source record: 61234
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

On Tue, 21 Jul 1998 20:05:40 GMT, Maurits van de Kamp
<maurits@SPAMBLOCK_remove_to_reply.bassment.demon.nl> wrote:
>>>:
>>>: So? When can we see KDE or Gnome ports for MiNT then?
>>>:
>>>
>>>A free implementation of KDE is impossible because of the
>>>dependencies to Qt/Troll. Gnome? Hmm ... In the 4 megs I have, I just
>>>*might* be able to run an Xserver and then open a plip connection to
>>>some other machine running an application. Not very useful
>
>One of the first big MiNT distributions, the TAF-kit, came with X11 as default
>GUI. It works nicely on a 4meg ST. But lemme get this discussion straight,
>so far the line was that an Amiga can do anything an Alpha can do in Linux
>because an Amiga will run Linux as well, but that this doesn't go for Ataris
>because MiNT isn't fully Linux compatible? Are we forgetting that Linux will

It may not necessarily go for MiNT.

That does not address Atari in general.

A Falcon will quite happily run Linux and could
quite happily contribute to a D2 render farm
right beside an Ameboa, an Alpha, a Sidewinder
or any other supported platform...

>run on an Atari as well? (And, again, that X will also work under MiNT).

--
Hardly. Microsoft has brought the microcomputer OS to
the point where it is more bloated than even OSes from |||
what was previously larger classes of machines altogether. / | \
This is perhaps Bill's single greatest accomplishment.

1221. WTB Atari 400/800 Hardware Technical Reference!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: tws <adoyson@nccn.net>
Message-ID: <35B523F4.2967D5E2@nccn.net>
Source record: 61235

I would like to get my hands on a copy of this Reference.

1222. Atari ROM/ programmin question!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: tws <adoyson@nccn.net>
Message-ID: <35B5248D.B1080916@nccn.net>
Source record: 61236

The light pen horizontal position, LPENH,
can be PEEKed at memory location 564, and the vertical position,
LPENV, is found at location 565.

Is this true on ALL Atari computers? How are the X,Y locations figured
out? Is there a program in ROM that puts the values in these memory
locations, or is it a HARDWARE function? PLEASE HELP! Theres $20 in it
for you if you can explain it to me.

Please email!
sander_45@hotmail.com

1223. FS: Ultima Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: Miles Gore <72557.2633@CompuServe.COM>
Message-ID: <ObKEs6Pt9GA.251@nih2naac.prod2.compuserve.com>
Source record: 61237
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,rec.games.computer.ultima.series

I have the following games and miscellaneous for sale:

Ultima 8 Pagan (Pentagram cover) (DOS) includes box, 11 3.5"
diskettes, cloth map, The Chronicle of
Pagan, Playguide, Install Guide, Origin Product catalog, coin
trinket *** $15

Ultima 3 Cloth Map *** $5

Ultima 3 Exodus (NES) cartridge w/case, players reference ***
$10

Ultima Underworld (DOS) " The Stygian Abyss (DOS) includes box, 5
3.5" diskettes, Install Guide, Map
of the Stygian Abyss, Players Guide, Reference card, Memoirs of
Caribis, disk exchange form ** $15

Moebius - Orb of Celestial Harmony (C64) " (Note: This game was
released by Origin at the same as
Ultima IV. It is very similar in style and design to the early
Ultimas. Rare!) includes box, Orb of Celestial
Harmony poster, Players Reference card, The Book of Moebius,
diskettes, headband ** $15

Ultima VI (DOS) " includes box, cloth map, 7 5.25" diskettes,

- -

1224. Re: The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-21 00:00:00 UTC
From: Johann Stolz <csab5380@uibk.ac.at>
Message-ID: <35B5822B.6CF7@uibk.ac.at>
Source record: 61238
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

Daren wrote:
>
> Samuel's has been 'renovated' - it's now called 'Harry AJ's
>
> And they still have that headcase doing the Kareoke on Thursdays.
>
> juice wrote in message <6niip6$3c4$1@pheidippides.axion.bt.co.uk>...
> >In article <899459272.23157.0.nnrp-10.c1ed74ef@news.demon.co.uk>, "Daren"
> <d@bbcd.co.uk> wrote:
> >>Well, the order of pubs should be:
> >>
> >>The Black Bull, Brown Cow, Bridge, Sams Bar, Saddle, Albert Arms, Bay
> Horse,
> >>Bowling Green, Original Bay Horse (aka Fat Franks/The Flea Pit), The
> Crown,
> >>Queens Head, Toll Bar, and finally back to the Albert for some serious
> after
> >>time.
> >>
> >>Then we all crash back at my place and get my plus 2 plugged into my
> telly.
> >>
> >>I went to Turton High in Bromley X, only lived in Horwich 8 years.
> >>
> >>It should be at the leisure centre - I can walk it to there.
> >
> >you missed out samuels bar... behind sams bar
> >
> >that o-so authentic irish pub:)
> >
> > juice... remembering wandering around there on results day:)
> > *HIC*
Fuck you!

1225. Re: Atari XF551 disk drive/IBM 5 1/4???

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-22 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.101f43ee5ef231159896ec@news2.ibm.net>
Source record: 61239

In article <1998072103550600.XAA09038@ladder03.news.aol.com>, JRick2000 (jrick2000@aol.com) stated:

> The power supply is what worries me. This wont destroy the XF551 board and
> power supply components I hope?

You might want to consider wiring up a standard PC power supply (which some surplus electronics places have for as little as $10 + shipping) or any switching power supply that provides 12 & 5 volts. To avoid having to keep the 9VAC brick to power the interface board, someone could likely provide the info for bypassing the internal rectifiers and wiring the new supply up directly to the controller, bypassing the rectifier circuitry on the board.

That said, as long as you use a relatively modern 5.25" direct drive mechanism, you should not experience any more power problems than with the standard mechanism.

> Another thing, another person which I forgot the name of mentioned that I need
> a 360K drive. Is that true or will a DSDD work?

A DSDD 5.25" drive *is* a 360K drive.

==========
lmcclure@ibm.net

1226. Re: Definitive Known Software Lists (cartridge and CD) [07/19/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-22 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <tu54p6.qsc.ln@bucket>
Source record: 61240
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.tandy,rec.games.video.atari,rec.games.video.classic

On Tue, 21 Jul 1998 08:17:07 -0500, Scott 'Steg' Hansen wrote:
> Darren Spiteri wrote:
> >
> > I bought some VIC-20 carts from VGA last year, he sent them to me in Australia
> > without a problem. If his price seems steep, there's plenty of noname auctions
> > to try your luck with on rgvc.
> > --

> To a newbie, ALL places are 'noname'... to date, I have never had a
> problem when
> dealing with 'noname' auctions here on rgvc. In fact, I've met more with
> more
> courtesy when dealing with 'noname' auctions than dealing with actual
> retail shops.
> All with better prices. All with the possibiltiy of negotitation and
> trade. I'm
> glad you had a good experience with VGA... and testimonials like this
> help ng readers
> decide who to deal with. The addition of that attack on auctions was
> unnecessary.

I'm hardly a newbie, I've been a sniper on RGVC for a few years now. I have purchased carts from a few US auctions and had them sent to Australia without a problem, as well as VGA. A few traders (notably SteveR, who gives good value) are firm on their prices, but they are known entities. This counts when you're trading from other side of the world.

For the record, I didn't attack auctions, I attacked the plethora of traders that pop up on RGVC, with the "Warning: bad trader!" postings that accompany them.

> For the record, the only reason I've never bought anything from VGA is
> that
> the prices are higher than I'm willing to pay. I also think that the
> explantion for
> the pricing is a bit too arrogant... this opinion, on the other hand,
> should not
> be construed as attack on the integrity of VGA.

I feel the same about his prices, the only reason I bought off him was he had a VIC-20 programmer's reference guide which I wanted, and I decided to tack a few items on the order. BTW, I found Michael to be polite and prompt with his correspondence. The only reason I piped up is that he posted legit, and was flamed unfairly.
--

```
+-\___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><\__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'
```

1227. Re: Slime

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-22 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <35B5E15B.7FA31F1C@erols.comX>
Source record: 61241

Slime is an excellent 400/800 game! Need the Translator for Xl/XE machines.

Anyhow,
You need to build a path where the slime falls into the sewers on the left and right hand side of the screen. Lightening and the 'saucer' will destroy your 'triangles'(forgot the name). You only have a certain number of 'triangles' you can put up on the screen. There is a counter near the top telling you how many you have left. You need tokeep the slime from getting to the bottom or the level of the ocean getts higher hence making it more difficult. You can destory the slime drops but putting your crosshairs over them and shooting.

Enjoy.

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

Vidar "Hawk" Olavesen wrote:

> You must try to get the slime out of the middle. Make paths with the bricks
> (or whatever) to lead the slime out to dispose of it. Lightning will break
> your paths and on the higher levels, it gets quite frantic. Hope it helps,
> but it's just from memory (haven't touched it in 10 years or so)
>
> Take Atarian care
>
> Daniel Gibson <kgibson@startext.net> wrote in article
> <35AD60D4.1862FF2A@startext.net>...
> > Anyone else ever play this game? Anyone have the docs for it? Looks
> > pretty cool, but what the heck is going on?
> >
> > Thanks!
> >
> > Dan
> >
> > --
> > Daniel and Kathy Gibson
> > http://www.startext.net/homes/kgibson/mainjav.htm
> > "Home Of Dan's Javelins and AMXs"
> > http://www.startext.net/homes/kgibson/tracks/main.htm
> > "Kate's Track Shack - Home of the 75 cent 8-track!!"
> >

> >
> >

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

1228. Re: Definitive Known Software Lists (cartridge and CD) [07/19/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-22 00:00:00 UTC
From: Scott 'Steg' Hansen <steg@airmail.net>
Message-ID: <1895DD76B483D6D3.BBEDFCAE549E93D8.41D60AEC19A4D389@library-proxy.airnews.net>
Source record: 61242
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.tandy,rec.games.video.atari,rec.games.video.classic

Darren Spiteri wrote:
>
> I'm hardly a newbie, I've been a sniper on RGVC for a few years now. I have
> purchased carts from a few US auctions and had them sent to Australia without
> a problem, as well as VGA. A few traders (notably SteveR, who gives good
> value) are firm on their prices, but they are known entities. This counts when
> you're trading from other side of the world.

I wasn't implying you were a newbie, but was thinking of when I first
started
buying over the net.... but I know where you're coming from =)

> For the record, I didn't attack auctions, I attacked the plethora of traders
> that pop up on RGVC, with the "Warning: bad trader!" postings that accompany
> them.

There HAS been a rush of new traders on the ng...

> I feel the same about his prices, the only reason I bought off him was he had
> a VIC-20 programmer's reference guide which I wanted, and I decided to tack a
> few items on the order. BTW, I found Michael to be polite and prompt with his
> correspondence. The only reason I piped up is that he posted legit, and was
> flamed unfairly.

I know that two people can have vastly different experiences with a
trader... it
all depends on how you deal with that person, your attitude, mood,
etc... I have
also added my 2 cents when someone I have traded with is flamed... I'm
glad you
felt you had a positive enough experience to come to MJN's defense... =)

cya!
--
Scott 'Steg' Hansen
==
http://www.geocities.com/SoHo/3926
==
Games from the Jurassic Age... =)
==

1229. Re: Atari ROM/ programmin question!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-22 00:00:00 UTC
From: m w grossmann <mwg@select-ware.com>
Message-ID: <35B607FB.B41@select-ware.com>
Source record: 61243

tws wrote:

> The light pen horizontal position, LPENH,
> can be PEEKed at memory location 564, and the vertical position,
> LPENV, is found at location 565.

Looks right.

> Is this true on ALL Atari computers?

It's true for 400/800/800XL and should be for 1200, too.

> How are the X,Y locations figured
> out? Is there a program in ROM that puts the values in these memory
> locations, or is it a HARDWARE function?

If you're in need of this for the reason I _think_ you are, you're not going to be happy. You're going to have a HELL of time trying to make an /|\ light gun work on a PC.

Here's how it works:

You know the Atari knows its VBLANKs, right? Well, it also knows its HBLANKS. Same concept, only they happen a lot more often (end of every scan line). The light gun worked by letting the computer know exactly WHEN it "noticed" there was a scan refresh at whatever point it was aimed and the computer did some quick calculation that basically said, "Aha! The gun picked up the scan refresh at 49ï¿½sec during HBLANK 117 of this VBLANK period. There's only one pixel it can be pointing to and that's at point XX,YY."

Neat trick.

It's pretty much how most light-gun games still work. In arcade machines even today, you may notice a flash of "white" which is a reserved colour. Gets drawn only when the trigger is hit. Whereever the gun is pointing when that colour BECOMES visible to the gun (your reaction time is a BIT slower than 33 1/3 msec.) is where it must be pointing.

> PLEASE HELP! Theres $20 in it
> for you if you can explain it to me.

You sending that by cheque or cash?

If you need more info, CC: to me at bad_doggie AT hotmail. I'll help you as far as I can.

Cheers-

m w grossmann

> Please email!
> sander_45@hotmail.com

1230. /|\: Help us help each other

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-22 00:00:00 UTC
From: m w grossmann <mwg@select-ware.com>
Message-ID: <35B609FA.6470@select-ware.com>
Source record: 61244

I posted a couple weeks back that I can offer the space and do some of the work but all I got were a coupe of notes saying what a good idea it was.

I want to build an 8-bit Atari reference site with the complete technical information. I need help with this... LOTS of help. Basically, it means scanning in and error-checking the following:
source code for the OSes
De Re Atari,
Mapping the Atari
BASIC source code & Ref manual
Atari Hardware Reference Manual
...and any and all other similar materials.

These do not have to be converted to HTML. Sooner or later someone will come along and do that. What we first need is to build a central repository of this information and in order to do that we need people willing to spend the time doing it.

What I've proposed is basically Belling the Cat -- everyone thinks it's just the greatest idea since four-voice polyphonic sound, but no one is willing to help DO it. I'm not expecting to make any money on this (I *am* expecting to lose some though, just like my Official French Fries Pages). It will be freely accessible to ALL.

If you have ANY reference materials, PLEASE PLEASE PLEASE help out. You can E-Mail me directly at bad_doggie@hotmail.com and you should CC: it to atari@select-ware.com .

cheers-

m w grossmann
select ware, inc.

1231. SIO2PC questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-22 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6p5894$3l4$1@nnrp1.dejanews.com>
Source record: 61245

Hi
I have been having trouble looking for web sites with info on the SIO2PC cable and if it's compatible with a 400 and what exactly can I do with it.
And info would be greatly appreciated.
I was an original 800xl owner in 85 an am looking forward to getting back into some classic atari games.
Thanks
Mark

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1232. Re: Definitive Known Software Lists (cartridge and CD) [07/19/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-22 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <35B69826.6A6E@volcano.net>
Source record: 61246
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.tandy,rec.games.video.atari,rec.games.video.classic

Darren Spiteri wrote:
>
> The only reason I piped up is that he posted legit, and was
> flamed unfairly.

He wasn't flamed unfairly, I posted factual information. If you had the same experience I did with him, you would have probably been less kind. Let's just say I decided to stick with the facts instead of getting into the ugly details of why people shouldn't deal with this guy. Besides, when he takes every opportunity to snipe at r.g.v.c. then should we sit back and pretend everyone here is an ogre and he is the good guy? I'm not about to endorse that fairy tale...

the Mav

--
Everybody goes to The Maverick's
http://www.volcano.net/~themaverick

1233. Loads of classic Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-22 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <6p6f20$6$1@news2.alpha.net>
Source record: 61247
Cross-posted to: rec.games.video.classic,alt.atari.2600,comp.sys.atari.8bit

Simply point your browser to:

http://www.ticon.net/~save2600/miscvid.html

if you are the least bit interested in getting a hold
of some of the harder to find Atari 2600 and 8-bit
cartridges, tapes and disks.

1234. Re: APE under OS/2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6p6a3j$im3$1@pale-rider.INS.CWRU.Edu>
Source record: 61248

(About APE working with os/2 warp3/4)
I don't think APE works with any multitasking OS. The timings
are critical to the function of APE. It is a FAQ, and answered
in the APE documentation, tho can't say as I read the answer
because I think/thought the answer was no. APE may work
in DOS mode with win95, I dunno, probably need to read the
APE FAQ/doc. (Just read the ape116.doc). Now I'm expert.
Says what I said. Says with a really fast intel machine,
it might work in command prompt only mode, ie. re-boot
to run ape. Personally I use my DOS partition most of
the time, and probably not many people can chose what
os to run at bootup. I'm not using LILO, but I do
have both DOS 6.22 with Win 3.1 and Win95 on the
same hard drive. etc. etc.

1235. Re: I need some manuals and answers..

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6p6b1rlgn1@pale-rider.INS.CWRU.Edu>
Source record: 61249

(Asks some info about playing games and stuff).
I just played Crusade Europe and only remember I didn't like
the logic. I attacked from three sides and the program
takes each attack sequentially, as tho each division attacking,
the other two just twiddle their thumbs.
Uhm. Pick a scenario first, then enter secret code (maybe
this is removed on cracked ones), then joystick to move
cursor. Press fire while over a unit and see statistics
for that unit, press fire again and you get a menu of
what to do, for instance move, attack, defend or go
into reserve. It's fairly simple, like above. The
program constantly goes on time and will execute your
commands itself, when it gets around to it.

Bismark:
You pick a scenario. Say OK, Then set speed level and then
start game. The moveable white square on the map is the COM BOX.
Move it with joystic to any icon. Move icon over a ship,
get the status. I never played this, I'm reading the book.
Bismarck is diamond, Battleship is a partial F. Carrier
is a square, cruiser a triangle, light cruiser diagonal
line, convoy four squares making a square. airbase, anchor
is a port. ship with flag is admiralty. dots are mines.
Gees. I should quit, the instructions are for C=64 even
tho I have the A8 version. Lemme see, you got a search
function.

Say, did I tell you I like 'Midway Battles', it is
playable. And pretty obvious, no instructions needed.
Russ

1236. Re: making cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6p6gjd$a88@freenet-news.carleton.ca>
Source record: 61250

(eparent@reply.here.com) writes:
> Does anyone here know the specific hardware and/or parts necessary for
> someone to make their own cartridges? Or do you know a link that will
> provide me the information?

More specifically for me, can some please explain the select signals
on the cart port?

hHanks

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1237. Re: making cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01bdb614$ecfc49c0$a792e289@irata.kawo2.rwth-aachen.de>
Source record: 61251

Steven J. Tucker <ai123@FreeNet.Carleton.CA> schrieb im Beitrag
<6p6gjd$a88@freenet-news.carleton.ca>...
>
> (eparent@reply.here.com) writes:
> > Does anyone here know the specific hardware and/or parts necessary for
> > someone to make their own cartridges? Or do you know a link that will
> > provide me the information?
>
> More specifically for me, can some please explain the select signals
> on the cart port?
>
> hHanks

There are in fact 5 Select-Signal on the CAR-port

S4
S5
RD4
RD5
CCTL

CCTL (cartridge-control goes low, whenever an adress in the area
$D500-$d5ff is selected.
S5 ties low, when an adress between $a000 and $bfff is accessed
S4 ties low, when an adress between $8000 and $9fff is accessed

the cartridge should ground RD4, when RAM between $8000 and $9fff should
not be selected by the MMU (f.e. when it wants to place own RM there), RD5
is similar with the area $a000 and $bfff

Thats all

Matt

1238. FS: Atari hw & sw

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: gehrich@ehrich.com
Message-ID: <35B7221F.46991E42@ehrich.com>
Source record: 61252
Cross-posted to: comp.sys.atari.8bit,alt.atari

Lots of items for sale on the Atari 8 Bit page of my web site listed
below:

--
http://www.voicenet.com/~generic
On-Line Computer Garage Sale Web Page
sw/hw PC 8-Bit MAC Video-Games Music Fun

1239. Re: SIO2PC questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Steven Posey <sposey@ioa.com>
Message-ID: <6p7ddbqno1@supernews.com>
Source record: 61253

8bitz@my-dejanews.com <8bitz@my-dejanews.com> wrote in message
<6p5894$3l4$1@nnrp1.dejanews.com>...
>Hi
>I have been having trouble looking for web sites with info on the SIO2PC
cable
>and if it's compatible with a 400 and what exactly can I do with it.
>And info would be greatly appreciated.
>I was an original 800xl owner in 85 an am looking forward to getting back
into
>some classic atari games.
>Thanks
>Mark
>

Yes, it's compatible with the 400, and it allows you to stop using your floppy drives and Atari printers in favor of your PC hard drive and PC printers! It does a LOT more, too, so get all the info you can.

You can get the schematics for the cable at http://www.hackerz.com/atari/sio2pc.html which gives you the Radio Shack parts list to build it yourself for about $6 (some people charge as much as $50 for a completed cable),
and you can go to http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/ to get the SIO2PC program which has all the info you'll need about what it is and how it works. Get s2pc410.zip -- it's the latest version I know of.

Build the cable, plug it in, boot up and have fun!
Steven

1240. FA - Atari 410 Prgram Recorder - MINT IN BOX!!! - ends 7/29

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6p7enuqtk1@supernews.com>
Source record: 61254

http://search.ebay.com/cgi-bin/texis/ebay/results.html?maxRecordsPerPage=50&query=great+audio%2C+video%2C+computer+and+photographic+and+atari&SortProperty=MetaEndSort&SortOrder=%5Ba%5D&srchdesc=y

1241. FA - Atari 800 Computer 48K - LIKE NEW IN BOX!!! - ends 7/29

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6p7f43$qo9$1@supernews.com>
Source record: 61255

http://search.ebay.com/cgi-bin/texis/ebay/results.html?maxRecordsPerPage=50&query=great+audio%2C+video%2C+computer+and+photographic+and+atari&SortProperty=MetaEndSort&SortOrder=%5Ba%5D&srchdesc=y

1242. Re: The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Daren <d@bbcd.co.uk>
Message-ID: <901199382.3640.0.nnrp-04.c1ed74ef@news.demon.co.uk>
Source record: 61256
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

Why have these messages mysteriously reappeared a month or so after their original posting???

Daren wrote in message
<899459272.23157.0.nnrp-10.c1ed74ef@news.demon.co.uk>...
>Well, the order of pubs should be:
>
>The Black Bull, Brown Cow, Bridge, Sams Bar, Saddle, Albert Arms, Bay
Horse,
>Bowling Green, Original Bay Horse (aka Fat Franks/The Flea Pit), The Crown,
>Queens Head, Toll Bar, and finally back to the Albert for some serious
after
>time.
>
>Then we all crash back at my place and get my plus 2 plugged into my telly.
>
>I went to Turton High in Bromley X, only lived in Horwich 8 years.
>
>It should be at the leisure centre - I can walk it to there.
>
>
>
>juice wrote in message <6ni7ag$q1s$2@pheidippides.axion.bt.co.uk>...
>>In article <899456051.9647.1.nnrp-04.c1ed74ef@news.demon.co.uk>, "Daren"
><d@bbcd.co.uk> wrote:
>>>Excellent! I live in Horwich!
>>>
>>>There are stacks of pubs there, so we can all get hammered afterwards.
>>>
>>>Daz
>>>
>>
>>argh
>>3rd time i've sent this... first time i pressed escape (too much vi:) and
>>second time i did alt-f-s (too much ms mail)
>>
>>right
>>here we go again (he's starting to develop a nervous twitch- Ed)
>>
>>so there's two of us then?
>>
>>what you recommend? sams bar first, or do we not stoop that low?
>>

>>also... there's no mention of where in horwich in yon email... what ya
>>reckon... leisure centre or reebok stadium?
>>
>>anyways, did you go to rivi or the *other* one?
>>
>>laters
>> juice... *sigh*... right... alt-f-e
>
>

1243. FA - Atari 835 Modem - EXCELLENT!! - ends 7/29

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6p7f25$kj8$1@supernews.com>
Source record: 61257

http://search.ebay.com/cgi-bin/texis/ebay/results.html?maxRecordsPerPage=50&query=great+audio%2C+video%2C+computer+and+photographic+and+atari&SortProperty=MetaEndSort&SortOrder=%5Ba%5D&srchdesc=y

1244. Re: I'll be away for a while

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Steven Posey <sposey@ioa.com>
Message-ID: <6p7f5grkn1@supernews.com>
Source record: 61258

Well, I told everyone before that I would be away for a while, but it looks like I'll be getting an internet connection at my new job after all, so I should be able to keep up with everyone with no trouble.

I also wanted to let everyone know that I transferred my "A" ROM from my 800 the other night using a program that David Firth sent me. It worked like a charm, but when I tried to use it under Atari800win, I got the message that it didn't pass the CRC check. I have a feeling that it has something to do with it being a GTIA 800 and not the CTIA version. It still works, of course, but it did warn me about the CRC.

For those who've kept up with my ranting about Lode Runner not looking right on the XE machines and emulators, the answer was not in the "A" ROM. The colors were still off on Atari800win. I must assume, then, that it really is an artifacting problem. In fact, if you switch to Artifacting Mode 1 in the hardware setup on Atari800win, that's pretty close to what it looks like on the 800. Seems that Rich had already taken that into account. My apologies to everyone who had it right when I was wrong. I'd love to hear from anyone who might know how to make an NTSC 130XE do the artifacting the way the NTSC 800 does it.

In any case, I now have the Atariosa.rom file. If anyone has an 800 and wants to know how to transfer the ROM to disk, let me know and I'll send you the instructions. It's pretty easy, actually, if you've got SIO2PC running.

Come Monday, the 27th, I'll be getting oriented at my new job, and if anyone wants to drop me a line, you can reach me at stevenposey@usa.net

Play On!
Steven

1245. FA - Atari Writer, Logo & Finance S/W - UNOPENED!! - Ends 7/29

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6p7f9hgig1@supernews.com>
Source record: 61259

http://search.ebay.com/cgi-bin/texis/ebay/results.html?maxRecordsPerPage=50&query=great+audio%2C+video%2C+computer+and+photographic+and+atari&SortProperty=MetaEndSort&SortOrder=%5Ba%5D&srchdesc=y

1246. FA - Lot of 23 Unopened Atari 800 Games - Ends 7/29

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6p7evu$8m8$1@supernews.com>
Source record: 61260

http://search.ebay.com/cgi-bin/texis/ebay/results.html?maxRecordsPerPage=50&query=great+audio%2C+video%2C+computer+and+photographic+and+atari&SortProperty=MetaEndSort&SortOrder=%5Ba%5D&srchdesc=y

1247. FA - Atari XDM-121 Dsy Whl Printer - In Org. BOX!! - ends 7/29

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6p7f0fqlb1@supernews.com>
Source record: 61261

http://search.ebay.com/cgi-bin/texis/ebay/results.html?maxRecordsPerPage=50&query=great+audio%2C+video%2C+computer+and+photographic+and+atari&SortProperty=MetaEndSort&SortOrder=%5Ba%5D&srchdesc=y

1248. FA - Lot of Five Unopened Atari 800 Educational SW - Ends 7/29

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6p7eut$qk9$1@supernews.com>
Source record: 61262

http://search.ebay.com/cgi-bin/texis/ebay/results.html?maxRecordsPerPage=50&query=great+audio%2C+video%2C+computer+and+photographic+and+atari&SortProperty=MetaEndSort&SortOrder=%5Ba%5D&srchdesc=y

1249. FA - Atari XM301 Modem - MINT IN BOX!!! - ends 7/29

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6p7f60$9jc$1@supernews.com>
Source record: 61263

http://search.ebay.com/cgi-bin/texis/ebay/results.html?maxRecordsPerPage=50&query=great+audio%2C+video%2C+computer+and+photographic+and+atari&SortProperty=MetaEndSort&SortOrder=%5Ba%5D&srchdesc=y

1250. FA - Atari 2600 Radio Ctrlrs - Like New In Org. BOX!!! - ends 2/27

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6p7hg3suc1@supernews.com>
Source record: 61264

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=22146158

1251. FS: 8-Bit / 2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <359AA622.34D4833F@mail.bcpl.lib.md.us>
Source record: 61265

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 410 Program Recorder (HongKong) $10
(1) Atari 1030 300 Baud Direct Connect modems $10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 w/ power supply $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

Prices do not include shipping
Reply to: jholford@bcpl.net
Feel free to ask any questions
```

1252. Need help finding a BASIC game

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Steven Posey <sposey@ioa.com>
Message-ID: <6p7r2a$4g5$1@supernews.com>
Source record: 61266

I remember a BASIC game that was a Lunar Lander knockoff. I believe it was called Jupiter Lander, and it let you pick which one of the moons of Jupiter that you could try to land on. The moon determined how rough the terrain was (i.e. Europa was flat and Io was really jagged).

Does anybody else remember this game, and what are the chances of finding it anywhere now?

Thanks,
Steven

1253. Level 9 Computing

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: ViZ <ViZ@no_spam.lupus.waw.pl>
Message-ID: <35B7790E.8F32F7E6@no_spam.lupus.waw.pl>
Source record: 61267

Hello,

There was such a company, Level 9 Computing, which produced superb text-adventure games for, among others, Atari 8-bit. I have one, but very important to me, question:

I've found this web page with L9C's products history:

http://www.lysator.liu.se/adventure/Level_9_Computing.html

According to it, there were three trilogies of text-adventure games from L9C:

1) The Jewels of Darkness (Colossal Adventure, Adventure Quest, Dungeon Adventure)
2) The Silicon Dreams Trilogy (Snowball, Return to Eden, The Worm in Paradise)
3) The Time and Magik Trilogy (Lords of Time, Red Moon, The Price of Magik)

This web page says that ONLY THREE games were available for Atari 8-bit: Snowball, Return to Eden & Lords of Time. It's a big mistake. I have original box of first trylogy (containing three tapes) and now also one *.atr file for emulator. This same is about second trilogy. My question is about the third one. I've never seen original box for this trilogy but I've found one *.atr with Red Moon adventure - what about two others? Lords of Time and The Price of Magik? Do they really exist in Atari 8-bit version? If yes - where I can find them? Or maybe someone has this trilogy in one *.atr file?

Does anyone can help me? Thanks in advance.

1254. FA: Atari 8-Bit cartridges, boxed disk games

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6p84kg$pq2$2@geraldo.cc.utexas.edu>
Source record: 61268
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.8bit

Minimum bid on each is $1, no reserve. For a picture or to bid, please follow the appropriate link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=22164752

Here is a package of 9 different Atari 8-Bit cartridges with one manual and a bookshelf style holder with a 12 game capacity. The titles are: Centipede (silver label with manual), Caverns of Mars, Asteroids, Missile Command, Space Invaders, Star Raiders, E.T. Phone Home, Pac-Man, and Master Type. Buyer prepays plus shipping. Thanks, Alex.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=22165524

This is a bundle of disk based software for the Atari 8-Bit line of computers. Titles include: Broadsides, Hardball, Zaxxon, Crush Crumble and Chomp, Super Huey, and Flight Simulator II. Each title includes the box, and each has the manual except for Hardball and Zaxxon. I will also throw in the manual for Kennedy Approach and the disk for Target Practice since I have those lying around as well. Buyer prepays plus shipping. Thanks, Alex.

--
Alex Bilstein
BA in Art History, University of Texas
Check out my Atari 2600 Nexus:
http://www.geocities.com/TimesSquare/Arena/3336/2600nexus.html

1255. Re: The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <901227616.26891.0.nnrp-08.9e98ea3a@news.demon.co.uk>
Source record: 61269
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit,comp.sys.oric

Daren wrote in message
<899459272.23157.0.nnrp-10.c1ed74ef@news.demon.co.uk>...
>Well, the order of pubs should be:
>
>The Black Bull, Brown Cow, Bridge, Sams Bar, Saddle, Albert Arms, Bay
Horse,
>Bowling Green, Original Bay Horse (aka Fat Franks/The Flea Pit), The Crown,
>Queens Head, Toll Bar, and finally back to the Albert for some serious
after
>time.

There was me thinking, "yes, this *was* a good show last time I went - I have to make the effort to go to this one, but this is a bit off topic for comp.sys.amstrad.8bit." (where I read it).

Then someone with a response comes up with that missing ingredient (a monster pub crawl) which would enhance the after-show revelries of the CPC club's get-together at the end of September (to which *all* 8-bit users are cordially invited, *with* their own preferred computers) and suddenly I don't feel like grumbling!

I'll post more details of the CPC users' "do" a bit nearer the time, but the invitation is there to any 8-bit enthusiast who can make it to the Bescot footy stadium, Walsall, England on Sunday the 20th of September 1998.

Further details from 8bit@spheroid.demon.co.uk

Perhaps I *will* have a small grumble; please post follow-ups only where they're relevant.
--
Brian

1256. MIDI Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Brian Whitman <bwhitman@wpi.edu>
Message-ID: <Pine.OSF.3.96.980723171918.708F-100000@wpi.WPI.EDU>
Source record: 61270

Does anyone know where I can get a MIDI interface for a 130XE?

Brian Whitman - bwhitman@wpi.edu
http://www.netspace.org/users/bwhitman
"..."

1257. Re: FA - Lot of 23 Unopened Atari 800 Games - Ends 7/29

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <35b7b9e3.2586916@allnews.infi.net>
Source record: 61271

>http://search.ebay.com/cgi-bin/texis/ebay/results.html?maxRecordsPerPage=50&
>query=great+audio%2C+video%2C+computer+and+photographic+and+atari&SortProper
>ty=MetaEndSort&SortOrder=%5Ba%5D&srchdesc=y

Holy shit!

1258. Re : Need help finding a BASIC game

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998072322531600.SAA16083@ladder01.news.aol.com>
Source record: 61272

Re: Steven Posey asking for Jupiter Lander...

I'm pretty sure it's on one of the Bellcom disks...
Maybe on the Pooldisk CD-ROM?

Atarily,
Bertrand M. (LEXX)

1259. Atari800Win2.2 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Flossman <sgoodman@sas.upenn.edu>
Message-ID: <35B805BE.870E68F@sas.upenn.edu>
Source record: 61273

I am trying to maximize the screen higher than 330x247 or whatever it is
and I am not able to because all the other choices are not available
(meaning I can not even click on them). Does anyone know how I can
enlarge the screen. Thanks
Steve

1260. For Sale Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-23 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <35B818FF.6917E53A@qnet.com>
Source record: 61274

I have the following for sale

800xl needs power supply,tested
2- sio cables

$10.00 for all plus shipping will seperate

Contact me at dons@qnet.com

1261. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-24 00:00:00 UTC
From: Peter Prevos <pprevos@tip.nl>
Message-ID: <6park9jeq1@cadmium.aware.nl>
Source record: 61087

How can I make ATR files of my Atari 5.25" disks with my SIO2PC cable?

1262. Re: I'll be away for a while

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-24 00:00:00 UTC
From: Ken Siders <ksiders@columbus.nospam.rr.com>
Message-ID: <WV7u1.178$_3.3415072@storm.twcol.com>
Source record: 61088

I have an old 800xl and a newer one and they both display artifact colors
differently.
Maybe there was more than one version of the GTIA chip. The display was
shifted
one color clock (1 graphics 8 size) pixel in the GTIA to make the playfield
in other
modes line up exactly. On Mr. Do the colors are backwards (at the top and
bottom of
the screen) than what they should be on the older 800XL.

--Ken Siders
rich@cstone.net wrote in message <6pa99l$v6h$1@nnrp1.dejanews.com>...
>
>> I also wanted to let everyone know that I transferred my "A" ROM from my
800
>> the other night using a program that David Firth sent me. It worked like
a
>> charm, but when I tried to use it under Atari800win, I got the message
that
>> it didn't pass the CRC check. I have a feeling that it has something to
do
>> with it being a GTIA 800 and not the CTIA version. It still works, of
>> course, but it did warn me about the CRC.
>
>If it is an original, mail it to me and I will incorporate the CRC. It is
>likely the A-Rom I was working from originally was modified in the first
>place, so that's why it would not agree.
>
>> For those who've kept up with my ranting about Lode Runner not looking
right
>> on the XE machines and emulators, the answer was not in the "A" ROM.
>
>ROMs do not determine the colors produced by artifacting. It's tied in to
how
>the TIA chip is working, and therefore changes (because they are one clock-
>cycle out of sync) between CTIA and GTIA.
>
>> is an artifacting problem. In fact, if you switch to Artifacting Mode 1
in
>> the hardware setup on Atari800win, that's pretty close to what it looks
like
>> on the 800.
>
>That palette is the CTIA one, although I'm still not positive on the exact

>color values.
>
>> I'd love to hear from anyone who might know how to make an NTSC 130XE do
the
>artifacting the way the NTSC 800 does it.
>
>Pull the GTIA chip and put in a CTIA one.
>
>-Rich
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1263. Re: I'll be away for a while

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-24 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <2415-35B913E1-57@newsd-123.bryant.webtv.net>
Source record: 61089

Well, that's a very nice web-page already. It has a human touch, and is symmetrical.

I give it a thumbs up!

vs

1264. Re: XL/XE OS manual....

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-24 00:00:00 UTC
From: m w grossmann <mwg@select-ware.com>
Message-ID: <35B80B9C.7E15@select-ware.com>
Source record: 61275

Raphael James Espino wrote:
>
> "John K. Picken" <yg473@victoria.tc.ca> writes:
>
> > > Is there anybody who has the XL/XE OS as source file on disk and/or on

<snip>

> That's something I'd like too.. is there any chance this could be put
> up on the net somewhere?

If someone can just get it into electronic format, I will host it. See
my previous post on "Help us help each other."

Cheers-

m w grossmann

1265. FS: SIO2PC cables - connect PC to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-24 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6p9jsf$hs7$1@korweta.task.gda.pl>
Source record: 61276
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

As usual, real bargain:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=22579507

Check it out or contact me directly for faster service.

j131

PS. Dla kupujacych w Polsce specjalne ceny!

1266. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-24 00:00:00 UTC
From: "David E. Chandler" <nohSpamdchan@isdnet.com>
Message-ID: <35b85394.0@news.isdnet.com>
Source record: 61277

Thank you for your reply.

The two "real" apps which came with Diamond GOS 3.0 were "Diamond Write" and "Diamond Paint". I think I was having a brain spasm (or wrestling with my 4-yr. old storm-god-in-training while authoring that post) because I meant to ask about ".acc" or accessory files. These were the kind of thing that "supposedly" anyone with at least one hemisphere of grey-matter and OSS A+ or MAC/65 could've written. Someday I'll get my hands on MAC/65 and probably cook up some of my own just for grins.
TTYL

rldetlefsen@delphi.com wrote in message ...
>"David E. Chandler" <dachandler@isdnet.com> writes:
>
>>Does anyone know if ReeveSoft developed any .app files outside of those
>>which were delivered with the product?
>
>As far as I know, Diamond Paint and DiamondTEXT(? the word processor) were
the
>only things actually made available, with TEXT being a seperate product.
>Rick D.

1267. Re: Need help finding a BASIC game

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-24 00:00:00 UTC
From: Steven Posey <sposey@ioa.com>
Message-ID: <6pa4bqhes1@supernews.com>
Source record: 61278

JMouchmino wrote in message
<1998072322531600.SAA16083@ladder01.news.aol.com>...
>Re: Steven Posey asking for Jupiter Lander...
>
>I'm pretty sure it's on one of the Bellcom disks...
>Maybe on the Pooldisk CD-ROM?
>
>Atarily,
>Bertrand M. (LEXX)

Being a PD game, though (afaik), doesn't anybody have it available on-line?

Steven

1268. Re: I'll be away for a while

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-24 00:00:00 UTC
From: rich@cstone.net
Message-ID: <6pa99l$v6h$1@nnrp1.dejanews.com>
Source record: 61279

> I also wanted to let everyone know that I transferred my "A" ROM from my 800
> the other night using a program that David Firth sent me. It worked like a
> charm, but when I tried to use it under Atari800win, I got the message that
> it didn't pass the CRC check. I have a feeling that it has something to do
> with it being a GTIA 800 and not the CTIA version. It still works, of
> course, but it did warn me about the CRC.

If it is an original, mail it to me and I will incorporate the CRC. It is likely the A-Rom I was working from originally was modified in the first place, so that's why it would not agree.

> For those who've kept up with my ranting about Lode Runner not looking right
> on the XE machines and emulators, the answer was not in the "A" ROM.

ROMs do not determine the colors produced by artifacting. It's tied in to how the TIA chip is working, and therefore changes (because they are one clock-cycle out of sync) between CTIA and GTIA.

> is an artifacting problem. In fact, if you switch to Artifacting Mode 1 in
> the hardware setup on Atari800win, that's pretty close to what it looks like
> on the 800.

That palette is the CTIA one, although I'm still not positive on the exact color values.

> I'd love to hear from anyone who might know how to make an NTSC 130XE do the
artifacting the way the NTSC 800 does it.

Pull the GTIA chip and put in a CTIA one.

-Rich

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1269. FA Atari "Entertainer" for the 400/800 Mint in Box! - ends 7/28

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-24 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6pa7bq$299$1@supernews.com>
Source record: 61280

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=22533910

1270. FA - Atari 800XL - Mint in Box!!!! - ends 7/28

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-24 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6pa7g0nci1@supernews.com>
Source record: 61281

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=22534328

1271. Re: Modem question from the inexperienced

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-24 00:00:00 UTC
From: clyde@obwon.kodak.com
Message-ID: <6pad91$dt3$1@news.kodak.com>
Source record: 61282

In article <v7ywwa4nur5.fsf@co.umist.ac.uk>, Raphael James Espino <rje@co.umist.ac.uk>
writes:
+-"Gareth" <garethd_@dial.pipex.com> writes:
+-> About 2-3 months ago someone did manage to post here from an Atari 8 bit
+-> computer - does anyone have any details?
+-
+-Well it wasn't me, but I can (and used to, before I got my university
+-account) do that. When I'm at home all my internet access is via my
+-Atari (a 65XE). Reading from and posting to usenet and this group is
+-do-able, as is e-mail and www (via Lynx). With free local calls then
+-reading and posting to usenet isn't a problem (unfortunately I have to
+-pay for local calls, so I tend not to do it 'cos it works out
+-expensive on phone calls). As has been stated
+-before you need a shell account (one with a text only interface) to do
+-it. You'll also need an 80 column terminal emulator for your Atari
+-(Ice-T or FlickerTerm 80) which are available at the archives. The
+-other thing you need is to know what programs are available on your
+-ISP for usenet access. Common program are rn, trn and tin, even
+-programs like pine and emacs can be used to read/post usenet. Try man
+-rn, man trn, etc. . to find out more about the programs.
+-
+-If you're reading on-line then modem speed isn't too big an issue (as
+-long as you ISP supports that speed), as you're likely to spend more
+-time reading the news than waiting for the next page to display. Of
+-course if you want to do any downloading, then faster modems mean
+-waiting less. I've got a 2400 modem connected to my Atari (well it talks
+-down the phone line at 2400, but modem to Atari runs at 9600), but
+-it's not a direct connect modem, it needs a separate interface. And
+-its adequate for my needs. I'll leave it up to someone else to
+-explain the different ways of connecting modems to your atari.
+-
+-
+-
Hi I have a 28.8k modem and on my 130XE w/ Puff BB parallel buss interface
it communicates @ 19.2k. This is the buss I/O speed maximum. Our local
communication Frontier Corp. will allow ASCII fo $14.95/ month. I haven't
signed up yet as I get it free at work thruogh the VAX.
Greg

1272. Re: Atari800Win2.2 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-24 00:00:00 UTC
From: Steven Posey <sposey@ioa.com>
Message-ID: <6padoq$mg8$1@supernews.com>
Source record: 61283

Flossman wrote in message <35B805BE.870E68F@sas.upenn.edu>...
>I am trying to maximize the screen higher than 330x247 or whatever it is
>and I am not able to because all the other choices are not available
>(meaning I can not even click on them). Does anyone know how I can
>enlarge the screen. Thanks
>Steve
>

Uncheck both boxes -- DirectDraw, windowed AND No DirectDraw (GDI). Then
you'll get the other res choices.

Steven

1273. Re: Atari800Win2.2 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-24 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35bcb5f6.23454843@news.demon.co.uk>
Source record: 61284

The other Day Flossman <sgoodman@sas.upenn.edu> wrote:

>I am trying to maximize the screen higher than 330x247 or whatever it is
>and I am not able to because all the other choices are not available
>(meaning I can not even click on them). Does anyone know how I can
>enlarge the screen. Thanks
>Steve

Make sure *neither* of the Direct Draw buttons (down the bottom under
the res choices) have ticks in them, the one on the right most likely
does. Untick it and you shall have that godlike full screen 800x600
mode...

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

1274. Re: MIDI Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-24 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <901306607.11737.0.rover.d4ee0f47@news.demon.nl>
Source record: 61285

Hi,

Try B&C computers, they sell MIDIMATE 800XL and 130XE version.
I just read about those, and should be working great with good software, the
130XE version has all options...

Gtx,
Sysop*TXG

E-mail: SysopTXG@underground.demon.nl

Brian Whitman heeft geschreven in bericht ...
>
>Does anyone know where I can get a MIDI interface for a 130XE?
>
>Brian Whitman - bwhitman@wpi.edu
>http://www.netspace.org/users/bwhitman
>"..."
>
>

1275. looking for a particular atari-game

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-25 00:00:00 UTC
From: Alexander Barth <alexander.barth@fhs-hagenberg.ac.at>
Message-ID: <35B9B122.3C68E5AD@fhs-hagenberg.ac.at>
Source record: 61090

I'm looking for an atari-game which name I don't know.

The task was to steer a ball through a labyrinth with the mouse. The mouse controlled the direction and acceleration/deceleration of the ball.

Has anybody an idea of the name of that game and/or where to get it and on which atari it ran?

Thanx

Alex

1276. Re: Atari OS/A?????

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-25 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <258FB50F714C1E82.618ADE309DAB76EB.A789BC3A2F9E7989@library-proxy.airnews.net>
Source record: 61091

```
Bostone1 <bostone1@aol.com> wrote:
> The 10K OS for the Atari 400 and 800 and 2K floating point rom resides from
> the 52K boundary to the top at (64K-1). Let's see. That would be,
> hmmmm......

> D000 to FFFF? Anyone confirm this?

D800 to DFFF.

10 OPEN #1,8,0,"D:OSA.ROM"
20 FOR I=55296 TO 65535:PUT #1,PEEK(I):NEXT I
30 CLOSE #1

Jason
```

1277. Re: looking for a particular atari-game

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdb7ce$8285e180$be374382@vidar>
Source record: 61092

Are you thinking of an old Electronic Arts game for the ST ? Marble Madness
? For the Atari 8-bit there's a better one, Spindizzy! I have no idea if
that's the one you are talking about, but ...

Take Atarian care

Alexander Barth <alexander.barth@fhs-hagenberg.ac.at> wrote in article
<35B9B122.3C68E5AD@fhs-hagenberg.ac.at>...
> I'm looking for an atari-game which name I don't know.
>
> The task was to steer a ball through a labyrinth with the mouse. The
> mouse controlled the direction and acceleration/deceleration of the
> ball.
>
> Has anybody an idea of the name of that game and/or where to get it and
> on which atari it ran?
>
> Thanx
>
> Alex
>
>

1278. Re: looking for a particular atari-game

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-25 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <6002-35B9C376-3@newsd-124.bryant.webtv.net>
Source record: 61093

Marble Madness?

vs

1279. Atari 130XE system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-25 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <35ba0107.3791653@news.erols.com>
Source record: 61094

For Sale (plus shipping USPS postage):

130 XE Computer $25.00
1050 Floppy Drive $25.00
Commodore 1701 Color monitor $25.00
External single chip SIO2PC in protective case $20.00

Alot of software, various titles, some original (Atariwriter,
Chessmaster 2000, Chem Lab), some not (e-mail me for the list) $15.00

Special Package Deal price $100.00 plus shipping!!!!!!!!!!

Ron
ronwizbot@juno.com (NO SPAM, please...)

1280. Need help with my 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-25 00:00:00 UTC
From: vairxpert@killspam.hotmail.com
Message-ID: <35ba26b3.1250018@news.netnitco.net>
Source record: 61095

Last year I picked up a huge 130XE setup all new in the boxes for
$14.00, only problem was that it didn't come with any software.
Someone did send me a bunch of Antic public domain software which was
a good start but not really exciting. Every single disk out of about
60 works perfect.
Last night I picked up a ton of Atari disks at a thrift and most will
not load. All the OEM disks like OS/A+, SynCalc and Atari Writer Plus
work perfect. Most of the "homemade" disks will not load. Two of the
programs I would really like to get going are BobTerm or 850 Express
so that I can transfer files off my PC that I got off the net.
I notice written on the disk is MyDOS - DD. Was this formatted in
some sort of double density that my 1050 drives can't read?
I've also got the game load runner which loads fine up to the title
screen but when the game screen comes up its all trash, you can hear
the game playing and see pixels moving but thats it. I also have
another disk that loads a menu of games but when I select one it loads
for a while and then I just get a black screen. Is the 130XE not
compatible with certain older games?
One last question, a while back I picked up another 1050 drive that
has a toggle switch (maybe two) and several leds mounted on the front
of it. I haven't tried it out yet, any idea what all this extra stuff
is?

Thanks,

George Torch

Collector and restorer of early to mid 60's classic cars
Also into Snowmobiling, Motorcycles, S&W 9MM Guns, Video Games and R/C Trucks.

Remove killspam. to reply

1281. Atari Classics Mag

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-25 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JpXOL5c.rldetlefsen@delphi.com>
Source record: 61096

As a thought to holding up AC for unfinished hardware hack articles...
A lot of people might like to read about such things, but they have no possible way to create one themselves. Holding up a magazine doesn't do it any good. Many of the interested readers have moved on. Potential subscribers will now not subscribe until there is proof(through the publishing of many issues) of the mags stability, and thus the likelyhood that they are not wasting money. Authors have moved on to other things. Any work they created that was or was not printed is now out of date and would either need to be re-addresses or dropped. Advertisers to have problems. Dealers will hesitate to spend the money when they don't know if the ad will show up, much less when. The ones that do advertise will mostly be the hobbyist where real world sales don't mean as much. Ultimatel, few subscribers, authors, and advertisers(that still exist) will want to come back. This means a smaller less frequent magazine. In the Atari world, stability is of paramount importance. It is better to continue publishing something than nothing.
Rick D.

1282. Info on "Rails West"

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-25 00:00:00 UTC
From: Goofy <goofy32569@hotmail.com>
Message-ID: <35BAB8F7.D0734221@hotmail.com>
Source record: 61097

Hi folks,

One of my favorite games from my 8-bit days was a game called "Rails West". I'm not even really sure of the maker of the game, except I think it may have been SSI. If anyone has any info on where I can get an .XFD, or original of this game, I would appreciate it!

Thanks,
Goofy

1283. WTB Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-26 00:00:00 UTC
From: Bill Fairbanks <BILLFAIRBANKS@worldnet.att.net>
Message-ID: <6pe71a$1s1@bgtnsc02.worldnet.att.net>
Source record: 61098

Want to buy a mint, working Atari 400. Unit with a box
manual, etc. is preferred. Let me know what you have
and what your asking for it.

Thanks

Bill Fairbanks

1284. 8-bit cartridges Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-26 00:00:00 UTC
From: "m.j.beau" <mjxbeau@texas.net>
Message-ID: <35BAA5C6.3562@texas.net>
Source record: 61099

```
Wanted to Buy: Atari 8-bit cartridges, prefer with instructions.
I would like to get Midnight Magic as well as some others.
Please e-mail your list with prices.

-- sig file --

---> SPAM-BLOCK engaged; for REPLY mail please
remove the 'x' from mjxbeau@texas.net

** End of Data **
```

1285. my 130xe has just come out of the cobwebs

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-26 00:00:00 UTC
From: umii@my-dejanews.com
Message-ID: <6pfv57$k2f$1@nnrp1.dejanews.com>
Source record: 61100

Hi,

I found my old 130xe after who knows how many years, booted it up and it all works fine :), couldn't believe it...

I've just spent a couple of days going through my old software, and have been inspired to back it up on my p.c. for a bit of security and posterity, I've read the post's with ref. to SIO2PC and emulators etc., but there's allot to chose from, is there anyone in the u.k. supplying these or who fancies giving me a hand getting going.

Also most of my small boot software is compiled onto single disks with varying non DOS menu systems :), wondered if these conversion programmes would cope with this or would I have to convert the files back to single disk.

rgds

Mark

p.s. been playing ballblazer, by lucus films, I'd forgotten how much fun computer games used to be ;)...

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1286. 130xe out of storage (pos. duplicate sorry)

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-26 00:00:00 UTC
From: umii@my-dejanews.com
Message-ID: <6pg07glig1@nnrp1.dejanews.com>
Source record: 61101

Hi,

I found my old 130xe after god know how many years, booted it up and it all works fine :), couldn't believe it...

I've just spent a couple of days going through my old software, and have been inspired to back it up on my p.c. for a bit of security and posterity, I've read the post's with ref. to SIO2PC and emulators etc., but there's allot to chose from, is there anyone in the u.k. supplying these or who fancies giving me a hand getting going. Also most of my small boot software is compiled onto single disks with varying non DOS menu systems :), wondered if these conversion programmes would cope with this or would I have to convert the files back to single disk.

rgds

Mark

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1287. Atari800Win: lowercase letters?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-26 00:00:00 UTC
From: omar <h0444job@student.hu-berlin.de>
Message-ID: <35BAE339.980191C@student.hu-berlin.de>
Source record: 61102

dear newsgroup,

i am using atari800win 2.2 with a german win95 and german keyboard.

i really would like to know how to make lowercase letters (in basic, for example)?
i searched the readme and tried any key...i asked this question before here, but noone answered...is it possible or not? is it so simple i canï¿½t see it?

thanks for any help

omar

1288. [Ad] Microsoft for Atari Fans?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-26 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6pf5lv$b33@news2.tds.net>
Source record: 61103
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Atari Fans! Finally, a great Microsoft product that you can actually
use!

Guaranteed not to crash! (Although, it does burn quite well.)

Priceless!
(Slightly higher in Canada)

is pleased to announce the immediate availability of fine, handcrafted
writing paper:

100% Hand-made
100% Recycled
100% Post-Microsoft content

OK, not so fine actually. I'm just starting this and am learning as I
go - but it's getting better looking every batch, and is perfectly
useable writing paper - measuring approximately 8.5x11 inches.
Guaranteed to be 100% repulped Microsoft documentation and MS
generated printouts. Careless bugs (or features, in Microsoft
parlance) and the occasional dog hair (this is a *small* operation,
and my huskies like to help me with everything <grin>) included
free-of-charge if I happen to miss them.

This is the first in a series of Atari-related (and other alternative
operating systems, to a lesser extent) items that I will be making
available. I'll have information on these products up on my TDS
website soon. This is just an attempt to raise a small amount of
capital to enable me to pursue some grander projects.

Contact me for more information on the paper:

tross3@hamtel.tds.net

****
Atari authors/FAQ writers & Compilers - please contact me at the same
email address.

Thanks!

Terry Ross
P.S.: Sorry for the cross-post, any complaints please email me
directly, to prevent cluttering up the two Newsgroups.
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:

SUM ERGO COGITO

1289. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-26 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_901456883@rtfm.mit.edu>
Source record: 61104
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

1290. Dataque Turbo-816 utils

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-26 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdb8a5$d360e820$f2374382@vidar>
Source record: 61105

Anywhere to obtain the disks that came with the 816 ? I bought it from Terry Ortman and it was stated it had the utilities to use it. I just got round to checking the one disk he claimed included all I needed and it was just docs and some .ASM files. No assembler, no utils at all. Everything useful of info on the 816 would be appreciated a lot! Thanks and take Atarian care

1291. Where is Yogi Archive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-26 00:00:00 UTC
From: followell@dynasty.net
Message-ID: <35bc750a.68752688@news.supernews.com>
Source record: 61106
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari

Is Yogi's 8 bit archive gone for good? I've posted several
times asking for the url. I always get posts like "do a yahoo search".
This does not good because it just returns a two year old url. Several
people always reply with mirror addresses, but these usually come and
go like the wind.
Does anyone know the url for THE Yogi site or know of what
happened to it? If it's gone, does anyone know the url of a reputable
mirror that will be there for more than a day or two? Any help would
be greatly appreciated. TIA.

Sincerely,
- Byron Followell
followell@dynasty.net (Home & preferred address)
Byron_Followell@tmmna.com (Work address)
Homepage: http://www.geocities.com/heartland/acres/6391/

Reach me by ICQ. My ICQ# is 13014170 or,
* Page me online through my Personal Communication Center:
http://wwp.mirabilis.com/13014170 (go there and try it!) or,
* Send me E-mail Express directly to my computer screen
13014170@pager.mirabilis.com

1292. Re: 130xe out of storage (pos. duplicate sorry)

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-26 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6pg103$8lo$1@plug.news.pipex.net>
Source record: 61107

Well, I'm in the UK and despite trying have had no luck getting progs to and fro Atari and PC. I think the FaST Club sold SIO2PC cables, software and advice at one point but I could be wrong.

Where are you in the UK?

Gareth.

(Remove _ to reply.)

1293. WTB : PAL Atari 8-bit with 256K or more

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-26 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdb8cf$324d26e0$b0374382@vidar>
Source record: 61108

I would like to get a PAL machine, with at least 256K and if there's more goodies in it, excellent. Like Pokey Stereo upgrade and such

Offers please, please, please. This is my third try to get a PAL machine :-(

1294. Re: Where is Yogi Archive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-26 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998072622241200.SAA03170@ladder01.news.aol.com>
Source record: 61109

ftp://matrix.ibb.waw.pl/pub/a8/ is even better than Yogi's archive...

Take care,
Bertrand M. (LEXX)

1295. FS: 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-26 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <6pgbh9$o69$1@news3.alpha.net>
Source record: 61110

```
Springer
K-RAZY KRITTERS
Robotron

...make offer on any or all of these...
```

1296. Dark Chambers boxed

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-26 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <6pgbjb$o6n$1@news3.alpha.net>
Source record: 61111

```
This cart is for the 8-bit line of computers.
Make me an offer if interested...
```

1297. Atari screen capture

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-26 00:00:00 UTC
From: peter@soemtron.handshake.de
Message-ID: <6y$$2DzpzHB@peter.soemtron.handshake.de>
Source record: 61112

Howdy !

I need the game graphics of some atari programms. But I don't know how to convert them into some pc-usable files. My idea is, using an emulator and grab them outthere into .gif or something else. But how can I do that? XL-it and PC XF don't have such a option :-(

...

-thomas

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1298. Ultima II Atari 400/800 MIB $0.01 Starting Bid

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: ebaked@webtv.net
Message-ID: <6pgmam$tg6$1@nnrp1.dejanews.com>
Source record: 61113

Hi,

I have a copy of Ultima II for the Atari 400/800 that is Complete and MIB. The game is currently listed at eBay. The auction only lasts for 3 Days, and it ends on 7-29-98. Bidding starts at $0.01, with no reserve price. Go to eBay for complete information at:

http://www.ebay.com

Do a search for Ultima Atari, or enter item #22930675 in the item # search box. Try this link also:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=22930675

Email me if you have any questions.

Thanks,

Joe

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1299. Re: Atari screen capture

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdb8fb$6ad22160$a5374382@vidar>
Source record: 61114

Can't this be done under Win 95 ? I think it is just to start up the
emulator and run the game, then press PRINT SCREEN, press ALT+TAB and start
up the graphics program and press INSERT.

Hope it works, it does on most other things. Take care.

Thomas Havemeister <peter@soemtron.handshake.de> wrote in article
<6y$$2DzpzHB@peter.soemtron.handshake.de>...
>
> Howdy !
>
> I need the game graphics of some atari programms. But I don't know how to

> convert them into some pc-usable files. My idea is, using an emulator and

> grab them outthere into .gif or something else. But how can I do that?
XL-
> it and PC XF don't have such a option :-(
>
> ...
>
> -thomas
>
> request my public key. ....Sturz des Zaren!
> --
> 6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
> *(MEGA) 8-b�t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !
>

1300. Atari Windows font

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <01bdb909$083b7340$4689eed0@jimk>
Source record: 61115

Where is the Windows based Atari fonts? Thanks.

1301. Definitive Known Software Lists (cartridge and CD) [07/27/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <35c15d6e.3614958@nntp.ix.netcom.com>
Source record: 61116
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

The Video Game Advantage Definitive Known Software List Collection

If you are looking for the most complete, detailed software lists
available you have found them. And the best part is that they are all
in a standardized format, so you can change system files without
having to learn a new style or format! Currently 32 of the 40 planned
files are on-line (2600, Intellivision, NES, Odyssey2, Sega CD, SMS,
SNES, and TG-16 all still need some work, and will be on-line as
soon as possible).

32 bit and 64 bit video game systems:

3DO REAL Interactive Multiplayer
Amiga (?Commodore?) CD32
Atari Jaguar / Jaguar CD
Nintendo 64
Nintendo Virtual Boy
Sega 32X
Sega Saturn
Sony Playstation
Tiger Game.Com

16 bit video game systems:

Philips CD-i
Sega CD
Sega Genesis
SNK Neo Geo / Neo Geo CD
Super Nintendo

8 bit video game systems:

Atari Lynx
Nintendo Entertainment System (NES)
Nintendo Game Boy
Sega Game Gear
Sega Master System (SMS)
Turbographx-16, CD, & Duo

Classic video game systems:

Atari 2600
Atari 5200
Atari 7800
Bally Astrocade

Colecovision
Emerson Arcadia 2001
Fairchild Channel F
GCE Vectrex
Magnavox Odyssey2
Mattel Intellivision
Milton Bradley Microvision
RCA Studio II

Classic computers:

Atari 8-bit computers
Coleco Adam computer -- see Colecovision
Commodore 64 / 128 computers
Commodore Vic-20 computer
IBM PC Jr. computer
Mattel Aquarius computer
Radio Shack Color Computer
Texas Instruments TI 99/4A Computer
Tomy Tutor 16-Bit Graphic Computer

*****

If this is of interest to you, the URL is:
http://www.io.com/~vga2000/

and the link is in the "Collectors Corner" section.

And before anyone else asks; if the game isn't on one of my FS/T
lists, it isn't FS/T :)

Michael

P.S. My old e-mail accounts all still work, but I'd prefer it if
people would begin to use the *new* account. Thank you!

NOTE: If rec.game.video.classic holds true to form someone
will follow up my announcement with lies and/or attacks. I left
that newsgroup approximately 2 years ago, and except for 2 days
in August 1997, I haven't read or posted there since (unless it was
to cross-post an occasional web site addition announcement or,
when I still did so, to occasionally cross-post four -- not 6 -- FS/T
lists).

However, I still receive e-mail from people who tell me that some
there are STILL talking about me. Very touching, now grow up!

For the record, I will continue to cross-post these types of
announcements there because the vast majority of the people
on RGVC probably enjoy video game related activities more
than the RGVC tradition of seeing how far you can stick the
"verbal knives" into someone.

If you are tired of wading through the lies and attacks here on
Usenet, and you would like to know my real position (on anything),
as opposed to what some with tell you is my position, then you
should either pay attention to what I say (or have said), or you
can ask me. I'll be happy to detail my TRUE position for you. :)

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1302. Need Help with SIO-Protocol

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: Rene Ermler <garfieldxxx@geocities.com>
Message-ID: <35BC46B2.467477D5@geocities.com>
Source record: 61117

Hello Developers,

I need a little Help with the SIO-Protocol between Atari800 and 1050.
I want to write a SIO2PC-like Floppy Emulator under a linux OS.
So i build a SIO2PC Cable (with the 1498) and downloaded the SIO2PC
for MS-DOS. (this works excellent).
Next i read sone technical references about SIO and DOS 2.5. (The
SIO-Protocol
seems to be easy)
I downloaded a Sourcecode called "femul.c", compiled it, but the
program seems not to work. I changed the Sourcecode, made some
debugoutput
and came to the following problems:

1st: is there somthing in the checksum-calculation i dont undrstand ?
the atari sends at first a status request to the floppy D1:, with
ddevic=0x31, dcomnd=0x53, daux1=0 and daux2=0, but the checksum is
0x04 !
How is the checksum caluated ? in the SIO-description i read, the
checksum
is the sum of the first four bytes, with the carry added back. but
this
is not 0x04 but 0x84 ?

2nd: I tryed to ignore the wrong checksum and sendet back an ack (0x41)
and an
complete (0x43) and then the status frame:
0x10 0x00 0x01 0x00 and checksum 0x11.
i expected, the atari will send a READ on D1:, but i got an status
request
again.

3rd: How can i check the responses of the Floppy Drive ?
I wrote a program to "sniff" the serial line, but I can't see the
Packets of the Floppy .
(I know, i have my Read-line coupled with the Read-line of the
Floppy
and the Write-line of the Floppy. I need a way to see BOTH signals)

Has anybody an idea, or some reference materials for me ?

BTW: my equipment:
Atari 65XE (equal to 800XE) with Floppy 1050

rene

--
****
Rene Ermler
mailto:garfieldxxx@geocities.com
mailto:garfieldxxxx@yahoo.com

1303. Re: Atari screen capture

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: Tim Knigge <tim@asset-control.com>
Message-ID: <35BC58AC.F9848B80@asset-control.com>
Source record: 61118

Try using Paint Shop Pro, excellent for screen/window/region dumps.
URL: www.jasc.com

Thomas Havemeister wrote:

> Howdy !
>
> I need the game graphics of some atari programms. But I don't know how to
> convert them into some pc-usable files. My idea is, using an emulator and
> grab them outthere into .gif or something else. But how can I do that? XL-
> it and PC XF don't have such a option :-(
>
> ...
>
> -thomas
>
> request my public key. ....Sturz des Zaren!
> --
> 6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
> *(MEGA) 8-bï¿½t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1304. Re: looking for a particular atari-game

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: David Hopcroft <davidh@cdex.co.uk>
Message-ID: <01bdb951$651e0e40$60cb30a4@etlcolpc23.ericsson.se>
Source record: 61119

Was the labyinth in 3D isometrics and you moved form room to room a bit like the ultimate games on the spectrum???

Did you have to keep the ball pumped up with air, and if it fell on spike it got a puncture and flew around the room.

If so, I think I know the game you are looking for, I cannot remember the name either (it may have been called "airball"?)

I think I have a copy at my mum's house, where my ST currently resides, if not I know someone else who may have a copy, or even my copy:(.

I'll ask around when I go mum's at the weekend.

BTW. If this WAS the game then the game was for the ST range of computers, and I think ran on any of the ST range, as the use of a mouse would indicate.

It was a good game though.

1305. WTB: MIDI Interface for 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: Brian Whitman <bwhitman@wpi.edu>
Message-ID: <Pine.OSF.3.96.980727075827.8418A-100000@wpi.WPI.EDU>
Source record: 61120

I'm looking for a MIDI interface for an 8-bit atari that someone would
like to sell. Please get in touch with me if you have one.

Thanks,
Brian

Brian Whitman - bwhitman@wpi.edu
http://www.netspace.org/users/bwhitman
"..."

1306. Re: Need help with my 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998072715362401.LAA05355@ladder03.news.aol.com>
Source record: 61121

You're right. You have true double density disks that cannot be read on a stock 1050. You can modify the 1050, but a better approach might be to use a PC program that reads Atari double density disks on a PC. I know that there are lots of folks in this newsgroup that know of that program, so a little help here?

Bostone1@aol.com

1307. Commercial program resource

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <6pido4$qd9$1@news.asu.edu>
Source record: 61122

Hello, Atarians,
I am a low-level 8-bit user. Really, I got it to run
kid programs. But I observe a phenomenon in the A8 world
that I also see in the ST and TI worlds.

You can go to umich or other FTP sites and get the index,
which tells you in a thumbnail what a program does, so you
can search for things that do sort of what you want. In the
case of SW or PD found on anonymous FTP sites, that is
usually good enough to pull something down and try it, and
if it doesn't do what you wanted, fine. But consider the
case with commercial software:

1. It is (and should be) available from vendors or private
owners, but you pay money for it and wait for it to arrive;
except in rare cases where there is a PD demo on the 'Net,
you don't know whether the program is really what you want
until you get it. Now, if they were available in a store
(like they used to be) and you could handle the box, look
at the graphics, and read the blurbs, you could derive SOME
info about the program.

2. These sources almost universally provide nothing more
than the name of the program. Except for "Game", "Text
Editor", or even "Utility", you have very little clue
what the program does. This is even less than the index
on FTP sites! Are there descriptions of what these programs
are anywheres out there?

3. Possibly most of these commercial games had been reviewed
in a paper magazine long ago. Granted, sometimes these magazines
are available from the same vendors/previous owners, but it
would be awfully roundabout to buy a handful of magazines in order
to look through the reviews/advertisements in the hope of finding
out more about a program offered name-only on the 'Net.

So I have a question and a proposal:
Is there a resource that describes what a program does, hopefully in
greater detail than an FTP site index, for most of the programs
created for commercial sale for the Atari 8-bit?

OR, if people are scrambling about what to put in their 'Netzines
or even hardcopy magazines (and would like to attract subscriptions
from the newcomers), howsabout reviews of old commercial programs,
even if you know these same programs had already been reviewed
ten years ago in "Antic" or whatever.

--
****
* David Ormand | Be Different! *
* dlormand@aztec.asu.edu) | Support resistance computers! *
* Tucson, Arizona | TI-99/4A Atari ST *

1308. Re: 130xe out of storage (pos. duplicate sorry)

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: umii@my-dejanews.com
Message-ID: <6pij1r$7jq$1@nnrp1.dejanews.com>
Source record: 61123

In article <6pg103$8lo$1@plug.news.pipex.net>,
"Gareth" <garethd_@dial.pipex.com> wrote:
> Well, I'm in the UK and despite trying have had no luck getting progs to and
> fro Atari and PC.

I think I'll have a go at bulding one :), probably give it a go on my old 800
or 400 first though, (just can't seem to throw anything away...*sigh*)

Theres no fun in computing anymore, I remember the days when I would sit
shaking my disk around in the diskdrive trying to make a bad sector in the
right place...

never could afford an arciver :)
>
> Where are you in the UK?

Sunny Stevenage Herts... any where near ?, you could come and laugh at me
when I blow both computers up :)..

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1309. Re: Commercial program resource

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6pikop$5mq$1@alexander.INS.CWRU.Edu>
Source record: 61124

David.
No need for magazines or online info.
All you need is spread sheet, data base, word processor,
maybe a fancy printing prog, telecomm and games.
So here' your best bet for all of above on A8.
SynCalc (not my favorite)
VisiCalc (my favorite)
There isn't really a powerful and good data base,
but SynFile will do.
Word processor (NOT Desk Top Publisher):
AtariWriter Plus, there are others.
Actually Speed Script is very servicable and is from a magazine,
so not pd, but people have it (umich probably)
And there are Text Pro people, love that one, an upgraded Speed Script.
For telecomm. BoBTerm is the standby. For 80 col and fancy theres
Flickerterm (freeware) and probably the best for 80 col IceT (shareware).
GAMES? Zillions and zillions, just do Pac Man, Star Raiders.
Also there's war games, sort of a class by themselves and children's
programs.
So, That's all you need. Unless you plan to do programming outside
of built in Atari BASIC, then Mac65 or MAE, ACTION!, Turbo BASIC.
That's really enough for anyone.
Russ

1310. Re: Dataque Turbo-816 utils

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdb999$3a379d20$ce374382@vidar>
Source record: 61125

I know :-) But, he wasn't to polite in his emails. I wasn't either after he threatened with lawsuits (excuse me, LAWSUITS). Not a pleasing person to deal with. But, do anybody have the utilities or has everybody thrown it away ? Hope not! Thanks in advance and take Atarian care

ronf1@my-dejanews.com wrote in article <6pi668$ld9$1@nnrp1.dejanews.com>...
> If you sent Terry Ortmn any money you should be gald you got ANYTHING in
> return (except excues). You fared better than others.
>
> Ron
>
>
>
> In article <01bdb8a5$d360e820$f2374382@vidar>,
> "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> > Anywhere to obtain the disks that came with the 816 ? I bought it from
> > Terry Ortman and it was stated it had the utilities to use it. I just
got
> > round to checking the one disk he claimed included all I needed and it
was
> > just docs and some .ASM files. No assembler, no utils at all.
Everything
> > useful of info on the 816 would be appreciated a lot! Thanks and take
> > Atarian care
> >
> >
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
>

1311. Need help finding files

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: Greg Littlefield <gregandi@DIE!SPAM.eden.com>
Message-ID: <6pj3stiel1@boris.eden.com>
Source record: 61126

If anyone out there still has access to GEnie (and if they still have their 8-bit archive), I'd appreciate any help you could give me with locating some .PIC and AMP2 (Antic Music Processor) files that I made a while back.

I'd also like to find an Express Pro! sysop who can find a couple modules I wrote for it. One played the "have you played..." jingle when someone logged on and the other was an access level-controlled menu setup...

Thanks in advance and be sure to take the NO!SPAM out of my email address when replying!

Greg Littlefield
Austin, TX

1312. Need help finding files

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: Greg Littlefield <gregandi@DIE!SPAM.eden.com>
Message-ID: <6pj3tiiel2@boris.eden.com>
Source record: 61127

If anyone out there still has access to GEnie (and if they still have their 8-bit archive), I'd appreciate any help you could give me with locating some .PIC and AMP2 (Antic Music Processor) files that I made a while back.

I'd also like to find an Express Pro! sysop who can find a couple modules I wrote for it. One played the "have you played..." jingle when someone logged on and the other was an access level-controlled menu setup...

Thanks in advance and be sure to take the NO!SPAM out of my email address when replying!

Greg Littlefield
Austin, TX

1313. Need Power Adaptor for DD

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: timgroove@aol.com
Message-ID: <1998072721053000.RAA13165@ladder03.news.aol.com>
Source record: 61128

Looking for a working power adaptor for my 800xl
Disk Drive. Anyone have an extra one to sell?

Thanks,

Tim

1314. Music Disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <6piql7$ce8$1@kohl.informatik.uni-bremen.de>
Source record: 61129

I think I've asked this before, but what was the name of that Music Rip disk
that had the opening music of "Hotel" (Hotel California) with some DLI color
bars and also the Spinnacker Aerobics tunes in it? [And where can I get it?]

Thanks,
Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/
"THE TEAM... ON DOPE" -- Tour De France '98

1315. Re: Need help with my 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: vairxpert@killspam.hotmail.com
Message-ID: <35bce918.834993@news.netnitco.net>
Source record: 61130

Just want to thank everybody that responded to my message.

Turned out that the 1050 drive I picked up a while back is actually a
HAPPY modified drive and works great with those disks, good deal for a
$1.25 :) As far as the games that wouldn't work, I found out that I
need to press Option while turning on the computer so that BASIC does
not load.
Also built an SIO2PC cable so now I really have one awesome setup :)

bostone1@aol.com (Bostone1) wrote:

>You're right. You have true double density disks that cannot be read on a stock
>1050. You can modify the 1050, but a better approach might be to use a PC
>program that reads Atari double density disks on a PC. I know that there are
>lots of folks in this newsgroup that know of that program, so a little help
>here?
>
>
>Bostone1@aol.com
>

George Torch

Collector and restorer of early to mid 60's classic cars
Also into Snowmobiling, Motorcycles, S&W 9MM Guns, Video Games and R/C Trucks.

Remove killspam. to reply

1316. Re: Dataque Turbo-816 utils

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPG.10269e5441e483f79896c7@client.sw.news.psi.net>
Source record: 61131

Try getting on the Atari8 news server. There seem to be
a lot of people playing with the 16bit stuff there.
Point your news reader software towards the server at:

zwieracz.pse.pl

Subscribe to the listserv.atari8-l newsgroup on that server.

Oscar

In article <01bdb999$3a379d20$ce374382@vidar>, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> says...
> I know :-) But, he wasn't to polite in his emails. I wasn't either after he
> threatened with lawsuits (excuse me, LAWSUITS). Not a pleasing person to
> deal with. But, do anybody have the utilities or has everybody thrown it
> away ? Hope not! Thanks in advance and take Atarian care

1317. Re: Commercial program resource

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <6pitcprps1@news.asu.edu>
Source record: 61132

>No need for magazines or online info.
>All you need is spread sheet, data base, word processor,
>maybe a fancy printing prog, telecomm and games.
>So here' your best bet for all of above on A8.
(etc.)

Well, thanks, Russ, I'll keep this as a guide in case I want
to try these out, except my TI does fine for productivity
purposes.

But it still doesn't answer the larger question of:
Given the wealth of commercial titles available
through vendors or private resellers, how do you
know what you're looking at?
--
****
* David Ormand | Be Different! *
* dlormand@aztec.asu.edu | Support resistance computers! *
* Tucson, Arizona | TI-99/4A Atari ST *

1318. Re: Music Disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998072722452700.SAA26319@ladder01.news.aol.com>
Source record: 61133

Music Kaleidoscope?
Try http://www.tu-chemnitz.de/~sgl/atari/ and enter the demos section.

Bertrand M. (LEXX)

1319. Wanted: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <35bd0503.7212813@news.demon.nl>
Source record: 61134

Who's got a Atari 130XE for sale?

Looking for people in Netherlands!!
Or if you have a GOOD price?!?

Louis van Eijk

1320. Atari Logo

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: vladster@odyssee.net
Message-ID: <6pj1bh$l54$1@news.quebectel.com>
Source record: 61135

Hello there,

I just bought Atari Logo Cartridge for 29 cents (Canadian)! I was wondering if there is any info about it on the net and what would be the best books to get for it. Thanx,

Vlad

1321. Re: Need help finding files

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35BD0D6D.8897E94A@sisna.com>
Source record: 61136

Contact me direct without spam in your name and I will look for those you wrote on the old Express! Professional archive I have both from Keith and what was uploaded to The Repair Shop.

bob

1322. FS: Loaded Atari 7800 system

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: Steve Skrzyniarz <stevesk@inreach.com>
Message-ID: <vX7v1.55$BL2.122899@news.inreach.com>
Source record: 61137
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,misc.forsale.computers.other.misc,rec.games.video.classic,sbay.forsale

Atari 7800 system, complete in box with instructions, including:

two 7800 controllers
two paddles
two driving controllers
two keypads
the Star Raiders keypad
an Asteroids-style 5-button controller
two mini Amiga joysticks
and a ton of 7800 games (most in box with instructions) including
Double Dragon
F-18 Hornet
Kung Fu Master
Pete Rose Baseball
Super Skateboardin'
Title Match Pro Wrestling
Tomcat F-14
Alien Brigade
Asteroids
Ballblazer
Barnyard Blaster
Basketbrawl
Centipede
Choplifter
Commando
Crack'ed
Crossbow
Dark Chambers
Dig Dug
Donkey Kong
Donkey Kong Jr
Fight Night
Food Fight
Galaga
Hat Trick
Impossible Mission
Jinks
Joust
Karateka
Midnight Mutants
Motor Psycho
Ms. Pacman
One-on-One Basketball

Planet Smashers
Pole Position II
Realsports Baseball
Robotron
Summer Games
Super Huey
Tower Toppler
Xenophobe
Xevious
Waterskiing

This item is for sale through EBay auctions. To bid on the Atari 7800 package, click this link:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=23040559

Winning bidder will prepay with cashier's check or money order, and will include $20 shipping and handling. Email me with questions. Thanks and good luck!

Steve Skrzyniarz
San Francisco, CA
stevesk@inreach.com

1323. FS: rare Atari 2600 Chase the Chuckwagon cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: Steve Skrzyniarz <stevesk@inreach.com>
Message-ID: <wV7v1.54$BL2.121708@news.inreach.com>
Source record: 61138

Atari 2600 cartridge only available through 80's dog food promotion. You won't see this for sale ever again!

No box or instructions, cart in good shape.

This item is offered on the EBay auction site. To place a bid, follow this link: http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=23039679

Winning bidder will prepay with cashier's check or money order, and will include $3 shipping and handling. Email me with questions. Thanks and good luck!

Steve Skrzyniarz
San Francisco, CA
stevesk@inreach.com

1324. Re: Commercial program resource

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998072723224500.TAA01817@ladder01.news.aol.com>
Source record: 61139

A resource would be a good idea, but do you realize there were more than 15,000 programs released?

Bertrand M. (LEXX)

1325. FS/T Atari Touch Tablet

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: Ken Williams <kbs@xmission.com.zz>
Message-ID: <35BD65CD.9282494F@xmission.com.zz>
Source record: 61140

I have an Atari Touch Tablet with Atari Artist software I'd like to get rid of. I'm willing to trade or sell. The box says that it is compatible with any Atari home computer with min. 16K RAM. It also states that you can save your drawings if you have a disk drive or program recorder. I do not have a computer, so I do not know if it is functional. However, it comes in it's original box (good condition) and the touch tablet & pen itself are in excellent condition. The manual is missing, but it does have the original warranty cards. If wanting to trade, I'm mostly interested in carts for the 2600, 5200, TI-99/4A or the Intelly. Any questions, let me know.

Ken Williams
kbs@xmission.com.zz
(Remove .zz when replying.)

1326. Re: Dataque Turbo-816 utils

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <6pjq4mfuk1@news.storm.ca>
Source record: 61141

Find the latest version of John Harris' MAE - it fully supports the '816 chip, and is the best assembler available for the 8-bit (IMHO). It's best on expanded memory machines.

There are also books out on programming the '816; unfortunately I've never been able to find any (and I own FTe's Sweet 16 board - bought from Mike in person at the TAF show).

David Paterson

Vidar "Hawk" Olavesen wrote in message <01bdb8a5$d360e820$f2374382@vidar>...
>Anywhere to obtain the disks that came with the 816 ? I bought it from
>Terry Ortman and it was stated it had the utilities to use it. I just got
>round to checking the one disk he claimed included all I needed and it was
>just docs and some .ASM files. No assembler, no utils at all. Everything
>useful of info on the 816 would be appreciated a lot! Thanks and take
>Atarian care
>

1327. cartridge construction

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <901931210@stackbbs.xs4all.nl>
Source record: 61142

Howdy folks

Somebody asked about how to put
together/build cartridges.

Well, American TechnaVision had kits
to built cartridges. But they seem
to have vanished (could somebody in
the US please check this. If I call
them, it's an International call).

Best Electronics has them. And maybe
B&C Computervision too.

Or you might try Video 61. They have
started putting software on cartridge
recently.

You'll find all these addresses in
Michael Current's FAQ.

CU Mathy Van Nisselroy

BTW if you find info in binary form,
please tell us.

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1328. Standards/info collection

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <901931211@stackbbs.xs4all.nl>
Source record: 61143

```
Howdy all

Re: Collecting info

Why not put the file John K. Picken
mentioned on POOLDISK? Same goes for
the stuff Mattias Belitz mentioned.
But please, in 8 bit readable form.

Re: standards (XFD, ATR, DCM, Sparta,
etc.)

Don't throw out DCM. It's the only
true standard (for "diskimages") for
8 bit Atari's. And I mean REAL 8 bit
Atari's, not emulators.

CU Mathy Van Nisselroy
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1329. Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-27 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <901931209@stackbbs.xs4all.nl>
Source record: 61144

Howdy all

Re: Atari Classics magazin

Please don't reduce the size. I
already pay 38 US Dollars for AirMail
to Europe. For me paper is better
then via Internet. For a diehard 8
bitter, I don't have the means to
view even the simplest of
pictures/schematics on my computer.
And paper magazins are easy to read
in the garden, in bed or the
bathroom....

If I understood Bob right, he has
enough stuff to put in AC. What he
lacks is people who can do the layout
and stuff like that (maybe even copy
the AC disk, stuff envelopes, put
address labels on them). I'd like to
help, but the distance and the fact
that the PC and I will never be
friends will probably stand in the
way :-).

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1330. Re: Commercial program resource

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <35bd28f6.1099757@allnews.infi.net>
Source record: 61145

> Given the wealth of commercial titles available
> through vendors or private resellers, how do you
> know what you're looking at?

Actually, for me part of the fun of playing around with emulators and having the various archives available is just seeing what some of the files are. I remember quite a bit from having had subscriptions to Antic and Analog about what was commercially available, and of course you can read some of the older game reviews and previews on the Antic Online site, but a lot of times I will simply go to an archive, download something I've never heard of before and load it up just to see what happens. I found some interesting stuff this way, especially BASIC programs...

But I know what you mean about reviews and guides. I have always harbored a thought to create a web page of reviews and strategy guides

dedicated to 8-bit computer softs. There is still a lot of fun and playability in some of those old titles.

Dave B.

1331. Re: Preview of Radiant Silvergun and Deep Fear

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998072802525600.WAA04632@ladder01.news.aol.com>
Source record: 61146

Why are you posting this to an Atari 8-bit computer newsgroup?

1332. Re: Commercial program resource

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6pjef0pqt1@pale-rider.INS.CWRU.Edu>
Source record: 61147

(Dave says his TI is good for productivity. And asks how to
know the good from the bad in commercial programs.)
That's a problem for everyone, on every platform, methinks.
By reputation, which is usually not far off.
Since you're not interested in productivity, the assumption
(pardon if wrong) is you're interested in top-notch games
for the A8.
Again, reputation. (I really am trying here). Tastes in games
vary, also. I don't think there are but a mere half dozen
remaining A8 vendors, eg B&C, Bravo Sierra, Video 61, Best
are probably the most likely to have a bunch of stuff and
therefore what you want.
SAY! I got an idea Dave. Whyn't you tell us what you like
(arcade, adventure, war, board) and ask people here, who
have seen just about everything except maybe some PAL
stuff from Europe.

1333. Starsabre's Space Maker Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: starsabre@oui.com
Message-ID: <3544051613.41491948@oui.com>
Source record: 61148

OK, here it is. The greatly anticipated (by my wife, anyway) Space Maker Auction. Here's the story behind the name. I live in an apartment, and most of my collection is boxed up, waiting for the day when I buy a house and start building my game and computer museum. In the mean time, space is a precious commodity, and my surplus is taking up to much space. So, to free up much needed space, I am placing these items up for auction in my very first newsgroup auction.

As many regulars to r.g.v.classic know, I am not a big fan of eBay, and as other auctioneers know, I love newsgroup auctions. With this in mind, anything I don't get bids on (except select system packages) will be somehow repackaged and put on eBay. But I really don't want to do that, so please, if you are interested in it, bid on it here.

And now, the rules:

1) If you bid, and win, you are obligated to buy it. Bid withdrawls can be made before the item is marked sold, but anyone making a withdrawl will not be allowed to participate further in the auction unless an exceptable reason for such withdrawl is given (and this will be on my call only).

2) All bids must be sent by private e-mail. I will not except bids publicly posted in the newsgroup. If your site is screened out by my host site as a known spam oven, I will not be able to accept bids from you unless you have an alternative, more "legit" host site to correspond from. Sites my host screens include juno, hotmail, mailbox, and just added is yahoo. Many other such sites are on this list, but I do not know all of them. As a courtesy to all bidders, I will send e-mail acknowleging receipt of a bid. If you do not get a reply within 24 hours, please resend it.

3) E-mail updates will be sent to all bidders and update requesters on a daily basis. Newsgroup updates will be posted daily in rec.games.video.marketplace and rec.games.video.classic. This initial post and a few as yet undertermined updates will also go to comp.sys.atari.8-bit, comp.sys.cbm, and comp.sys.ti, but since these forums have less relevance, I will not take up their bandwidth excessively.

4) All items have a $1.00 minimum unless otherwise noted. Raises are $1 for bids $1-20, $2 for bids $21 to $75, and $4 for bids $76 and above. Bids must be in whole dollare amounts. The exception is on anything that has a minimum of under $1. These items have minimum raises of $0.25 regardless their bid value (and I will be surprised if any of these items go for more than $0.50, to be honest).

5) All items will be shipped either USPS Priority Mail for smaller pieces, and UPS ground for larger pieces within the US, unless other arrangements are

made. International orders will be worked out on an as needed basis. Insurance will be extra.

6) Payments may be in the form a cheque or money order domestically, and appropriately arranged for international payments. Cheque payment orders will be withheld 5 business days to ensure proper clearance. Money order shipments will go out the day the payment arrives. Trade value payments can also be arranged, if you have something I'd like. A mutually acceptable value of the trade item(s) will be applied to the total bid due at the conclusion of the auction.

7) Conditional bids will be accepted. A conditional bid must be at least $10. Special excpetions can be arranged for lower caps when an items goes into g1...g2...s mode for such situations as going out of town on holiday when an item is in this state, but it must be arranged with me first.

8) If you are bidding on an item from a site that precludes you from accessing your mail on weekends, let me know when you bid on an item, and I will not advance it in g1...g2...s on the weekend. If no such request comes on an item, it will be open to advance on the weekends. I will not accept a global request to not advance anything on a weekend. You must bid on the item you want in order to make this request.

9) The auction is primarily slated to begin 27 Jul 98, and all remaining items will advance into g1...g2...s on 17 Aug 98. However, if bids stall early, still items can begin advancing early. As of 5 Aug 98, any item that has not received a new bid in the previous 3 days will be marked ready to close. A message to this effect will be sent to all bidders and all relevant newsgroups. On the next day, the items will be marked g1. Any items not receiving a bid will advance to g2 the next day. Subsequently, any items not receiving any more bids will sell on the next day. Any time an advanced item receives a new bid, it will be reset to g1.

10) Any items that start advancing early will be open to new bidders, up to 17 Aug 98. On that date, only those who have previously bid on items will be allowed to bid further. As of 20 Aug 98, only those who have bid on a particular item will be allowed to further bid on that item.

11) I reserve the right to remove any item from this auction for any reason. Out of fairness to those who bid on any item that is removed, I will give an honest explaination as to why that item is no longer available. I will also give this information to anyone who asks. I don't see any reason to withdraw anything, but if I do, I don't want it to appear I am doing so on a whim.

12) I reserve the right to decline any bids I feel are unrealistic. I will give a responce to the bidder who is declined, and offer them a chance to make what ever changes are neccessary to make their bid acceptable. If the item they are bidding on is in an advanced state, I may suspend that item from selling if I feel the declined bidder needs the time to make the neccessary correction.

13) In the event of two identical bids coming in, I will take the bid that I determine was mailed first. The way my host site is located on the net, some

sites can get their mail to me quicker than others. If someone from a more removed site sends their e-mail to me 2 hours sooner than someone else whose message arrives at my site earlier, the one who mailed first will get the bid.

14) My site has had problems with both news gating and mail gaiting of recent. If any problems occur during this auction, I will suspend closing advances until the site problem is resolved. Conversely, if a bidder has host site problems that prevent him from getting a message out before the item sells, I may grant a renewal of the g1 phase for that item. I will, however, require a statement be mailed by the host site's administrator stating the nature of the problem (details won't be neccessary) to back your word. If this renewal does occur, only the bidder whose site had problems and the previously victorious bidder will be allowed to bid. I want to be fair to people who have problems beyond their control, but I have to do this in a way that will prevent abuse.

15) Public updates will be terminated on 17 Aug 98, as that will be the date that no new bidders will be welcomed. When the auction is over, I will post publicly the final results for anyone who wants to track the final prices. If you want to be included in the e-mail updates without bidding, let me know and I will add you to the update list.

16) These rules and the supplemental descriptors will not be included in the daily e-mail updates, and will onlyu be posted in the newsgroup updates about once a week. This is to reduce unneccessary bandwidth. If you would like to see them at any time, e-mail me and I will send them to you.

17) Any more rules will be posted if neccessary. I think I coverd all the bases, so I hope this is it.

And now, the auction:

Atari 2600:
6-cart selector ???
This is the item that hs errantly been identified as a video game brain. It holds six carts, and allows you to select between them at a touch of a button. Two of the buttons are damaged, but all six work properly.
Alien 20th Cent. Fox
Amidar Parker Bros.
Asteroids Atari
Atlantis Imagic
Battlezone Atari B
Beany Bopper 20th Cent. Fox
Beat 'em & Eat 'em (sw) Mystique BI $5 min
Blackjack (x2) Atari
Bowling (no end label) Atari
Breakout Atari
Buck Rogers: Planet of Zoom Sega
Canyon Bomber Atari
Casino Atari $0.25 min
Championship Soccer Atari

Chopper Command Activision
Circus Atari Atari
Coco Nuts Telesys
Combat Atari
Commando (White label) Activision
Cosmic Creeps Telesys
Crustal Castles Atari
Defender Atari
Dodge 'em Atari
E.T. Atari $0.25 min
Eggomania US Games
Entombed US Games
ET Atari $0.25 min
Fathom Imagic
Fire Fly Mythicon
Flash Gordon 20th Cent. Fox
Football Atari
Frogger Parker Bros. $0.25 min
Ghostbusters (Blue label) Activision
GI Joe: Cobra Strike Parker Bros.
Hangman Atari
Home Run Atari
Homerun Atari
Ice Hockey Activision
Ice Hockey (Blue label) Activision
Jungle Hunt Atari
Kaboom Activision
Kangaroo Atari
Keyston Kapers Activision
Mega Force 20th Cent. Fox
Midnight Magic Atari
Mouse Trap Coleco
Pac-Man Atari
Pete Rose Baseball Absolute Ent.
Piece o' Cake US Games
Pitfall Activision
Pitfall (Blue label) Activision
Porky's 20th Cent. Fox
Q-Bert Parker Bros.
R.S. Baseball Atari
R.S. Volleyball Atari
Raiders...Lost Arc Atari
Raquetball Apollo
Reactor Parker Bros.
Sea Hawk Froggo
Sea Hawk Froggo
Seaquest Activision
Skiing Activision
Sky Diver Atari
Sky Jinks Activision

Sneak n' Peek Vidtec
Solar Fox CBS
Space Attack Mattel
Space Invaders Atari
Space Jockey Vidtec BI
Space Jockey Vidtec
Space War Atari
Spacechase (no front label) Apollo
Spider Droid Froggo
Spider-Man Parker Bros
Sprint Master Atari
Squeeze Box US Games
Sssnake Data Age
Ssssnake Data Age
Steeple Chase Sears Tele-Games
Super Breakout Atari
Superman Sears Tele-Games I
Surround Atari
Swordquest: Fireworld Atari
Towering Inferno US Games
Turmoil 20th Cent. Fox
Vanguard Atari
Venture Coleco
Venture Coleco
Video Olympics Atari
Video Pinball Atari
Word Zapper Vidtec
Zaxxon Coleco
Atari Power Adapter box Atari
Video Chess Box Atari B $0.25 min

Atari 2600 hardware:
Atari 2600 starter package Atari et al $5.00 min
Includes the machine, p/s, 2 joysticks, and 5-10 games as yet undetermined.

Atari 5200 hardware:
5200 p/s Atari $5.00 min

Atari 7800:
Asteroids Atari BI
Dig Dug Atari

Atari 7800 box:
Scrapyard Dog box Atari

Atari 7800 hardware:
Atari 7800 starter package Atari et. al $20.00 min
Includes p/s, one atari black joystick, one atari proline joystick, 8 2600
games and 3 7800 games.

Atari 8-bit:
Centipede Atari

Defender Atari
Facemaker Spinnaker
Kids on Keys Spinnaker
Kinderkomp Spinnaker
Pole Position Atari

Atari 8-bit box:
Robotron Box (joyst. coupler) Atari B
This box can hold two Atari black joysticks so that one can be used to move and one can be used to shoot. Improves play for 8-bit version and 7800 version.

Atari compatible joysticks:
500-XJ ergonomic joystick Epxy $4.00 min
Command Control Joystick Wico
Commodore 64 joysticks Commodore
The original "Atari-look-and-feel" joystick that Atari forced commodore to change.
Prostick II Newport Controls
Prostick II Newport Controls
These two have an adjustable bushing to change them from 8-dir to 4-dir joysticks. Work great with pac-man clones.

Misc books:
Magic Eye 1995 calendar NE Thing Ent. $0.25 min
OK, so this one's not game related. The 3D part still works.
Pac-Mania! (96 Pac man cartoons) Pinnacle Books
a book with 96 fairly lame pac-man single-frame comics. And example to offer is a pac-man that looks square instead of round. The caption reads, "Prehistoric Pac-Man." A must for the true pac-man fanatic.

C=64:
Miner 2049er Compu-Vid
Pitstop Epyx

C=64 hardware:
Parallel Graphics Interface Micrografix
Use your MX-80 on your 6=64 or Vic-20.

Colecovision:
Donkey Kong Coleco
Facemaker Spinnaker
Facemaker Spinnaker
Omega Race Coleco

Commodore 16:
C-16 Tutor Commodore

Electronic board games:
Electronic Detective Ideal BI

Genesis:
Mickey's Castle of Illusion Sega BI

Handhelds / Table tops:
Comp IV Milton Bradley $3.00 min
Pac-Man table top arcade Coleco
Missing the battery cover.
Sleeping Beauty Micro Games $2.00 min
TI-85 Graphing Calculator TI $5.00 min

Intelevision:
Checkers Mattel
Kool-Aid Man Mattel
Masters of the Universe Mattel $3.00 min
Tron Deadly Disk (white label) INTV

Intelevision hardware:
Intellivision starter system Mattel $5.00 min
Machine with 2 games.

Intelevision overlays:
Burgertime overlays (2) Mattel $0.25 min
Lock 'n' Chase overlay Mattel $0.25 min
Night Stalker overlays (2) Mattel $0.25 min
Space Armada overlay Mattel $0.25 min
Space Battle overlay Mattel $0.25 min

NES:
Arkanoid w/paddle controller Taito $12.00
Bases Loaded Jaleco
Big Bird's Hide & Speak Hi Tech Expressions
mechanized Attack SNK
This game is light gun compatible.
Silent Service Ultra
Snoopy's Silly Sports Spectacular Kemco-Seika
Spot (7-Up) Arcadia I $10.00 min
Star Wars JVC $6.00 min

NES hardware:
500-XJ ergonomic joystick Epxy $4.00
Advantage joystick Nintendo $4.00

Odyssey^2:
Casino Slot Machine Magnavox
Monkeyshines Magnavox
PT Barnum's Acrobats (voice) Magnavox
Type & Tell (requires voice) Magnavox
UFO Magnavox
UFO Magnavox

Odyssey^2 hardware:
Odyssey^2 system w/Speedway Magnavox $5.00 min

Pong clone:
Tele-Action mini TV Game DMS BI $5.00 min
This pong clone contains all the electronics in one of the two handheld
units. Complete in box with instructions and styro, except the game switch

is missing.

Saturn box
Knights box Sega $0.25 min

SNES hardware:
Super Advantage joystick Nintendo $3.00 min

TI-99:
4A Flyer unknown
Adventure (CIB, Cassette) TI BI
Car Wars TI
Donkey Kong Atarisoft
Football TI
Jawbreaker II (x2) TI
Number Magic TI
Pac -Man Atarisoft
Parsec TI
Parsec (CIB) TI BI
Return to Pirate's Isle (CIB) TI BI
Super Demon Attack Imagic
Super Demon Attack Imagic
Super Demon Attack (complete) Imagic BI
Term. Emulator II (Text>speech) TI
TI Extended Basic TI
TI Invaders TI
TI Writer (complete w/disks) TI BI $3.00 min
Tunnels of Doom (loose cart) TI
Tunnels of Doom (no cass) TI BI
Typewriter 99 (cart) Asgard Software I $3.00 min

TI-99 hardware:
TI Jopystick pair TI
P-Box - loaded TI I $10.00 min
Has disk controller and one internal drive, 32K memory, and rs-232 interface.

Vic-20:
Omega Race Commodore

Virtual Boy hardware:
Virtual Boy w/battery and a/c boxes Nintendo $25.00 min

Well, there it is. Hope you saw something you like.

jt august
starsabre@oui.com

1334. ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <CFC0D9075AAC6FE1.6359762AB12B3618.74AE69E60D43AB36@library-proxy.airnews.net>
Source record: 61149

I recently inherited an ATR 8000 interface, but I didn't get any manuals or software with it. Can someone give me a brief explanation of its features and how to use them and/or point me in the direction of any on-line manuals or software?

Thanks!

Jason

1335. Re: Atari Logo

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998072814465600.KAA27925@ladder01.news.aol.com>
Source record: 61150

At www.myatari.com, B&C Computervisions sells the actual manuals for Atari Logo.

Bostone1@aol.com

1336. Re: Atari800Win: lowercase letters?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: David Hopcroft <davidh@cdex.co.uk>
Message-ID: <01bdba3c$d93e8840$60cb30a4@etlcolpc23.ericsson.se>
Source record: 61151

If you simply want to type lowercase letters;

ie."Hello" and not "HELLO"

The shift and caps lock keys both work and cause lowercase letters when pressed
(at least on a US/UK keyboard)

If this is case, holding the Control key and typing letters (ie. CTRL+A, TRL+B,etc.) will give you all the special atari characters.

oOo

If you are asking about "Character Redefinition";

You have to copy or redesign the whole character set in RAM, it's normally held in ROM.
You then modify the location in memory that tells the Operating System where to find this new set you have implemented.

From my memory

1) The new set must be on a 2 or 4K page boundary.
2) Each character is made up of 8Bytes the bit making up the pattern of the character.
3) A character set is only 128 character (1024 Bytes) long.
4) The memory location to alter to point to the new character set is somthing like 756 (Dec) [Called CHRACT]

I am a LITTLE Fuzzy on the specifics of this, It been about 9 or 10 years since I last programmed my 8bit ;-)

Next week I sould get my 8 bit info back in front of me, and can be a bit more specific.

omar <h0444job@student.hu-berlin.de> wrote in article
<35BAE339.980191C@student.hu-berlin.de>...
> dear newsgroup,
>
> i am using atari800win 2.2 with a german win95 and german keyboard.
>
> i really would like to know how to make lowercase letters (in basic, for
> example)?
> i searched the readme and tried any key...i asked this question before
here, but
> noone answered...is it possible or not? is it so simple i can't see it?
>

>
> thanks for any help
>
> omar
>

1337. Atari 5200 Games For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: Atari7800 <usedgame@telepath.com>
Message-ID: <xEmv1.611$h51.948629@newsread.com>
Source record: 61152
Cross-posted to: alt.atari,alt.games.atari,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

```
Wizard of Wor $ 6.50
Mountain King $ 7.00
River Raid $ 6.00
Frogger $ 4.00
Dig Dug $ 3.00
Jungle Hunt $ 3.00
Space Invaders $ 3.00
Qix $ 3.00
Countermeasure $ 2.50
Galaxian $ 3.00

All games for 30.00 plus 4.00 shipping in US
```

1338. Re: Commercial program resource

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <6pksoi$26v$1@news.asu.edu>
Source record: 61153

>A resource would be a good idea, but do you realize there were more than
>15,000 programs released?

I guess I'm not surprised. But even a start, a guide to the more
common/popular commercial programs, would be gratefully used by
a lot of newbies (myself included). Perhaps something like a FAQ,
that could be added on to by several people (particularly those
with goods to sell).
--
****
* David Ormand | Be Different! *
* dlormand@aztec.asu.edu | Support resistance computers! *
* Tucson, Arizona | TI-99/4A Atari ST *

1339. Re: Commercial program resource

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <6pl11h$2gp$1@news.asu.edu>
Source record: 61154

>That's a problem for everyone, on every platform, methinks.
>By reputation, which is usually not far off.
>Since you're not interested in productivity, the assumption
>(pardon if wrong) is you're interested in top-notch games
>for the A8.
>Again, reputation. (I really am trying here). Tastes in games
>vary, also. I don't think there are but a mere half dozen
>remaining A8 vendors, eg B&C, Bravo Sierra, Video 61, Best
>are probably the most likely to have a bunch of stuff and
>therefore what you want.
>SAY! I got an idea Dave. Whyn't you tell us what you like
>(arcade, adventure, war, board) and ask people here, who
>have seen just about everything except maybe some PAL
>stuff from Europe.

Okay, Jim...
What I was aiming at was something that would benefit more
people than just me just right now. For instance, when
Bravo Sierra posts an ad, and you get his catalog and it isn't
anything more than a list of titles, sure, I'd like to support
an Atari vendor, but I haven't a clue what these things are,
other than "Games", "Productivity", etc. When I see a post here
about "F/S: Software" and I look, and it's just a bunch of titles,
I would like a guide to what these things are, to see if I really
would want to buy any. So what I was aiming at was more of a
supply-side thing: "Here's what I've got for sale."
What you are prompting me for is a demand-side thing: "Here's
what I want." This would be fine if I were going to take your
recommendations and stock up NOW (which my budget won't permit).
But besides all that, no, not productivity (necessarily, although
if the Atari did some things better than the TI, I would consider
it), and not games FOR ME (necessarily, although I like games as
much as the next guy, and games on the old platforms (in my
opinion) are more fun than those on peecees). If I WERE in the
market right now (other than browsing vendors' lists and For
Sale messages for bargains), it would be for games appropriate for
children 4-10 in both cartridge and disk formats for an 800.
--
****
* David Ormand | Be Different! *
* dlormand@aztec.asu.edu | Support resistance computers! *
* Tucson, Arizona | TI-99/4A Atari ST *

1340. SIO cables and power supplies needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: Daniel Gibson <kgibson@startext.net>
Message-ID: <35BE3B4A.6B1D758F@startext.net>
Source record: 61155

Hi Gang.

I am in need of 3 SIO cables, and 2 power supplies for the 1050 disk
drives. Anyone have some for sale?

Thanks!

Dan

--
Daniel and Kathy Gibson
http://www.startext.net/homes/kgibson/mainjav.htm
"Home Of Dan's Javelins and AMXs"
http://www.startext.net/homes/kgibson/tracks/main.htm
"Kate's Track Shack - Home of the 75 cent 8-track!!"

1341. Re: Atari 5200 Games For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: Atari7800 <usedgame@telepath.com>
Message-ID: <wirv1.823$h51.1189675@newsread.com>
Source record: 61156
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

Atari7800 wrote in message ...
Wizard of Wor $ 6.50
Mountain King $ 7.00
River Raid $ 6.00
Frogger $ 4.00
Dig Dug $ 3.00
Jungle Hunt $ 3.00
Space Invaders $ 3.00
Qix $ 3.00
Countermeasure $ 2.50
Galaxian $ 3.00

All games for 30.00 plus 4.00 shipping in US

1342. Re: Atari 5200 Games For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: Atari7800 <usedgame@telepath.com>
Message-ID: <ckrv1.824$h51.1190730@newsread.com>
Source record: 61157
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

Atari7800 wrote in message ...
Wizard of Wor $ 6.50
Mountain King $ 7.00
River Raid $ 6.00
Frogger $ 4.00
Dig Dug $ 3.00
Jungle Hunt $ 3.00
Space Invaders $ 3.00
Qix $ 3.00
Countermeasure $ 2.50
Galaxian $ 3.00

All games for 30.00 plus 4.00 shipping in US

1343. Re: Connecting Atari 800 to RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35BE5901.D0FF2B97@sisna.com>
Source record: 61158

No the cables to a 1224 ST type monitor I do not have, Nothing was stated about it being a ST1224 monitor. The cables I have are 2 prong, 5pin din to the computer and one video output, and one audio output. So the composite monitor would be the one. If somone has a Commodore 64 monitor it will work, if somone has an old Apple IIC green screen it will work on the video portion not the audio!.

bob

1344. Re: Commercial program resource

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6pljch$p2l$1@pale-rider.INS.CWRU.Edu>
Source record: 61159

(Dave comments on need for a more detailed review of programs
for A8 for newbies, especially.)
Dave. Ok. Right. My www site doesn't have the ftp right now,
hoping to get it back soon. I'll speak as if my site was working,
which it isn't.
I put a section for Kids&Edu on my site. I put a few paragraphs
overview of a number of children's games. I even hacked 'Math
Encounters' to make it better for children at higher levels.
I see where you're coming from. Of course, old magazine articles
with program reviews could be very helpful. But even mag articles
can be not very useful as the magazine and reviewer were talking
about a real product and had to not burn somebody who was trying
to make a living.
Anyways. Right. Some individual could write some 'overview' of
a particular class of software, as I tried to do for Kids&Edu,
I'm gonna send you a copy, it isn't that long. I strongly
suspect it will not impress you, and you'd be better off with
a collection of reviews from Antic and ANALOG and Compute, etc.
Anyways. Right (I just bought some pc kids software, and I'm
a bit disappointed. Kids Software is sorta a tough thing
to evaluate.)
Russ

1345. Odd request

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-28 00:00:00 UTC
From: Jerry Cornelius <cptvimes@hotmail.com>
Message-ID: <6pm4cu$fn7$1@news.eclipse.net>
Source record: 61160

Hello all,

Here's probably an odd request... Ages ago Matt*Ratt had written a program that allowed you to make ATASCII movies easily. If anyone still has it, I was wondering if you could possibly send it to me at cptvimes@hotmail.com. I'd really like to see this again. Additionally, if anyone has a bunch of ATASCII movies I'd take them too. Hopefully some of mine would be in there and I'd dearly like to see them again for some reason.

If anyone could help I'd really be thankful.

1346. Want to connect dot matrix to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: raymond tautvaisas <tautvaisas@worldnet.att.net>
Message-ID: <01bdbaa2$6ee96620$6466440c@default>
Source record: 61161

My father is wondering if it's possible to connect an Epson dot matrix printer to his Atari computer(s). He's looking for any help on either buying/building cable interface connectors.
tautvaisas@worldnet.att.net

1347. Re: Want to connect dot matrix to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35BF023D.4525CDA2@ix.netcom.com>
Source record: 61162

raymond tautvaisas wrote:
>
> My father is wondering if it's possible to connect an Epson dot matrix
> printer to his Atari computer(s). He's looking for any help on either
> buying/building cable interface connectors.
> tautvaisas@worldnet.att.net

Raymond,
There are a variety of interface units that allow this. Two of the best
are the BlackBox and MI/O. These connect to the parallel bus interface
(XL series)/Extended cartridge interface (XE series). Others include
Atari's 850, ICD's P:R: Connection which connect to the SIO (disk drive)
port and provide RS232 serial port(s) and Parallel printer port. Still
others would be a simple SIO to printer adapter. This is probably the
cheapest, but least configurable. Most of these devices can be purchased
from B&C Computervisions at www.myatari.com . Hope this helps.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1348. Formatting both sides on a XF551

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <PS6ZC31@tos.pl.net>
Source record: 61163

Would like to know how to modify an XF551 disk drive so that I can format
single sided on the reverse side.
Normally you can format as a double sided disk, but as a lot of people
don't have one of these drives, I have to use DOS2.5 on the club disk.

Alan Milne.

--
Mario Becroft	Tariland, Atari user group in New Zealand
mb@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

1349. virus on the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <SS6ZCUB@tos.pl.net>
Source record: 61164

I was reading an old Atari Explorer from the eighties and it mentioned there was a virus on the classic, has anyone out there got any information on this?

Alan Milne

--
Mario Becroft	Tariland, Atari user group in New Zealand
mb@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

1350. flickerterm program

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <WS6ZCBE@tos.pl.net>
Source record: 61165

Does anyone know where to get this comms program from? , or anything
better, offering 80 screen width. I have BOBTERM.
we have club members wanting E Mail connections.

Alan Milne.

--
Mario Becroft	Tariland, Atari user group in New Zealand
mb@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

1351. 6502 Development Group searching for new members

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: wuehl@my-dejanews.com
Message-ID: <6pn4utcmq1@nnrp1.dejanews.com>
Source record: 61166

We are a new programmer group, programming on the 6502 for the ATARI LYNX System. When you are interested in programming on the 6502 please contact me at markus.wuehl@docnet.de

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1352. Re: Atari Windows font

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: stirrell@portland.com
Message-ID: <stirrell-2907980809360001@portland15.portland.com>
Source record: 61167

In article <01bdb909$083b7340$4689eed0@jimk>, "Jim Klein" <jklein@isd.net>
wrote:

>Where is the Windows based Atari fonts? Thanks.

http://www2.bitstream.net/~marksim/atarimac/

-scott tirrell

--
* Scott Tirrell stirrell@portland.com *
* Web Editor, ST Informer Magazine *
* http://www.chatlink.com/~stinformer *
* "Have you played your Atari today?" *

1353. Re: flickerterm program

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <6pn8rceib1@camel19.mindspring.com>
Source record: 61168

Mario Becroft wrote in message ...
>Does anyone know where to get this comms program from? , or anything
>better, offering 80 screen width. I have BOBTERM.
>we have club members wanting E Mail connections.

I've got a couple of versions of flickerterm and one of Ice T on my hard drive. I will put them on my ftp server for a few days, at least until the weekend. If the bandwidth gets nasty I will pull them down, so get them while you can.

ftp.thom.org/pub/atari/

craig

http://www.thom.org/

1354. Re: 6502 Development Group searching for new members

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998072914405700.KAA08844@ladder01.news.aol.com>
Source record: 61169

Lynx and 6502? Is that right?

Bostone1@aol.com

1355. Re: Formatting both sides on a XF551

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: jrojas@my-dejanews.com
Message-ID: <6pnj7e$vf7$1@nnrp1.dejanews.com>
Source record: 61170

In article <PS6ZC31@tos.pl.net>,
mb@tos.pl.net (Mario Becroft) wrote:
> Would like to know how to modify an XF551 disk drive so that I can format
> single sided on the reverse side.
> Normally you can format as a double sided disk, but as a lot of people
> don't have one of these drives, I have to use DOS2.5 on the club disk.
>
> Alan Milne.
>
> --
> | Mario Becroft | Tariland, Atari user group in New Zealand |
> | mb@tos.pl.net | tariland@tos.pl.net |
> | http://www.pl.net/~mario/ | http://www.pl.net/~mario/tariland/ |
>
Just make the notch and punch a new index hole opposite to the existing
one. Hope it helps.

Javier

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1356. Re: Music Disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <6pni7s$26j$1@kohl.informatik.uni-bremen.de>
Source record: 61171

JMouchmino schrieb in Nachricht
<1998072722452700.SAA26319@ladder01.news.aol.com>...
>Music Kaleidoscope?
>Try http://www.tu-chemnitz.de/~sgl/atari/ and enter the demos section.

Wheee! Yes, this is it. Thank you so much!

Bye,
Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/
"THE TEAM... ON DOPE" -- Tour De France '98

1357. SIO Cables and 1050 Power Supplys

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35BF6AA2.A2500F39@sisna.com>
Source record: 61172

I have the SIO cables for $2.00 each 1050 Power supplies for $5.00 ea
shipping included.

bob

1358. Atari 8-Bit CD-ROM for PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35BF7038.9A025F55@sisna.com>
Source record: 61173

I perceive that my previous post on this was not clear? I have finished
version 1.1 of the CD with 9,000 Public Domain and Shareware programs
for the Atari 8-bit about 80% of it was from the Pool Disk, and the rest
from Clubs libraries within the U.S. The price of the disk is $23.00
shipping included, ANYWHERE IN THE WORLD. No additional charge for
Canada, Mexico or Europe, Australia ect...The disk is available anytime
as I burn them myself, not limited to oh well sorry I ran out!

If interested send comments check within the U.S.A. or IMO to :

Bob Klaas
%K-Products
4267 W. Midway Dr.
Salt Lake City, Ut. 84120

Or:
K-Products
P. O. Box 22122 A.M.F.
Salt Lake City, Ut. 84122.

The Post Office Box does get faster mail delivery!

bob

1359. XF551 For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35BF70B4.67B5076A@sisna.com>
Source record: 61174

1 ea Atari XF551 disk drive in good conditon, will gurantee it for 30 days or longer. $41.00 shipping included..comes with SIO cable and Power Supply. Sorry I don't have a manual for it..but will set it as drive 1 and you can figure the other 3 out..no biggie.

bob

1360. (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35BF6D02.A5FFC624@sisna.com>
Source record: 61175

The only way you can do this is to:
1. Buy a leather punch, or borrow one.

2. Your disk has a timing hole on the right side, the XF551 uses this feature, so what you have to do is create a hole in the disk on the left side exactly in the same position as the right side. First of all line up the disk so the the small hole is in the center of the timing hole of the right side, measure over and punch one in the left side same dimentions. Works like a charm.

bob

1361. Re: Where is Yogi Archive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <35bf6a2c.23766081@207.97.159.250>
Source record: 61176

On 26 Jul 1998 22:24:11 GMT, jmouchmino@aol.com (JMouchmino) wrote:

>ftp://matrix.ibb.waw.pl/pub/a8/ is even better than Yogi's archive...
>
>Take care,
>Bertrand M. (LEXX)

you can access through www.hackerz.com yogi archive
the polish archive appears to contain about the same as the yogi one
except for the demos.... your mileage may vary
i havent logged into my archive lately so i dont know whats there
the u/l directory is probably clogged with st stuff

1362. Music software question

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: arickett@kent.edu
Message-ID: <6pnpcg$f23$1@usenet.kent.edu>
Source record: 61177

Can anyone recommend some 8-bit music software? I'm looking for a program that will allow me to compose "keyboard" parts and then play them back. I'd like something flexible in terms of sounds and editing. Has anyone found anything particularly good?

Also, I'm trying to hook up my 130XE to an amplifier and am not having much luck. I know I need a cable to run from the monitor output to RCA phones but no one seems to have one. Has anyone found a good source for this kind of thing?

Thanks,

Alex

1363. Re: (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdbb33$209e1880$3bc3accf@asharkis.erols.com>
Source record: 61178

BobKlaas <bobkla19@sisna.com> wrote in article
<35BF6D02.A5FFC624@sisna.com>...
> The only way you can do this is to:
> 1. Buy a leather punch, or borrow one.
>
> 2. Your disk has a timing hole on the right side, the XF551 uses this
> feature, so what you have to do is create a hole in the disk on the left
> side exactly in the same position as the right side. First of all line
> up the disk so the the small hole is in the center of the timing hole of
> the right side, measure over and punch one in the left side same
> dimentions. Works like a charm.
>
> bob
>

Looks like everyone is intent on getting that second index hole punched.
There are a couple of other options.

One is to format all the backs of the disks in a 1050 (my favorite.)
Remember that an XF551 can read from and write to the back of a disk -- it
just can't format the back of a disk.

The second is to scrounge around for disks with both index holes punched.
The old ANTIC Magazine disks came this way, and I know that Dysan used to
manufacture them.

The third is to ask Bob Puff (CSS) if his kit for modifying the XF551 is
still available. I know that those who used it were very successful with
it.

1364. Re: 130xe out of storage (pos. duplicate sorry)

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: Sean <sean@SPAMTHIS.thegate.demon.co.uk>
Message-ID: <35BF9F8E.MD-0.198.sean@SPAMTHIS.thegate.demon.co.uk>
Source record: 61179

Oh poop, that makes me feel like an outcast up here in Scotland! (less
sunny than Stevenage) If you wanna blow up an 8bit, come round to my
place and burn one of my 800XLs:-) I've been looking for a 400 or 800
for ages, to no avail. The thought of you killing one of these gives
me nightmares...

Gareth, did you get hold of that 850? (I know, I'm a nosey bugger.)

Sean...

> In article <6pg103$8lo$1@plug.news.pipex.net>,
> "Gareth" <garethd_@dial.pipex.com> wrote:
> > Well, I'm in the UK and despite trying have had no luck getting progs to and
> > fro Atari and PC.
>
> I think I'll have a go at bulding one :), probably give it a go on my old 800
> or 400 first though, (just can't seem to throw anything away...*sigh*)
>
> Theres no fun in computing anymore, I remember the days when I would sit
> shaking my disk around in the diskdrive trying to make a bad sector in the
> right place...
>
> never could afford an arciver :)
> >
> > Where are you in the UK?
>
> Sunny Stevenage Herts... any where near ?, you could come and laugh at me
> when I blow both computers up :)..

--
To reply/flame me directly, remove SPAMTHIS from the email address.

1365. Replacement supplies for 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <1998072922352800.SAA10457@ladder03.news.aol.com>
Source record: 61180

Anyone know what supplies can be used as replacements for the 1020?
I assume that the paper is standard, but I have not seen anyplace that sells
replacement pens.

Thanks in advance.

DSolimano
Have an Atari Day /|\

1366. Re: 6502 Development Group searching for new members

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdbb45$23da79a0$b4374382@vidar>
Source record: 61181

Yes, isn't he ? 65c02 or something, but close enough.

Bostone1 <bostone1@aol.com> wrote in article
<19980729144057OO.KAA08844@ladder01.news.aol.com>...
> Lynx and 6502? Is that right?
>
> Bostone1@aol.com
>
>

1367. Atari 400/800 games 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: videogamenut@my-dejanews.com
Message-ID: <6pocci$2fo$1@nnrp1.dejanews.com>
Source record: 61182

price list at http://www.videogamenut.com
Also atari 2600, 5200, 7800 and other classic video games for sale.
Randy

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1368. Re: Atari Logo

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: Nick Chionilos <CHIONILOS@Megahits.com>
Message-ID: <35BFDA4E.9C7B759D@Megahits.com>
Source record: 61183

Vlad,
I saw a book on Atari Logo, and another Fairly decent book full of BASIC games
for the Atari 8-bit computers at a local "All for a dollar" store. Try those kinds
of places!
-Nick

V. Protic wrote:

> Hello there,
>
> I just bought Atari Logo Cartridge for 29 cents (Canadian)! I was wondering if
> there is any info about it on the net and what would be the best books to get
> for it. Thanx,
>
> Vlad

1369. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: Pete Shay <pshay_@_ibm.net>
Message-ID: <35BFDDB6.2600@_ibm.net>
Source record: 61184

Have him e-mail James Mitchell at Games Plus. The e-mail address is
gamespls@micronerd.com

The place is in Phoenix, and I've purchased a lot of stuff from them.
They have a ton of Atari software still in unopened boxes. They could
well have Fractalus for 8-bit. Software is available for Atari game
systems, Atari computers, and Intellivision systems.

The phone# there is 1-888-73GAMES.

Good luck!
pete

Terry & Karen Ross wrote:
>
> Hi,
>
> I recently received an email from a gentleman named Neil Cooper - a
> former owner of a 400. He is wondering where he can find a copy of
> Rescue on Fractalus.
> I checked the recent posts here and I don't see anything from him,
> so I figured I'd ask. I never owned the game, although I remember the
> ads & reviews and know it was pretty popular.... there must be some
> copies out there.
> Does anyone know of a commercial source that he might be able to
> purchase it from? (or want to sell him their copy?). If so, please
> get in touch with Neal - here's his email address (just merge the
> lines - I don't know what he thinks about unsolicited email)
>
> Just @ internet.
> Neil BT com
>
> Thanks,
>
> Terry Ross
> --
>
> http://www.geocities.com/SiliconValley/Peaks/6320/
> The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
> SUM ERGO COGITO

1370. Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-29 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <901931222@stackbbs.xs4all.nl>
Source record: 61185

```
Howdy folks

Re: Atari Classics

Maybe you could ask some of the
EasternEuropean guys to write about
their demo's. That way AC will be
interesting again for those who don't
like all these hardware projects. (I
do like 'em. As long as you don't
need one project to be able to use
the other. For instance, if you'd
need the SmartOS upgrade when you
want the 80 column upgrade or any
other upgrade Bob mentioned in the
RED issue (Fall 1996, Vol.5, #2 aka
the last one that appeared (sp?) up
till now)

CU Mathy Van Nisselroy
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1371. Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6pokee$b8f@news2.tds.net>
Source record: 61037

Hi,

I recently received an email from a gentleman named Neil Cooper - a
former owner of a 400. He is wondering where he can find a copy of
Rescue on Fractalus.
I checked the recent posts here and I don't see anything from him,
so I figured I'd ask. I never owned the game, although I remember the
ads & reviews and know it was pretty popular.... there must be some
copies out there.
Does anyone know of a commercial source that he might be able to
purchase it from? (or want to sell him their copy?). If so, please
get in touch with Neal - here's his email address (just merge the
lines - I don't know what he thinks about unsolicited email)

Just @ internet.
Neil BT com

Thanks,

Terry Ross
--

http://www.geocities.com/SiliconValley/Peaks/6320/
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

1372. Re: virus on the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6pofcc$khn@dailyplanet.wam.umd.edu>
Source record: 61038

Mario Becroft (mb@tos.pl.net) wrote:
: I was reading an old Atari Explorer from the eighties and it mentioned
: there was a virus on the classic, has anyone out there got any
: information on this?

I remember reading about that; I'm not sure to what extent viruses affected the 8-bits, although the closest I probably came was a program that was supposed to make formatting easier under SpartaDOS. But the program instead wrote some kind of thingy in the boot sector that made the disk totally inaccessible. You couldn't format it or anything under any other DOS and had to use a magnet to make the disk "unusable" enough so you could format for real! This was like back in 1990 or so.

1373. Was Trinity ever made for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: lovecraft@aol.com
Message-ID: <1998073006544200.CAA20622@ladder01.news.aol.com>
Source record: 61039

Was Infocom's Trinity ever ported to an Atari platform? And if so, is there any emulator image of it, as in .ATR?

Nick

1374. ssafaf

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: Sachin <sachin@srini.in.ibm.com>
Message-ID: <35C0B764.44F55B1@srini.in.ibm.com>
Source record: 61040

```
fdsffd
Sending a trial mail
```

1375. What is this

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: Sachin <sachin@srini.in.ibm.com>
Message-ID: <35C0B9BC.82C72CB7@srini.in.ibm.com>
Source record: 61041

Alan Sharkis schrieb:

> BobKlaas <bobkla19@sisna.com> wrote in article
> <35BF6D02.A5FFC624@sisna.com>...
> > The only way you can do this is to:
> > 1. Buy a leather punch, or borrow one.
> >
> > 2. Your disk has a timing hole on the right side, the XF551 uses this
> > feature, so what you have to do is create a hole in the disk on the left
> > side exactly in the same position as the right side. First of all line
> > up the disk so the the small hole is in the center of the timing hole of
> > the right side, measure over and punch one in the left side same
> > dimentions. Works like a charm.
> >
> > bob
> >
>
> Looks like everyone is intent on getting that second index hole punched.
> There are a couple of other options.
>
> One is to format all the backs of the disks in a 1050 (my favorite.)
> Remember that an XF551 can read from and write to the back of a disk -- it
> just can't format the back of a disk.
>
> The second is to scrounge around for disks with both index holes punched.
> The old ANTIC Magazine disks came this way, and I know that Dysan used to
> manufacture them.
>
> The third is to ask Bob Puff (CSS) if his kit for modifying the XF551 is
> still available. I know that those who used it were very successful with
> it.

1376. Re: 6502 Development Group searching for new members

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: wuehl@my-dejanews.com
Message-ID: <6ppkregrr1@nnrp1.dejanews.com>
Source record: 61042

In article <1998072914405700.KAA08844@ladder01.news.aol.com>,
bostone1@aol.com (Bostone1) wrote:
> Lynx and 6502? Is that right?
>
> Bostone1@aol.com
>
>
Yes, the Atari Lynx has an 65c02, sound and a graphics co-prozessor.
You can use hardware sprites, which can be zoomed. You can programm the
Lynx on an PC-Station, as on an Atari ST. You can programm in
Assembler or in C. The better thing is Assembler.

When you are interested, please contact me.

Markus -> markus.wuehl@docnet.de

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1377. Searching for 6502 Programmers

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: wuehl@my-dejanews.com
Message-ID: <6ppkk0$gc6$1@nnrp1.dejanews.com>
Source record: 61043

Hi, we are a the ATARI LYNX DEVELOPEMENT GROUP.
We are some people who wants to programm games on the Atari Lynx.
The group has some graphic people and some programmers.
Do you know the Atari Lynx`? Its great. It has a 65c02 prozessor,
Sound and graphics co-prozessors. You can make use of hardware sprites,
wich can be zoomed. When you are interested please contact me.

Markus

markus.wuehl@docnet.de

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1378. Re: Formatting both sides on a XF551

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35C067B8.497510A8@ix.netcom.com>
Source record: 61044

Mario Becroft wrote:
>
> Would like to know how to modify an XF551 disk drive so that I can format
> single sided on the reverse side.
> Normally you can format as a double sided disk, but as a lot of people
> don't have one of these drives, I have to use DOS2.5 on the club disk.
>
> Alan Milne.
>
> --
> | Mario Becroft | Tariland, Atari user group in New Zealand |
> | mb@tos.pl.net | tariland@tos.pl.net |
> | http://www.pl.net/~mario/ | http://www.pl.net/~mario/tariland/ |

Mario,
The response from JRojas is not correct for the XF551. There is a
device from Bob Puff (CSS) called the XF Enhancer. This device (kit)
must be installed in your XF551 and allows you to switch the timing hole
monitor off and make it like a double density single sided drive for
formatting flippy disks. However, once a disk is formatted as a flippy,
a STOCK (non-enhanced) XF551 drive CAN write data to the back side of
the disk. That is, you must FLIP the disk to write data to the other
side. Flippy formatted disks can not be written to directly on the back
side due to the fact that flippy disks data pattern is written in the
opposite rotation direction from a true double sided disk is set up for.
I believe the XF Enhancer kit is $49.95 +S&H US.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1379. Re: Was Trinity ever made for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: followell@dynasty.net
Message-ID: <35c07d38.741152@news.supernews.com>
Source record: 61045

On 30 Jul 1998 06:54:42 GMT, lovecraft@aol.com (Lovecraft) wrote:

>Was Infocom's Trinity ever ported to an Atari platform? And if so, is there any
>emulator image of it, as in .ATR?
>
>Nick

Nick,

I don't think Trinity was ever published for the Atari 8 bit.
Here's the list I have of the one's that were published for the Atari
8 bit: Ballyhoo, Cutthroats, Deadline, Enchanter, Fooblitzky,
Hollywood Hijynx, Hitchhiker's Guide to the Galaxy, Infidel, Leather
Goddesses of Phobos, Lurking Horror, Moonmist, Planetfall, Seastalker,
Sorcerer, Spellbreaker, Starcross, Stationfall, Suspended, Witness,
Wishbringer, Zork 1, Zork 2 & Zork 3. I think it's complete but I
won't swear to it. If anyone knows for sure that any other's were
published, let me know.
All of these exist as *.ATR or *.XFD images.

Sincerely,
- Byron Followell
followell@dynasty.net (Home & preferred address)
Byron_Followell@tmmna.com (Work address)
Homepage: http://www.geocities.com/heartland/acres/6391/

Reach me by ICQ. My ICQ# is 13014170 or,
* Page me online through my Personal Communication Center:
http://wwp.mirabilis.com/13014170 (go there and try it!) or,
* Send me E-mail Express directly to my computer screen
13014170@pager.mirabilis.com

1380. Re: Was Trinity ever made for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: Doug Wheeler <dwheeler@isd.net>
Message-ID: <6ppvbo$l1h$1@blackice.winternet.com>
Source record: 61046

I'm pretty sure I played "A Mind Forever Voyaging" on my 8-bit. My memory's
a bit fuzzy, so I could be wrong (it may have been on the ST).

--Doug

Byron Followell <followell@dynasty.net> wrote in message
35c07d38.741152@news.supernews.com...
>On 30 Jul 1998 06:54:42 GMT, lovecraft@aol.com (Lovecraft) wrote:
>
>>Was Infocom's Trinity ever ported to an Atari platform? And if so, is
there any
>>emulator image of it, as in .ATR?
>>
>>Nick
>
>Nick,
>
> I don't think Trinity was ever published for the Atari 8 bit.
>Here's the list I have of the one's that were published for the Atari
>8 bit: Ballyhoo, Cutthroats, Deadline, Enchanter, Fooblitzky,
>Hollywood Hijynx, Hitchhiker's Guide to the Galaxy, Infidel, Leather
>Goddesses of Phobos, Lurking Horror, Moonmist, Planetfall, Seastalker,
>Sorcerer, Spellbreaker, Starcross, Stationfall, Suspended, Witness,
>Wishbringer, Zork 1, Zork 2 & Zork 3. I think it's complete but I
>won't swear to it. If anyone knows for sure that any other's were
>published, let me know.
> All of these exist as *.ATR or *.XFD images.
>
>
> Sincerely,
> - Byron Followell
> followell@dynasty.net (Home & preferred address)
> Byron_Followell@tmmna.com (Work address)
> Homepage: http://www.geocities.com/heartland/acres/6391/
>
> Reach me by ICQ. My ICQ# is 13014170 or,
> * Page me online through my Personal Communication Center:
> http://wwp.mirabilis.com/13014170 (go there and try it!) or,
> * Send me E-mail Express directly to my computer screen
> 13014170@pager.mirabilis.com

1381. Sargon 3 and defender 2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: rao@servtech.com
Message-ID: <35c1a145.408158@news.servtech.com>
Source record: 61047

Does anyone know where I can find a complete version of Sargon III in ATR format that works? (sides A+B)

and a working version of Defender 2?

Thanks in advance

Rao

1382. Sargon 3 and defender 2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: rao@servtech.com
Message-ID: <35c3c4e4.343185@news.servtech.com>
Source record: 61048

Does anyone know where I can find a complete version of Sargon III in ATR or XFD format that works (sides A+B) for use with an emulator?

I have found the DCM versions but either the file is corrupt or lost something when I converted it to atr and xfd.

also, a working copy of Defender 2?

Thanks in advance

Rao

rao@servtech.com

1383. Re: 130xe out of storage (pos. duplicate sorry)

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <35C0DBDF.AD65241E@classic-games.com>
Source record: 61049

umii@my-dejanews.com wrote:
>
> In article <6pg103$8lo$1@plug.news.pipex.net>,
> "Gareth" <garethd_@dial.pipex.com> wrote:
> > Well, I'm in the UK and despite trying have had no luck getting progs to and
> > fro Atari and PC.
>
> I think I'll have a go at bulding one :), probably give it a go on my old 800
> or 400 first though, (just can't seem to throw anything away...*sigh*)

There's a guy from poland (with a gydnia.pl address, or something like
that) that posts here periodically... I bought one from him on ebay, and
had it shipped from poland to the US for a VERY minimal cost, and it
works great.
--
Video games: http://www.classic-games.com/
TW (online game): http://www.classic-games.com/tw.html
Magic cards: http://www.classic-games.com/magic.html
***** ATTENTION NEWBIES: Limit signatures to four lines! *****

1384. Re: 6502 Development Group searching for new members

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <35C0DCFF.88224B6C@classic-games.com>
Source record: 61050

Bostone1 wrote:
>
> Lynx and 6502? Is that right?
>
> Bostone1@aol.com

Yep. That particular part of the system didn't really need to be 16-bit,
so they saved some costs there.
--
Video games: http://www.classic-games.com/
TW (online game): http://www.classic-games.com/tw.html
Magic cards: http://www.classic-games.com/magic.html
***** ATTENTION NEWBIES: Limit signatures to four lines! *****

1385. Re: Atari 800 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35C0FD51.F518FB22@sisna.com>
Source record: 61051

You keep saying an 800 Disk Drive. There was never an 800 disk drive made for the Atari computer. Look at the drive again and give us a number off the front of the drive. I have replacment drives cheap enough with shippiing included, or if you prefer I can fix your broken disk drive.

bob

1386. Re : Was Trinity ever made for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998073022144300.SAA13677@ladder01.news.aol.com>
Source record: 61052

Nope, Atari ST only.

Bertrand M. (LEXX)

1387. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: umii@my-dejanews.com
Message-ID: <6pqugu$e7t$1@nnrp1.dejanews.com>
Source record: 61053

In article <6pokee$b8f@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
> Hi,
>
> I recently received an email from a gentleman named Neil Cooper - a
> former owner of a 400. He is wondering where he can find a copy of
> Rescue on Fractalus.

I've got that, and another version called jaggey lines (more truthful), if only I had my interface working ;)

rgds

Mark

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1388. Re: 130xe out of storage (pos. duplicate sorry)

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: umii@my-dejanews.com
Message-ID: <6pqv9r$f5m$1@nnrp1.dejanews.com>
Source record: 61054

In article <35BF9F8E.MD-0.198.sean@SPAMTHIS.thegate.demon.co.uk>,
"Sean" <sean@SPAMTHIS.thegate.demon.co.uk> wrote:
> Oh poop, that makes me feel like an outcast up here in Scotland! (less
> sunny than Stevenage) If you wanna blow up an 8bit, come round to my
> place and burn one of my 800XLs:-) I've been looking for a 400 or 800
> for ages, to no avail. The thought of you killing one of these gives
> me nightmares...
>

why are they worth something ?, I must admit my 400 is in pieces after I
rebuilt it for a school project :) (that was so long ago), but the 800 is
just ready to go..

Mark

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1389. Re: Was Trinity ever made for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: "Tom Hunt Sr." <tomhuntNOSPAM@bright.net>
Message-ID: <6pquq9$bi3$1@cletus.bright.net>
Source record: 61055

Don't forget "Plundered Hearts" :-)

--

Delete "NOSPAM" from my email address if sending
me email.

Byron Followell wrote in message <35c07d38.741152@news.supernews.com>...

>
> I don't think Trinity was ever published for the Atari 8 bit.
>Here's the list I have of the one's that were published for the Atari
>8 bit: Ballyhoo, Cutthroats, Deadline, Enchanter, Fooblitzky,
>Hollywood Hijynx, Hitchhiker's Guide to the Galaxy, Infidel, Leather
>Goddesses of Phobos, Lurking Horror, Moonmist, Planetfall, Seastalker,
>Sorcerer, Spellbreaker, Starcross, Stationfall, Suspended, Witness,
>Wishbringer, Zork 1, Zork 2 & Zork 3. I think it's complete but I
>won't swear to it.

1390. Re: What is this

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35C0FF6B.46E52A3A@sisna.com>
Source record: 61056

Most Atari Users are not going to pay $49.95 for a kit to write to the back of a $00.10 cent disk. So I put up the easiest way to accomplish the task, with the least expense expended. I am sure if one really wished to rewire the drive and re-program the rom that you could put in a double sided double density IBM drive, ie: as in the 3 1/2in 720K modification?

bob

1391. Re: Replacement supplies for 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35C0FE44.5F217CDC@sisna.com>
Source record: 61057

Radio Shack use to carry a set of color and black pens that would fit the 1020 plotter. Check with them perhaps they still do or you can get them ordered in.??

bob

1392. Re: Atari800Win: lowercase letters?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-31 00:00:00 UTC
From: omar <omar@odeesoft.com>
Message-ID: <35C1118A.D1B65FA4@odeesoft.com>
Source record: 61058

hi,

thank you,
i am impressed about your memorys. i had to look into a dusty old book to
recall.

but the simple problem is that shift and caps lock DOES NOT work with my system.
ctrl does.
is there somebody with the same experience?

David Hopcroft wrote:
>
> If you simply want to type lowercase letters;
>
> ie."Hello" and not "HELLO"
>
> The shift and caps lock keys both work and cause lowercase letters when
> pressed
> (at least on a US/UK keyboard)
>
> If this is case, holding the Control key and typing letters (ie. CTRL+A,
> TRL+B,etc.) will give you all the special atari characters.
>
> _oOo_
>
> If you are asking about "Character Redefinition";
>
> You have to copy or redesign the whole character set in RAM, it's normally
> held in ROM.
> You then modify the location in memory that tells the Operating System
> where to find this new set you have implemented.
>
> From my memory
>
> 1) The new set must be on a 2 or 4K page boundary.
> 2) Each character is made up of 8Bytes the bit making up the pattern of
> the character.
> 3) A character set is only 128 character (1024 Bytes) long.
> 4) The memory location to alter to point to the new character set is
> somthing like 756 (Dec) [Called CHRACT]
>
> I am a LITTLE Fuzzy on the specifics of this, It been about 9 or 10 years
> since I last programmed my 8bit ;-)
>
> Next week I sould get my 8 bit info back in front of me, and can be a bit

> more specific.
>

1393. Re: Atari800Win: lowercase letters?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-31 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdbc1f$3f59cde0$22c3accf@asharkis.erols.com>
Source record: 61059

omar <omar@odeesoft.com> wrote in article
<35C1118A.D1B65FA4@odeesoft.com>...
> hi,
>
> thank you,
> i am impressed about your memorys. i had to look into a dusty old book to
> recall.
>
> but the simple problem is that shift and caps lock DOES NOT work with my
system.
> ctrl does.
> is there somebody with the same experience?
>
> David Hopcroft wrote:
> >
> > If you simply want to type lowercase letters;
> >
> > ie."Hello" and not "HELLO"
> >
> > The shift and caps lock keys both work and cause lowercase letters when
> > pressed
> > (at least on a US/UK keyboard)
> >
> > If this is case, holding the Control key and typing letters (ie.
CTRL+A,
> > TRL+B,etc.) will give you all the special atari characters.
> >
> > _oOo_
> >
> > If you are asking about "Character Redefinition";
> >
> > You have to copy or redesign the whole character set in RAM, it's
normally
> > held in ROM.
> > You then modify the location in memory that tells the Operating System
> > where to find this new set you have implemented.
> >
> > From my memory
> >
> > 1) The new set must be on a 2 or 4K page boundary.
> > 2) Each character is made up of 8Bytes the bit making up the
pattern of
> > the character.
> > 3) A character set is only 128 character (1024 Bytes) long.

> > 4) The memory location to alter to point to the new character
set is
> > somthing like 756 (Dec) [Called CHRACT]
> >
> > I am a LITTLE Fuzzy on the specifics of this, It been about 9 or 10
years
> > since I last programmed my 8bit ;-)
> >
> > Next week I sould get my 8 bit info back in front of me, and can be a
bit
> > more specific.
> >
>
On my Focus 2001 keyboard, the Caps Lock and Ctrl keys are interchangeable by means of dipswitches located under the keyboard. There is nothing to indicate that the Shift key's function would be changed, but this is possible.

If you're using a Focus keyboard with your PC, it's possible that the dipswitch settings need to be changed.

BTW, if you are, indeed, using a Focus keyboard, I'm sure you'll agree that it has one of the better feels around. I think mine is a close second to my 800's keyboard :)

1394. Re: Was Trinity ever made for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-31 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998073104034800.AAA07568@ladder01.news.aol.com>
Source record: 61060

>Don't forget "Plundered Hearts" :-)

PH for the 8-bit? I must have missed that
one, I saw it for some other platforms, but
not the A8.

Larry

1395. Re: virus on the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-31 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998073104393700.AAA12445@ladder01.news.aol.com>
Source record: 61061

> I was reading an old Atari Explorer from the eighties and it mentioned
>: there was a virus on the classic, has anyone out there got any
>: information on this?

There was a virus discussed, I believe, in
one one or more of the Mega Magazines.
There were 7 Mega Magazines, and they are
available on the internet as well as other
places.
Larry White

1396. Dos 2+

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-31 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998073104435400.AAA13894@ladder03.news.aol.com>
Source record: 61062

I've read several references to a Dos 2+ (or 2 Plus).
Anyone know where this might be available?
Larry

1397. Re: Connecting Atari 800 to RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-31 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.102b179d7e03084f989681@news1.ibm.net>
Source record: 61063

In article <35BE5901.D0FF2B97@sisna.com>, BobKlaas (bobkla19@sisna.com)
stated:

> No the cables to a 1224 ST type monitor I do not have, Nothing was
> stated about it being a ST1224 monitor.

The person to whose message in the thread you replied to was asking about
a connection to an SC1224 RGB monitor.

==========
lmcclure@ibm.net

1398. Re: Where is Yogi Archive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-31 00:00:00 UTC
From: Jindra Kubec <kubecj@asw.cz>
Message-ID: <35C16AA7.CD960B92@asw.cz>
Source record: 61064

Yogi wrote:

> you can access through www.hackerz.com yogi archive
> the polish archive appears to contain about the same as the yogi one
> except for the demos.... your mileage may vary

But ftp.hackerz.com is _still_ down.

--
Jindrich Kubec

1399. Name this old atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-31 00:00:00 UTC
From: BurlingamesSPAM@MEworldnet.NOTatt.net
Message-ID: <MPG.102b801a13652f8d989692@netnews.worldnet.att.net>
Source record: 61065

Ok, this was a weird one. Very surreal.
It featured several different screens, each of which was
a puzzle.
Some of the characters:

walking butts
a lawnmower that would chew you up
a really large hornet

I remember one scene was set in front of the funny mirrors
at a carnival. One desert scene, and the lawnmower scene
was in a garden.

I don't think this was put out by a major game company,
but it was very well done.

Does anyone remember this one?
--
Rusty Burlingame
BurlingamesSPAM@MEworldnet.NOTatt.net

1400. Re: Where is Yogi Archive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-31 00:00:00 UTC
From: followell@dynasty.net
Message-ID: <35c1cb8e.311300@news.supernews.com>
Source record: 61066

On Fri, 31 Jul 1998 08:56:39 +0200, Jindra Kubec <kubecj@asw.cz>
wrote:

>Yogi wrote:
>
>> you can access through www.hackerz.com yogi archive
>> the polish archive appears to contain about the same as the yogi one
>> except for the demos.... your mileage may vary
>
>But ftp.hackerz.com is _still_ down.

Yea, I noticed that. How long has it been down? Does anyone
know how long it's been down?

Sincerely,
- Byron Followell
followell@dynasty.net (Home & preferred address)
Byron_Followell@tmmna.com (Work address)
Homepage: http://www.geocities.com/heartland/acres/6391/

Reach me by ICQ. My ICQ# is 13014170 or,
* Page me online through my Personal Communication Center:
http://wwp.mirabilis.com/13014170 (go there and try it!) or,
* Send me E-mail Express directly to my computer screen
13014170@pager.mirabilis.com

1401. FS: SIO2PC cables - CHEAP, reliable

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-31 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6psn5dqdt1@korweta.task.gda.pl>
Source record: 61067
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

Do you think of transferig all your atari archive from atarian floppies to
your PC for use with emulators?
Or maybe you want to play all those games hanging around nowadays on the real
atari?
Well, then you need an easy solution to transfer files between PC and Atari
so: SIO2PC interface is just for you.
Check my new offer (now picture included!) at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=23552832
or contact me directly for faster service.

j131

PS. Jak zwykle specjalne ceny dla kupujacych w Polsce.

1402. FS: 8-Bit / 2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-31 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <35B7D59C.1DA546E6@mail.bcpl.lib.md.us>
Source record: 61068

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 410 Program Recorder (HongKong) $10
(1) Atari 1030 300 Baud Direct Connect modems $10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 w/ power supply $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

Prices do not include shipping
Reply to: jholford@bcpl.net
Feel free to ask any questions
```

1403. Re: 130xe out of storage (pos. duplicate sorry)

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-31 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6pt37p$ap8$1@plug.news.pipex.net>
Source record: 61069

umii@my-dejanews.com wrote in message <6pij1r$7jq$1@nnrp1.dejanews.com>...
>In article <6pg103$8lo$1@plug.news.pipex.net>,
> "Gareth" <garethd_@dial.pipex.com> wrote:

>> Where are you in the UK?
>
>Sunny Stevenage Herts... any where near ?, you could come and laugh at me
>when I blow both computers up :)..

Portsmouth unfortunately. *Totally* irrelevant but I saw a film on Sky about Stevenage the other day - can't remember the name but it was a story of dejected youth in Stevenage New Town. Quite sad really - almost as sad as me posting that here,

Have you has any luck with the PC to Atari link yet? I'm sure that at one point the FaST Club was selling the leads and software. I shall find out if they still do it.

Gareth.

1404. ORNETA 98.....PLEASE REPLY IMMEDIATLY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-31 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <901922042.6266.0.rover.d4ee0f47@news.demon.nl>
Source record: 61070

Hi,

Is there someone who can give me correct date/place/address of the ORNETA 98 party.

We have heard that it will take place at 7/8/9 August. But we don't have any address.

PLEASE REPLY IMMEDIATLY!! Because we have to arrange a vacation and have to travel for 2 days to get there.....

Gtx,
Sysop*TXG & Sysop*Fox-1

E-mail: SysopTXG@underground.demon.nl

1405. Re: Sargon 3 and defender 2

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-31 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <1998073123093800.TAA21232@ladder03.news.aol.com>
Source record: 61071

>Does anyone know where I can find a complete version of Sargon III in ATR
>format that works? (sides A+B)

Sargon III was 3 disk sides, so be sure you get the third one as well.

I don't know how well the .ATR format adapts to protected disks, as S3 was heavily copy protected (most tracks only have 17 sectors instead of 18).

Good luck.

1406. touch tablet for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-07-31 00:00:00 UTC
From: jeremy <jeremy@buzzlight.com>
Message-ID: <35c25242.0@news.eznet.net>
Source record: 61072

Is there a driver that lets you connect an Atari Touch Tablet to a PC?

1407. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-01 00:00:00 UTC
From: atari.items@ehrich.com
Message-ID: <oyuw1.240$9t2.2963470@news3.voicenet.com>
Source record: 61073

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists for the PC, Amiga, Vic20 C64, TI, COCO
Video Games, Music CD's, Books on Tape, Computer Courses,
and the latest Atari list.

Atari HW & Software Items for Sale
Plus Shipping - PrePaid Only

Atari power supply for 1050 drive..... $12
Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 1020 Printer..... $10
Atari 410 Program Recorder (tape deck) $10
Cables for Atari etc from Chelco (6) ..... $ 4 each
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (4)..... $ 8 each
Paddles (2 sets)..... $12 each set
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50

Diskette Software for Atari Computers
$3.95 each (6 for $18)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
DeBug by Childware
Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes

MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
Reading Skills
Sesame Str Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spnker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

Diskette Software for Atari Computers
$2.50 each (5 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Astro Grover
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Lode Runner
Lucas Films Ballblazer
Match Up
Master of Lamps
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell

Moon Shuttle
My First Alphabet
On Track Racing
Paint Master Diskette
Print Shop
Sea Bandit
Shape Up
Sky Blazer from Broderbund
Spy vs Spy
Summer Games -
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore

Antic Diskettes from Atari
$1.95 each (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 CompAdv Star Raiders Cartridge w/box
Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box

Atari Artist
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)
Sky Writer

Tape Software for Atari Computers
$2.95 each (4 for $9)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
Gulp!!
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing

Atari Books $4.95 each (5 for $19)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

1408. "Happy Doubler"

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-01 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998080102403900.WAA18544@ladder01.news.aol.com>
Source record: 61074

There was a developer in the Detroit area, Innovative Products, I believe, that used
to sell a program that would allow formatting with Ultra Speed skew on a 1050
Happy Drive. Anyone know where this might be available, or have one to sell?
Larry

1409. FS: Atari 800 cart Return of the Jedi (NEW)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-01 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <35d994fb.13128361@news.earthlink.net>
Source record: 61075

STAR WARS: RETURN OF THE JEDI DEATH STAR BATTLE from Parker Brothers. This is a cart package for the Atari 400/800 eight-bit computer. New and shrinkwrapped. USA bidders only. No foreign shipping done on this item. High bidder prepays and pays shipping.

See a pix at:

http://home.earthlink.net/~zzyzx97/ReturnJedi.jpg

$10.00 plus $3.00 Priority Mail in USA.

1410. Re: Replacement supplies for 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-01 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <1998080106224900.CAA15380@ladder01.news.aol.com>
Source record: 61076

Sounds like a good idea. I'll have to stop buy and pick up the
billion-odd items that I have been putting off getting. Know how the print
quality of the 1020 is? So far I have only seen the test pattern.

Once again, Thanks.

DSolimano
Have an Atari Day /|\

1411. Re: Name this old atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-01 00:00:00 UTC
From: Jerry Cornelius <cptvimes@hotmail.com>
Message-ID: <6pugrf$b6k$1@news.eclipse.net>
Source record: 61077

Rusty Burlingame wrote in message ...
>
>Ok, this was a weird one. Very surreal.
>It featured several different screens, each of which was
>a puzzle.
>Some of the characters:
>
> walking butts
> a lawnmower that would chew you up
> a really large hornet
>
>I remember one scene was set in front of the funny mirrors
>at a carnival. One desert scene, and the lawnmower scene
>was in a garden.
>
>I don't think this was put out by a major game company,
>but it was very well done.
>
>Does anyone remember this one?
>--
>Rusty Burlingame
>BurlingamesSPAM@MEworldnet.NOTatt.net

Sounds a bit like Weird Dreams for the ST. Which, I think, was made by
Mindscape. If there was a game like that for the 8-bit I'd like to see it
too.

1412. FS: Ultima/Related items

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-01 00:00:00 UTC
From: Miles Gore <72557.2633@CompuServe.COM>
Message-ID: <ubnbGbVv9GA.326@nih2naab.prod2.compuserve.com>
Source record: 61078
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,rec.games.computer.ultima.series,rec.games.video.nintendo

I have the following items for sale:

Ultima 8 Pagan (Pentagram cover) (DOS) includes box, 11 3.5"
diskettes, cloth map, The Chronicle of Pagan, Playguide, Install
Guide, Origin Product catalog, coin trinket *** $10

Ultima 3 Exodus (NES) cartridge w/case, players reference ** $10

Ultima Underworld (DOS) - The Stygian Abyss (DOS) includes box, 5
3.5" diskettes, Install Guide, Map of the Stygian Abyss, Players
Guide, Reference card, Memoirs of Caribis, ** $15

Ultima Quest of the Avatar (NES) cartridge w/case, players
reference *** $10

Eye of the Beholder (DOS) includes box, diskettes, clue book,
rule book *** $10

Ultima IV ankh *** $5

Ultima: Runes of Virtue (Gameboy) - Cartridge only ** $7.50

--

1413. Atari Magazines...

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-01 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <l30w1Q7YaqNJ092yn@ibm.net>
Source record: 61079

I'm rearranging my room, and as I go through everything, I'm finding
club newsletters, Analogs, and Antics, and I realize how much I miss
getting something in the mail about Atari. Looks like Atari Classics
would be great, but the magazine needs to come out at least 6 times per
year.

I've got the tools to edit a newsletter type magazine, 8.5 x 11.0, double
sided, just staple in the upper left corner. Nothing fancy, but at least
something.

Distribution would be a low rate, probably $1.50 an
issue mailed to US addresses. To handle International distributions, select
a person in a region, such as Europe, who could be e-mailed
a PDF version of the newsletter. This person could then print and
put the newsletter together to be mailed to European addresses.
This saves International mailing costs, and the European distributor would
get to keep all or a majority of the $1.50 (or appropriate currency).

It would be nice to pay contributors something, but that would have to be
worked out.

Back issues would then be available on the Internet.

The $1.50 an issue is just an idea until I figure the cost to print and
mail a newsletter.

The magazine could focus entirely on the 8-bit computers, or any 8-bit
device that Atari made (include the 5200, 2600, and 7800?).

I've already thought of a name, Memopad. (But am open to suggestions.)

--

**** Please remove * in the e-mail address to reply *****
Ryan 'Gozar' Collins rlcolli@ibm.net
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove * in the e-mail address to reply *****

1414. FS: Atari VCS-2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-01 00:00:00 UTC
From: dziur2@aol.com
Message-ID: <1998080118351800.OAA08049@ladder03.news.aol.com>
Source record: 61080

For Address Ect. EMail DZIUR2@AOL.COM!! ++First Called - First Served.++

For Sale:
Condition
Price
Atari 2600 Core Very Good
75.00

Add-Ons*

Joystick Good
2.50
Box Good
5.00
Packing Mint
2.50
Org. Tv/Atari Adaptor Fair**
2.50

*The 2600 Must Bought The For The Extras. Else All Add-On Are Double Listed.

**Works With Radio Shack Version.

For Address Ect. EMail DZIUR2@AOL.COM!! ++First Called First Served.++
AWCS
Atari World Classic Gaming Systems Opens End Of August!
http://members.aol.com/AtariW/Index.html

1415. Re: flickerterm program

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-01 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <772-35C3D084-61@newsd-123.bryant.webtv.net>
Source record: 61081

Craig S. Thom wrote:

"I've got a couple of versions of flickerterm and one of Ice T on my
hard drive. I will put them on my ftp server for a few days, at least
until the weekend. If the bandwidth gets nasty I will pull them down, so
get them while you can.
ftp.thom.org/pub/atari/
craig
http://www.thom.org/"

Craig, get a grip. I will eat my 800 if you get more than 2 downloads
before this weekend.

vs

1416. Re: FS: Atari 800 cart Return of the Jedi (NEW)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-02 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <35e49a8c.6800331@news.earthlink.net>
Source record: 60987

On 2 Aug 1998 02:03:13 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>

>>STAR WARS: RETURN OF THE JEDI DEATH STAR BATTLE from Parker Brothers.
>

>Can't place this game/title. I remember the "Star Wars" cart from
>Parker Bros, I believe.
Yes. the title has "Star Wars" in it. Yes it is from Parker Bros.

> There were 3 or 4 different scenarios
>(Tie Fighters, Death Star run, etc.) Is this the one you have?
No. This Scenario is called "Return of the Jedi Death Star Battle".

>Larry White
>

Ever wonder why on CNN when the President gives a speech, that some
reporter comes on immediately afterwards and tells you what the Pres
just said? I always did. Now I know.

1417. Wanted: Atari-BASIC Source Book

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-02 00:00:00 UTC
From: Erik Van den Broeck <erik.vandenbroeck@ping.be>
Message-ID: <01bdbe3a$008a82e0$18054ac1@pin03341>
Source record: 60988

Wanted: Atari-BASIC Source Book
by Bill Wilkinson, Kathleen O'Brien and Paul Laughton
ISBN 0-942386-15-9

If you can help me please email
erik.vandenbroeck@ping.be

Thanks,
Erik

1418. Is there a Comm 64 Newsgroup ??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-02 00:00:00 UTC
From: atari76@aol.com
Message-ID: <1998080220295200.QAA05052@ladder03.news.aol.com>
Source record: 60989

Is there one ???

Alan
Atari 2600 - 5200 - 7800 - Jaguar -3DO- Lynx -Playstation-Intellivision
Colecovision -SMS- Odyssey 2 - Pong -NES- Hand Helds
- Table Tops

1419. Atari items for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-02 00:00:00 UTC
From: "James E. King" <jeking@NOSPAM.com>
Message-ID: <6q2kcu$4lt$1@news.xmission.com>
Source record: 60990

I have the following 8bit Atari gear for sale or trade:

1 x ATR8000 with docs, cable and software
2 x XF551 refurbished 5 1/4 disk drives
1 x Happy 1050 disk drive
1 x US Doubled 1050 disk drive
3 x XEP80 80 column interface
2 x PR:C Serial/Parallel interface
1 x BlackBox
1 x CSS Multiplexor w/4 slave cartridges, docs, cables, etc..
2 x Commodore 1702 monitors
1 x 320k 130xe computer
1 x 576k 130xe computer
1 x 2 Syquest 44mb SCSI drive setup, ready to connect to BB
--
@ @ @ -- @ @
@
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ -- @ @
@
Atari 8bit Hobbyist by choice, IT Professional by Accident!
Replace "NOSPAM.COM" with "kingtechsvcs.com"

1420. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-02 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6q2p3c$kf0@dailyplanet.wam.umd.edu>
Source record: 60991

```
: Jaggi was the developer version that went to atari proper, and was promptly
: leaked.. It also allowed you to select levels up to 100 (I believe)
: Fractalus only allowed level selection up to 20
```

There are subtle differences between the work-in-progress bootleg and the actual commercial release. You only have a certain time frame to let the pilots in on ROF in the higher levels. The longer you wait, the longer the duration between their knocks on the door (meaning, they're getting weaker). And if you let them kind of late, they stagger in very slowly. If you wait too long, you hear them slump to the ground and the message "Pilot Killed!" appears. Also, in the higher levels, the enemy Jaggis cannot be distinguished, as they are wearing regular white helmets. This made it a bit more intimdiating to play, of course, especially when they leapt at ya at the cockpit window!

ROF also had the intro title screen with your mothership (the demo was made available separately) and you could enter your high scores (but it didn't save to disk or anything).

1421. Re: flickerterm program

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-02 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <6q3dlides1@samsara0.mindspring.com>
Source record: 60992

velcro_spy@webtv.net wrote in message
<772-35C3D084-61@newsd-123.bryant.webtv.net>...

>Craig, get a grip. I will eat my 800 if you get more than 2 downloads
>before this weekend.

Some people are actually using computers to read this newsgroup and have the
capability of downloading files.

1422. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-02 00:00:00 UTC
From: G T Clark <clarkg@cadvision.com>
Message-ID: <35c545de.0@news.cadvision.com>
Source record: 60993

I have recently been playing this game (the Behind Jaggi Lines version) using Pacifist. It is on one of the megaimages (yogi 5). I am writing to ask how do you collect the pilots, because I have forgotten. Do you have to go up to them and land somehow?

Thanks much for any help.

Best, Alan

1423. Re: FS: Atari 800 cart Return of the Jedi (NEW)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-02 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998080202031300.WAA00443@ladder03.news.aol.com>
Source record: 61082

Can't place this game/title. I remember the "Star Wars" cart from
Parker Bros, I believe. There were 3 or 4 different scenarios
(Tie Fighters, Death Star run, etc.) Is this the one you have?
Larry White

>STAR WARS: RETURN OF THE JEDI DEATH STAR BATTLE from Parker Brothers.

1424. Re: Formatting both sides on a XF551

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-02 00:00:00 UTC
From: mhop@snip.net
Message-ID: <35c352ab.120940242@news.snip.net>
Source record: 61083

On Thu, 30 Jul 1998 08:31:52 -0400, Robert S Ely <rely@ix.netcom.com>
wrote:

>Mario Becroft wrote:
>>
>> Would like to know how to modify an XF551 disk drive so that I can format
>> single sided on the reverse side.
>> Normally you can format as a double sided disk, but as a lot of people
>> don't have one of these drives, I have to use DOS2.5 on the club disk.
>>
>> Alan Milne.
>>
>> --
>> | Mario Becroft | Tariland, Atari user group in New Zealand |
>> | mb@tos.pl.net | tariland@tos.pl.net |
>> | http://www.pl.net/~mario/ | http://www.pl.net/~mario/tariland/ |
>
>Mario,
> The response from JRojas is not correct for the XF551. There is a
>device from Bob Puff (CSS) called the XF Enhancer. This device (kit)
>must be installed in your XF551 and allows you to switch the timing hole
>monitor off and make it like a double density single sided drive for
>formatting flippy disks. However, once a disk is formatted as a flippy,
>a STOCK (non-enhanced) XF551 drive CAN write data to the back side of
>the disk. That is, you must FLIP the disk to write data to the other
>side. Flippy formatted disks can not be written to directly on the back
>side due to the fact that flippy disks data pattern is written in the
>opposite rotation direction from a true double sided disk is set up for.
>I believe the XF Enhancer kit is $49.95 +S&H US.

You mean you can't just punch a notch in the floppy and use the other
side as you can with the 1050 drive?
I could have sworn you could.

1425. Re: Formatting both sides on a XF551

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdbe01$f4b836c0$f4374382@vidar>
Source record: 61084

> You mean you can't just punch a notch in the floppy and use the other
> side as you can with the 1050 drive?
> I could have sworn you could.
>
No, you can't! There's another little hole beside the centre ring. It is usually only on one side, then you can't do it, unless you cut a similiar hole on the other side. There was disks with this hole on both sides earlier, but I couldn't get any more. I have 5 or 6 of them and they work great on a XF-551.

PS : It's not too easy to make the other hole, as you probably scratch the disk and ruin it!

1426. Re: FS: Atari 800 cart Return of the Jedi (NEW)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-02 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6q1ru3$gc0@dailyplanet.wam.umd.edu>
Source record: 61085

LWhite6497 (lwhite6497@aol.com) wrote:

: Can't place this game/title. I remember the "Star Wars" cart from
: Parker Bros, I believe. There were 3 or 4 different scenarios
: (Tie Fighters, Death Star run, etc.) Is this the one you have?
: Larry White

: >STAR WARS: RETURN OF THE JEDI DEATH STAR BATTLE from Parker Brothers.

This game was a conversion of the 2600 game, and a very poorly done one, since it was a "flat" translation -- no improvement in graphics (save for the hyperspace effect), sound, or gameplay.

The game basically only had two stages. You flew the Millineum Falcon around (3rd person perspective), shooting TIE Interceptors or the occasional Imperial shuttle. You would wait for the an opening in the Death Star's shield, and go through it via hyperspace. At the Death Star, you would just shoot chunks out of it until you hit the energy core. Then you would avoid all the fireballs and stuff until it blew up. Then the game repeated ad naseum with increasing difficulty (your ship was more vulnerable to collision and enemy fire, etc.)

Also the trick was to avoid the Death Star's laser beam, which could strike you, depending on its development stage. As you play, the Death Star would be building piece-by-piece. Sometimes it's fun to watch the Death get fully constructed, but by that point, it ends your game since its lasers will wipe all your remaining ships.

1427. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-02 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6q23ta$5f0@bgtnsc02.worldnet.att.net>
Source record: 61086

umii@my-dejanews.com wrote in message <6pqugu$e7t$1@nnrp1.dejanews.com>...
>In article <6pokee$b8f@news2.tds.net>,
> tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
>> Hi,
>>
>> I recently received an email from a gentleman named Neil Cooper - a
>> former owner of a 400. He is wondering where he can find a copy of
>> Rescue on Fractalus.
>
>I've got that, and another version called jaggey lines (more truthful),
if
>only I had my interface working ;)

Jaggi was the developer version that went to atari proper, and was promptly
leaked.. It also allowed you to select levels up to 100 (I believe)
Fractalus only allowed level selection up to 20

I've never seen any diferences in them other then those changes...

Too bad there's not a plan for a 90s version.. with the newer graphics on
the new pc's it's be GREAT! they could even add perhaps stoming a base with
a little "doomish" interior rescue, and multiplay over the net could include
a squadron attempting a tougher rescue...

Sigh... wishful thinking....
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tribe, Lightwave 3D renderings, Wallpaper, Gorilla Falls info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

1428. Re: Is there a Comm 64 Newsgroup ??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bdbe7a$25c50b80$0201010a@g6-300xl>
Source record: 60994

Atari76 <atari76@aol.com> wrote in article
<19980802202952OO.QAA05052@ladder03.news.aol.com>...
> Is there one ???

Yes

1429. ATARI800XL looking for a good home

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: Michael Blumenthal <lmparch@eisa.net.au>
Message-ID: <01bdbea7$e4930c60$66041ecb@dmblu1>
Source record: 60995

Have ATARI 800XL + disk & tape Drive + tablet + printer + books + software looking for a good home. Melbourne Australia

1430. Definitive Known Software Lists (cartridge and CD) [08/03/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <35c58e27.508206@nntp.ix.netcom.com>
Source record: 60996
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

The Video Game Advantage Definitive Known Software List Collection

If you are looking for the most complete, detailed software lists
available you have found them. And the best part is that they are all
in a standardized format, so you can change system files without
having to learn a new style or format! Currently 32 of the 40 planned
files are on-line (2600, Intellivision, NES, Odyssey2, Sega CD, SMS,
SNES, and TG-16 all still need some work, and will be on-line as
soon as possible).

32 bit and 64 bit video game systems:

3DO REAL Interactive Multiplayer
Amiga (?Commodore?) CD32
Atari Jaguar / Jaguar CD
Nintendo 64
Nintendo Virtual Boy
Sega 32X
Sega Saturn
Sony Playstation
Tiger Game.Com

16 bit video game systems:

Philips CD-i
Sega CD
Sega Genesis
SNK Neo Geo / Neo Geo CD
Super Nintendo

8 bit video game systems:

Atari Lynx
Nintendo Entertainment System (NES)
Nintendo Game Boy
Sega Game Gear
Sega Master System (SMS)
Turbographx-16, CD, & Duo

Classic video game systems:

Atari 2600
Atari 5200
Atari 7800
Bally Astrocade

Colecovision
Emerson Arcadia 2001
Fairchild Channel F
GCE Vectrex
Magnavox Odyssey2
Mattel Intellivision
Milton Bradley Microvision
RCA Studio II

Classic computers:

Atari 8-bit computers
Coleco Adam computer -- see Colecovision
Commodore 64 / 128 computers
Commodore Vic-20 computer
IBM PC Jr. computer
Mattel Aquarius computer
Radio Shack Color Computer
Texas Instruments TI 99/4A Computer
Tomy Tutor 16-Bit Graphic Computer

*****

If this is of interest to you, the URL is:
http://www.io.com/~vga2000/

and the link is in the "Collectors Corner" section.

And before anyone else asks; if the game isn't on one of my FS/T
lists, it isn't FS/T :)

Michael

P.S. My old e-mail accounts all still work, but I'd prefer it if
people would begin to use the *new* account. Thank you!

NOTE: If rec.game.video.classic holds true to form someone
will follow up my announcement with lies and/or attacks. I left
that newsgroup approximately 2 years ago, and except for 2 days
in August 1997, I haven't read or posted there since (unless it was
to cross-post an occasional web site addition announcement or,
when I still did so, to occasionally cross-post four -- not 6 -- FS/T
lists).

However, I still receive e-mail from people who tell me that some
there are STILL talking about me. Very touching, now grow up!

For the record, I will continue to cross-post these types of
announcements there because the vast majority of the people
on RGVC probably enjoy video game related activities more
than the RGVC tradition of seeing how far you can stick the
"verbal knives" into someone.

If you are tired of wading through the lies and attacks here on
Usenet, and you would like to know my real position (on anything),
as opposed to what some with tell you is my position, then you
should either pay attention to what I say (or have said), or you
can ask me. I'll be happy to detail my TRUE position for you. :)

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1431. Re: Is there a Comm 64 Newsgroup ??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.102f4d20101b4561989693@news1.ibm.net>
Source record: 60997

In article <1998080220295200.QAA05052@ladder03.news.aol.com>, Atari76 (atari76@aol.com) stated:

> Is there one ???

Yes; comp.sys.cbm

==========
lmcclure@ibm.net

1432. Re: Is there a Comm 64 Newsgroup ??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdbecc$769f5040$d7374382@vidar>
Source record: 60998

```
And alt.c64

Lonnie McClure <lmcclure@ibm.net> wrote in article
<MPG.102f4d20101b4561989693@news1.ibm.net>...
> In article <1998080220295200.QAA05052@ladder03.news.aol.com>, Atari76
> (atari76@aol.com) stated:
>
> > Is there one ???
>
> Yes; comp.sys.cbm
>
> =================
> lmcclure@ibm.net
>
```

1433. Re: Where is Yogi Archive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <35c5a747.520783@207.97.159.250>
Source record: 60999

On Fri, 31 Jul 1998 08:56:39 +0200, Jindra Kubec <kubecj@asw.cz>
wrote:

>
>But ftp.hackerz.com is _still_ down.
>
>--
>Jindrich Kubec
>

Well, when you work with donated space, that happens alot.... if
anyone will pony up some space that i can use reliably, maybe we can
fix this problem.
yogi

1434. Atari Interface Magazine Disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35C5A778.EBEEDE2C@ix.netcom.com>
Source record: 61000

All,
Does anyone have any or all of the Atari Interface Magazine disks? I'd
like to find them. There was some interesting stuff on those disks. I
can use them in .ATR, .DCM, images or as straight files in an archive
..ARC or .ZIP.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1435. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <35c6a849.778906@207.97.159.250>
Source record: 61001

On 2 Aug 1998 22:26:52 GMT, eplicon@wam.umd.edu (Jack H. Lee) wrote:

>
>: Jaggi was the developer version that went to atari proper, and was promptly
>: leaked.. It also allowed you to select levels up to 100 (I believe)
>: Fractalus only allowed level selection up to 20
>
>There are subtle differences between the work-in-progress bootleg and the
>actual commercial release. You only have a certain time frame to let the
>pilots in on ROF in the higher levels. The longer you wait, the longer
>the duration between their knocks on the door (meaning, they're getting
>weaker). And if you let them kind of late, they stagger in very slowly.
>If you wait too long, you hear them slump to the ground and the message
>"Pilot Killed!" appears. Also, in the higher levels, the enemy Jaggis
>cannot be distinguished, as they are wearing regular white helmets. This
>made it a bit more intimdiating to play, of course, especially when they
>leapt at ya at the cockpit window!
>
I was playing this in the 80's and was talking on the phone at the
same time and the first time i saw the alien i fell backward off my
chair with a scream, it was a great touch

1436. Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35C5A94F.C84DB98F@ix.netcom.com>
Source record: 61002

All,
I've noticed that some of the emulators can load some files directly from a PC directory as opposed to an .ATR image. Can any load/save BASIC programs the same way?
I guess what I'm asking is, could someone build a 130XE emulation that doesn't necessarily HAVE to use an Atari disk image to boot, load and save files. Can one be build to work directly from MS-DOS directories.
Second, will any of the emulators fully allow cart access as in cart images of say BASIC XE. I'd love to be able to run, edit and save my BXE files on my PC at work. Most of the stuff I write on my 130XE is in BASIC XE. I can't run any of it on any emulator I've tried. I know Rainbow has tried, but so far I can't get anywhere with the multi bank cart images.

These two items would make the Atari emulators extremely usable!
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1437. Re: Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <GHbx1Q7Ya6cb092yn@ibm.net>
Source record: 61003

In article <35C5A94F.C84DB98F@ix.netcom.com>,
Robert S Ely <rely@ix.netcom.com> wrote:
> Second, will any of the emulators fully allow cart access as in cart
>images of say BASIC XE. I'd love to be able to run, edit and save my BXE
>files on my PC at work. Most of the stuff I write on my 130XE is in
>BASIC XE. I can't run any of it on any emulator I've tried. I know
>Rainbow has tried, but so far I can't get anywhere with the multi bank
>cart images.

It would be really nice to also be able to run Action!, but I haven't
heard of anyone actually doing this. I guess there is a disk version of
it, but it doesn't run very well.

--

**** Please remove * in the e-mail address to reply *****
Ryan 'Gozar' Collins rlcolli@ibm.net
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove * in the e-mail address to reply *****

1438. Parallel Sparq w/8 bit or ST?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: followell@dynasty.net
Message-ID: <35c5de3c.4166274@news.supernews.com>
Source record: 61004
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari

Does anyone know if there is a way to use an external/parallel
Syquest Sparq with the Atari 8 bit or with the Atari ST? Any
information would be greatly appreciated. Thanks in advance.

1439. Parallel Sparq w/8 bit or ST?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: followell@dynasty.net
Message-ID: <35c9df89.4498829@news.supernews.com>
Source record: 61005
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari

Does anyone know if there is a way to use an external/parallel
Syquest Sparq with the Atari 8 bit or with the Atari ST? Any
information would be greatly appreciated. Thanks in advance. (Sorry, I
may have accidentally posted this twice)

Sincerely,
- Byron Followell
followell@dynasty.net (Home & preferred address)
Byron_Followell@tmmna.com (Work address)
Homepage: http://www.geocities.com/heartland/acres/6391/

Reach me by ICQ. My ICQ# is 13014170 or,
* Page me online through my Personal Communication Center:
http://wwp.mirabilis.com/13014170 (go there and try it!) or,
* Send me E-mail Express directly to my computer screen
13014170@pager.mirabilis.com

1440. Re: Emulators - Basic-xl-toolkit.zip (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: rao@servtech.com
Message-ID: <35c5e1ef.4406108@news.servtech.com>
Source record: 61006

On Mon, 03 Aug 1998 08:13:03 -0400, Robert S Ely <rely@ix.netcom.com> wrote:

>All,
> I've noticed that some of the emulators can load some files directly
>from a PC directory as opposed to an .ATR image. Can any load/save BASIC
>programs the same way?
> I guess what I'm asking is, could someone build a 130XE emulation that
>doesn't necessarily HAVE to use an Atari disk image to boot, load and
>save files. Can one be build to work directly from MS-DOS directories.
> Second, will any of the emulators fully allow cart access as in cart
>images of say BASIC XE. I'd love to be able to run, edit and save my BXE
>files on my PC at work. Most of the stuff I write on my 130XE is in
>BASIC XE. I can't run any of it on any emulator I've tried. I know
>Rainbow has tried, but so far I can't get anywhere with the multi bank
>cart images.
>
> These two items would make the Atari emulators extremely usable!

I've already e-mailed you the files I believe can help.
I'm just going to post the BASIC-XL Toolkit (runtime package) here for
anybody else that may want to run basic xl/xe programs without having
the cartridge. just follow these 3 steps

1. format a fresh disk and write DOS to it

2. copy the program 'basicxl.com' from the basic-xl toolkit to the new disk
and rename it to autorun.sys

3. copy xl/xe program you wish to run and rename it autorun.bxl

i also believe you can have a menu named autorun.bxl for multipal xl/xe files.
on the same disk.

1441. Re: Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <18F7F896B66FB9E0.32AD6AEB830CEAF8.E10FC7D41FA49DB7@library-proxy.airnews.net>
Source record: 61007

Ryan 'Gozar' Collins <rlcolli@ibm.net> wrote:
> In article <35C5A94F.C84DB98F@ix.netcom.com>,
> Robert S Ely <rely@ix.netcom.com> wrote:
>> Second, will any of the emulators fully allow cart access as in cart
>>images of say BASIC XE. I'd love to be able to run, edit and save my BXE
>>files on my PC at work. Most of the stuff I write on my 130XE is in
>>BASIC XE. I can't run any of it on any emulator I've tried. I know
>>Rainbow has tried, but so far I can't get anywhere with the multi bank
>>cart images.

> It would be really nice to also be able to run Action!, but I haven't
> heard of anyone actually doing this. I guess there is a disk version of
> it, but it doesn't run very well.

If someone would like to rip their Action! cartridge, I will do my best to
make sure it works under the atari800 emulator...I'm currently pounding out
a new memory subsystem to make things that rely on bank selection perform
better...

Jason

1442. Need help! Graphics and sound, please

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdbf06$6500c460$6f374382@vidar>
Source record: 61008

I am coding a simple Bomber game, and would like to ask you guys for a favour. Could anybody draw the graphics for the building, plane/ufo, men running and some extras like birds or something. And a music track would be cool! Thanks in advance.

BTW : CMC music is prefered as I have the player routines up and running already. The plane (hmmm blocky thing) is moving, but I haven't put in the bomb and such yet.

1443. Re: Emulators.. try this (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: rao@servtech.com
Message-ID: <35c7f40d.1682868@news.servtech.com>
Source record: 61009

On Mon, 03 Aug 1998 08:13:03 -0400, Robert S Ely <rely@ix.netcom.com> wrote:

>All,
> I've noticed that some of the emulators can load some files directly
>from a PC directory as opposed to an .ATR image. Can any load/save BASIC
>programs the same way?
> I guess what I'm asking is, could someone build a 130XE emulation that
>doesn't necessarily HAVE to use an Atari disk image to boot, load and
>save files. Can one be build to work directly from MS-DOS directories.
> Second, will any of the emulators fully allow cart access as in cart
>images of say BASIC XE. I'd love to be able to run, edit and save my BXE
>files on my PC at work. Most of the stuff I write on my 130XE is in
>BASIC XE. I can't run any of it on any emulator I've tried. I know
>Rainbow has tried, but so far I can't get anywhere with the multi bank
>cart images.
>
> These two items would make the Atari emulators extremely usable!

I've already e-mailed you the files I believe can help.
I'm just going to post the BASIC-XL Toolkit (runtime package) here for
anybody else that may want to run basic xl/xe programs without having
the cartridge. just follow these 3 steps

1. format a fresh disk and write DOS 2.0 or 2.5 to it.
(for some reason I couldn't get MYDOS453 to work with it)

2. copy the program 'basicxl.com' from the basic-xl toolkit disk to the new
disk and rename it to autorun.sys

3. copy xl/xe program you wish to run and rename it autorun.bxl

Also, you can have a menu named autorun.bxl for multipal xl/xe files.
on the same disk.

I'll also include a sample disk I've done.

I dont think I'm supposed to post binaries here and I apologize and wont post
anymore here in this ng after this.

1444. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6q553q$rqk@bgtnsc02.worldnet.att.net>
Source record: 61010

Yogi wrote in message

>I was playing this in the 80's and was talking on the phone at the
>same time and the first time i saw the alien i fell backward off my
>chair with a scream, it was a great touch
>

Very Funny!! the SAME thing happened to me and a atari rep who brought it over to look at.. he had JUST gotten the demo "jaggi" version, and we had pizza flying left and right!! we both looked at each other lying on the floor, and laffed our butts off!!

Ah THOSE were truly the gameing days...

Why has no one duplicated this great sneaky effect in any other game??
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tribe, Lightwave 3D renderings, Wallpaper, Gorilla Falls info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

1445. Wanted: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <35c62145.2026932@news.demon.nl>
Source record: 61011

Hi,

I'm looking for a 130XE with a extra OS and Memory (not neccesary)

Please reply through email with price + shipping!!!

Louis van Eijk

1446. Problem with 130XE and BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <35c721b6.2140028@news.demon.nl>
Source record: 61012

Since my 130XE died, i upgraded another 130XE to extra OS and extra Memory.(from my old computer)

Now i have problems with the BB, when hooking up the BB to the 130XE i can't boot up normal. Spartados loads when i'm lucky, but hangs almost always when doing the startup.
Other times when i boot, i see a graphics 8 kind of screen with blocks and stuff!

The HD is not the problem, because when booting without a HD, basic runs badly. And entering BYE always coms with a bad screen.

With my 800XL there is no problem!!!

PLEASE SOMEONE HELP ME!!!!

Louis

1447. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_902156294@rtfm.mit.edu>
Source record: 61013
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

1448. Re: Atari 5200 Games For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: Ianoid <ibaronof@midway.uchicago.edu>
Message-ID: <35C63599.87542E33@midway.uchicago.edu>
Source record: 61014
Cross-posted to: alt.atari,alt.games.atari,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

Atari7800 wrote:

> Wizard of Wor $ 6.50
> Mountain King $ 7.00
> River Raid $ 6.00
> Frogger $ 4.00
> Dig Dug $ 3.00
> Jungle Hunt $ 3.00
> Space Invaders $ 3.00
> Qix $ 3.00
> Countermeasure $ 2.50
> Galaxian $ 3.00
>
> All games for 30.00 plus 4.00 shipping in US
>

I assume you've already received an offer? I'd take Mountain King for $8
shipped.

--

-Ian
chFPongTI9940080026005200 7800IntellivisionAquariusColeco
ArcadiaBallyVic20C64VectrexOdysseyJaguarLynxTG16SMSHandheld
BoardGameETLunchBoxViewMasterStereoActionHawaiiTikiLounge
ShakersSwingawayIceOMatDaisyLindyHopSkateboardCheeeeeeeeeese

1449. Re: Atari 5200 Games For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: Ianoid <ibaronof@midway.uchicago.edu>
Message-ID: <35C63B3E.B3C36281@midway.uchicago.edu>
Source record: 61015
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

Atari7800 wrote:

> Atari7800 wrote in message ...
> Mountain King $ 7.00
>

Me dummy: should withdraw offer for Mountain King. I hope this is ok,
altho' you probably already sold it anyway!

Sorry!

--

-Ian
chFPongTI9940080026005200780OIntellivisionAquariusColeco
ArcadiaBallyVic20C64VectrexOdysseyJaguarLynxTG16SMSHandheld
BoardGameETLunchBoxViewMasterStereoActionHawaiiTikiLounge
ShakersSwingawayIceOMatDaisyLindyHopSkateboardCheeeeeeeeeese

1450. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6q5gf5$4fu@dailyplanet.wam.umd.edu>
Source record: 61016

>I was playing this in the 80's and was talking on the phone at the
>same time and the first time i saw the alien i fell backward off my
>chair with a scream, it was a great touch

Sheesh -- I must have had taken ten years off of my life when that happened to me. I first played "Jaggi Lines" back in 1985 (and yes, I got the legit. cartridge version later), and pretty much knew what to expect, based a review that appeared in Electronic Games magazine. It had mentioned that some of the pilots were Jaggis, so you had to be careful not to just open the airlock at your whim. So I knew at least what to expect, at least in theory! Now, I had the audio output played through my boombox, so the volume was loud and crisp. I was playing level 13, and landed, but the pilot wasn't in viewing range. So I waited, expecting to hear those three knocks -- and well...you can imagine what happened after that! That scared me more than anything else I've encountered, I swear.

Every time I play the game now, even 13 years later, I still get very nervous on the higher levels. :)

1451. Re: Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35C6909C.56A8@pacbell.net>
Source record: 61017

Mathy Van.nisselroy wrote:
>
> Howdy folks
>
> Re: Atari Classics
>
> Maybe you could ask some of the
> EasternEuropean guys to write about
> their demo's. That way AC will be
> interesting again for those who don't
> like all these hardware projects. (I
> do like 'em. As long as you don't
> need one project to be able to use
> the other. For instance, if you'd
> need the SmartOS upgrade when you
> want the 80 column upgrade or any
> other upgrade Bob mentioned in the
> RED issue (Fall 1996, Vol.5, #2 aka
> the last one that appeared (sp?) up
> till now)
>
> CU Mathy Van Nisselroy
>
> Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
> ---
> ï¿½

The last issue was designated N0.7. Came out about a year ago... are you
missing one?

I understand about the cost of mailing over the "pond". How would I go
about organizing the Demo folks over there? Are you volunteering?

Bob

1452. Re: Formatting both sides on a XF551

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35C691BD.2384@pacbell.net>
Source record: 61018

Mario Becroft wrote:
>
> Would like to know how to modify an XF551 disk drive so that I can format
> single sided on the reverse side.
> Normally you can format as a double sided disk, but as a lot of people
> don't have one of these drives, I have to use DOS2.5 on the club disk.
>
> Alan Milne.
>
> --
> | Mario Becroft | Tariland, Atari user group in New Zealand |
> | mb@tos.pl.net | tariland@tos.pl.net |
> | http://www.pl.net/~mario/ | http://www.pl.net/~mario/tariland/ |

It would be difficult....
The controller uses the INDEX pulse from the diskette to initiate a
track format. Since you don't have one when you flip the disk, you can't
format the back side. You can read and write to it, but no format. The
1050 generates a dummy INDEX pulse during format - that's what you would
need to do in the XF551.

Instructions for backside FORMAT on an XF551:

a. Remove all cables from the Xf551.

b. Plug in a 1050.

c. FORMAT the back of the disk.

d. reverse procedure when all disks are formatted....

Bob

1453. Re: Parallel Sparq w/8 bit or ST?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35C69437.37FD@pacbell.net>
Source record: 61019
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari

Byron Followell wrote:
>
> Does anyone know if there is a way to use an external/parallel
> Syquest Sparq with the Atari 8 bit or with the Atari ST? Any
> information would be greatly appreciated. Thanks in advance.

I have used the EZ135 SyQuest on an 8-bit using an IDE interface. I
expect that the SyJet and Sparq would also work.

Bob

1454. Re: Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-03 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <KvQOTJADVhx1EwXY@signus.demon.co.uk>
Source record: 61020

In article <18F7F896B66FB9E0.32AD6AEB830CEAF8.E10FC7D41FA49DB7@library-proxy.airnews.net>, Jason Duerstock <jasond@cdc.net> writes
>Ryan 'Gozar' Collins <rlcolli@ibm.net> wrote:
>> In article <35C5A94F.C84DB98F@ix.netcom.com>,
>> Robert S Ely <rely@ix.netcom.com> wrote:
>>> Second, will any of the emulators fully allow cart access as in cart
>>>images of say BASIC XE. I'd love to be able to run, edit and save my BXE
>>>files on my PC at work. Most of the stuff I write on my 130XE is in
>>>BASIC XE. I can't run any of it on any emulator I've tried. I know
>>>Rainbow has tried, but so far I can't get anywhere with the multi bank
>>>cart images.
>
>> It would be really nice to also be able to run Action!, but I haven't
>> heard of anyone actually doing this. I guess there is a disk version of
>> it, but it doesn't run very well.
>
>If someone would like to rip their Action! cartridge, I will do my best to
>make sure it works under the atari800 emulator...I'm currently pounding out
>a new memory subsystem to make things that rely on bank selection perform
>better...

The full ROM versions of OSS Action and MAC/65 (with DDT) already run on Atari800. I haven't had OSS BASIC XE running but it should operate in a similar manor.

--
David J. Firth

1455. Re: Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <SY5x1Q7YaWge092yn@ibm.net>
Source record: 60937

In article <KvQOTJADVhx1EwXY@signus.demon.co.uk>,
"David J. Firth" <david@signus.demon.co.uk> wrote:
>In article <18F7F896B66FB9E0.32AD6AEB830CEAF8.E10FC7D41FA49DB7@library-
>proxy.airnews.net>, Jason Duerstock <jasond@cdc.net> writes
>>Ryan 'Gozar' Collins <rlcolli@ibm.net> wrote:
>>> In article <35C5A94F.C84DB98F@ix.netcom.com>,
>>> Robert S Ely <rely@ix.netcom.com> wrote:
>>>> Second, will any of the emulators fully allow cart access as in cart
>>>>images of say BASIC XE. I'd love to be able to run, edit and save my BXE
>>>>files on my PC at work. Most of the stuff I write on my 130XE is in
>>>>BASIC XE. I can't run any of it on any emulator I've tried. I know
>>>>Rainbow has tried, but so far I can't get anywhere with the multi bank
>>>>cart images.
>>
>>> It would be really nice to also be able to run Action!, but I haven't
>>> heard of anyone actually doing this. I guess there is a disk version of
>>> it, but it doesn't run very well.
>>
>>If someone would like to rip their Action! cartridge, I will do my best to
>>make sure it works under the atari800 emulator...I'm currently pounding out
>>a new memory subsystem to make things that rely on bank selection perform
>>better...
>
>The full ROM versions of OSS Action and MAC/65 (with DDT) already run on
>Atari800. I haven't had OSS BASIC XE running but it should operate in a
>similar manor.

Ok, how do I dump my Action! and Basic XL cartridge?

--

**** Please remove * in the e-mail address to reply *****
Ryan 'Gozar' Collins rlcolli@ibm.net
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove * in the e-mail address to reply *****

1456. Re: SpartaDos disk format

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: danlp@pacbell.net
Message-ID: <6q5q66$77e$1@nnrp4.snfc21.pbi.net>
Source record: 61021

On 1998-07-19 rsely@dhs.state.nj.us said:
>Newsgroups: comp.sys.atari.8bit
>SArcher119 wrote:
>> if you had an atari in the good old days you would not be asking
>>such a silly question .. go away you lamer
>SArcher,
>This is an Atari 8-bit newsgroup and SpartaDOS questions belong
>here. That was a legitimate question. We welcom anyone that is
>interested in Atari 8-bit computers here no matter what there
>interest level is. Please realize that there are new-comers here
>and people that never got deeply into OSes and disk format
>information. If you don't like such questions then maybe you should
>not read this newsgroup. I like questions like this, because they
>show a real interest in this system. This person is looking for
>serious information. Instead of calling him a lamer, why don't you
>try looking up the information and respond appropriately. Thanx for
>listing!
Just a note of compliment for those who protect us "lamers". As an avid
LISTENER I say little but look for this type of info to bring out my own
basic atari 65xe. I'll need a lot of help here and I appreciate the
group very much. Thank you and thank you for the many "lamer"
questions I'll have in the future!
Dan
Have a goody!

Net-Tamer V 1.11 - Test Drive

1457. XF551 disc drive uses standard mechanism?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <5MC1CLV@tos.pl.net>
Source record: 61022

Some 8-bit members of our Atari users group would like to replace a worn out mechanism in their XF551 disc drives. Can any 5.25 inch disc drive mechanism as used on IBM compatible machines be used in the XF551, or do only certain models work, or are some modifications required?

Any assistance would be appreciated.

--
Mario Becroft	Tariland, Atari user group in New Zealand
mb@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

1458. Re: Problem with 130XE and BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998080403055100.XAA29863@ladder03.news.aol.com>
Source record: 61023

>Now i have problems with the BB, when hooking up the BB to the 130XE

I had a similar problem with my set up once.
I had upgraded to a new version of the US+
O/S from CSS, and my BB?HD would no longer work reliably. Bob placed a text
file on his BBS called "STABILXL", as
I recall, and it describes two fixes that can
be used to correct some (timing) problems
that afflict some computer/interface devices.
I show his BBS as 716-247-7157.
Hope this helps.
Larry

1459. Re: Is there a Comm 64 Newsgroup ??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <Ex5AF8.Eos@iglou.com>
Source record: 61024

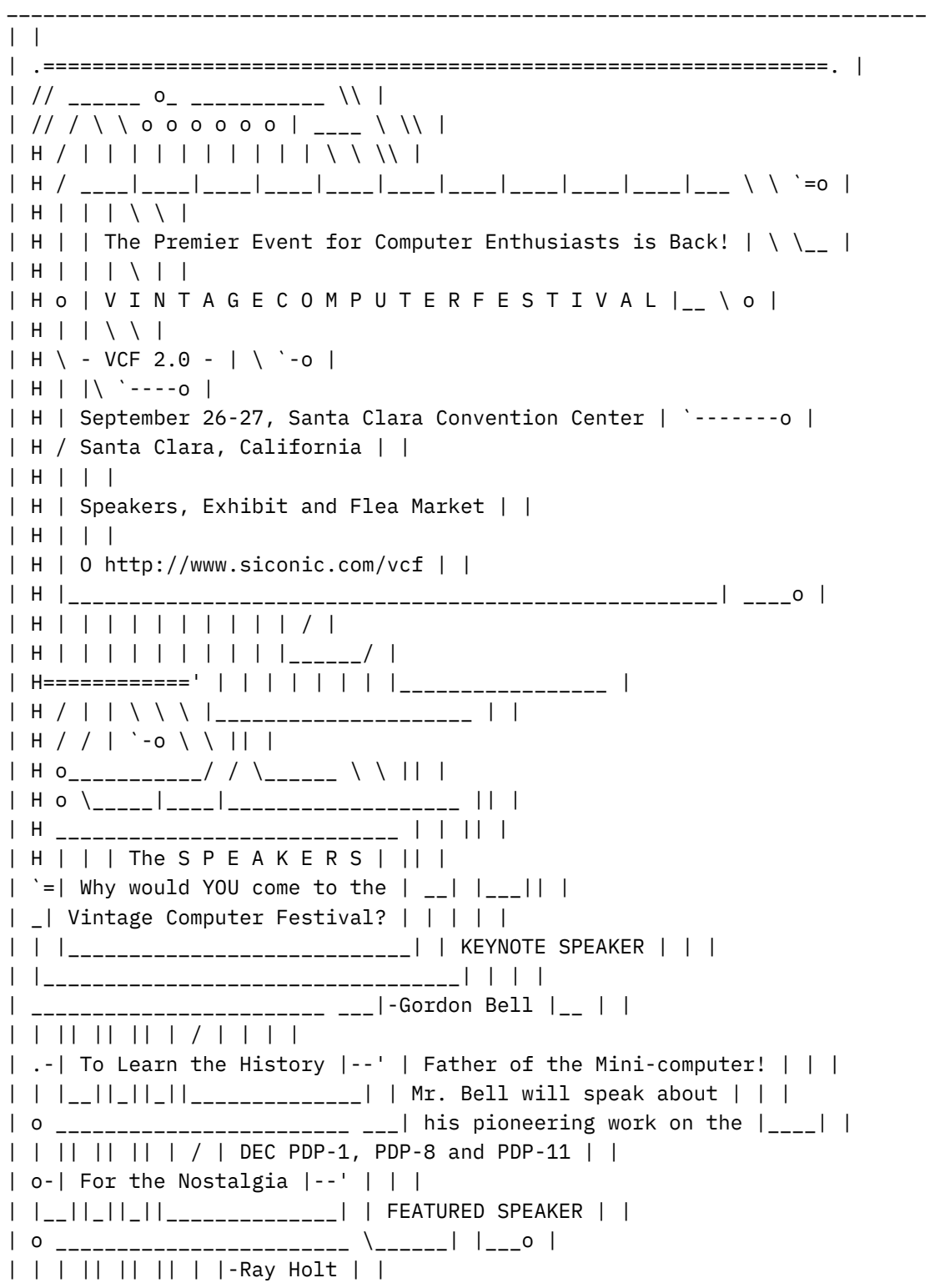
On 1998-08-02 atari76@aol.com(Atari76) said:
>Is there one ???
Someone else has probably answered by now, but it's comp.sys.cbm.

>Alan
>Atari 2600 - 5200 - 7800 - Jaguar -3DO- Lynx
>-Playstation-Intellivision Colecovision -SMS-
>Odyssey 2 - Pong -NES- Hand Helds - Table Tops

Net-Tamer V 1.08X - Test Drive

1460. VINTAGE COMPUTER FESTIVAL - VCF 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: Sam Ismail <dastar@verio.com>
Message-ID: <6q66uk$1gl$6@news.ncal.verio.com>
Source record: 61025


The Premier Event for Computer Enthusiasts is Back!
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The S P E A K E R S
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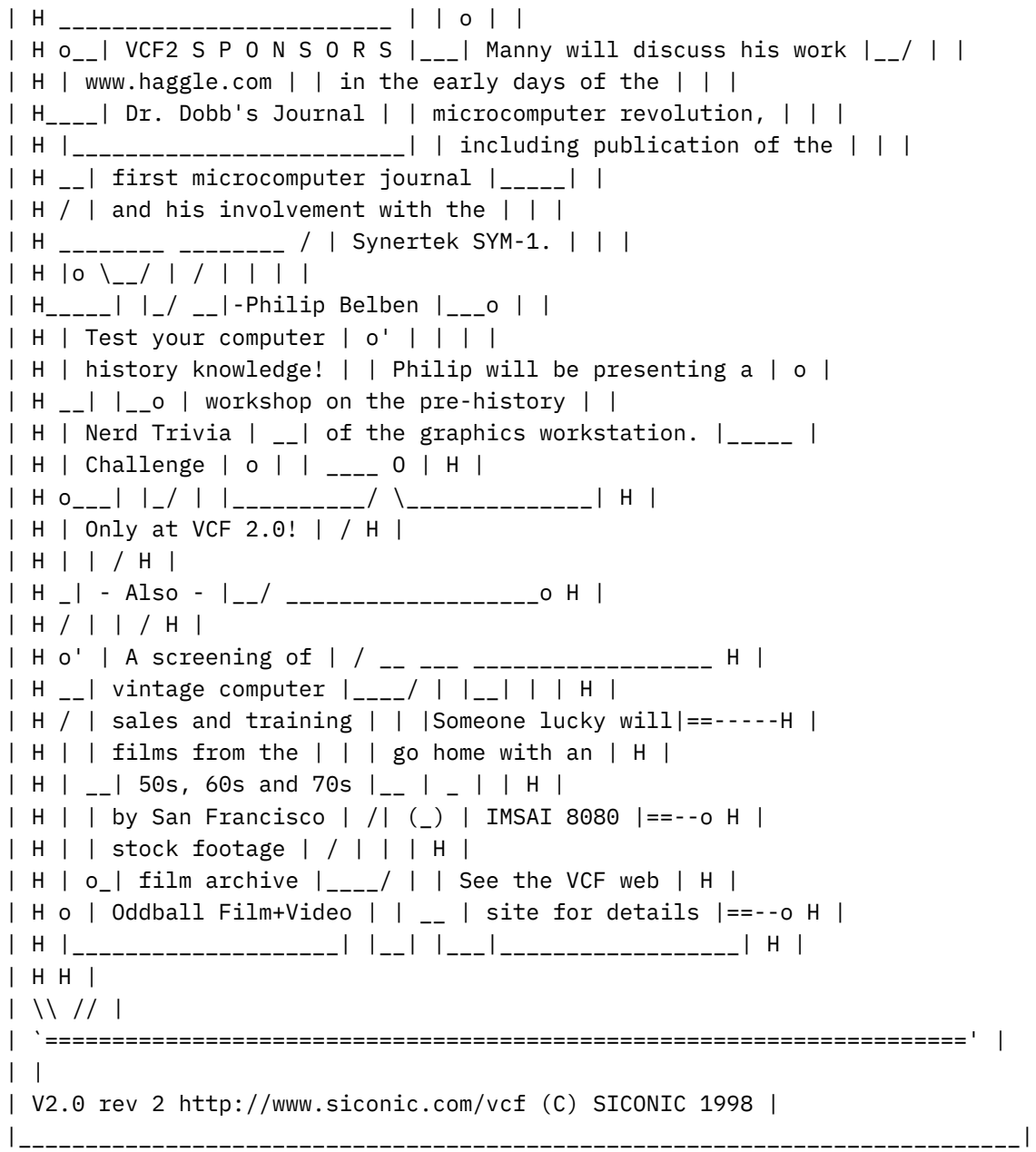
Vintage Computer Festival?
KEYNOTE SPEAKER
Gordon Bell
To Learn the History
Father of the Mini-computer!
Mr. Bell will speak about
his pioneering work on the
DEC PDP-1, PDP-8 and PDP-11
For the Nostalgia
FEATURED SPEAKER
Ray Holt

To Hear the Speakers
To Buy Vintage Computers
For the Games & Contests
To Meet Other Collectors
To Meet the Pioneers
For the Prizes!
Philosophy of the Vintage Computer Festival... The main mission of the Vintage Computer Festival is to promote the preservation of "obsolete" computers by allowing attendees to experience the technologies, people and stories that embody the remarkable tale of the computer revolution.
Who really invented the first microprocessor? Guess again. This designer of the JOLT and Synertek SYM-1 single-board computers will reveal why computer history may need to be re-written.
David Rutland
On the National Bureau of Standards Western Automatic Computer (SWAC). Mr. Rutland worked under Harry Huskey to help build this first computer west of the rockies.
Whether you're into game consoles, handheld devices, arcade machines or personal computers, there's a Mac-based emulator for you.
Jim Willing
Jim will demonstrate ways in which you can put computers, new and old, back to work in the classroom. Also, how to care for your old computers.
Bruce Faust
Bruce will tell you everything you want to know about the Toshiba T1100, the first "laptop" computer.
Tom Geller
Manny Lemas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www.haggle.com
Dr. Dobb's Journal
first microcomputer journal
and his involvement with the
Synertek SYM-1.
-Philip Belben
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history knowledge!
Nerd Trivia
Challenge
Only at VCF 2.0!
- Also -
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vintage computer
sales and training
films from the
50s, 60s and 70s
by San Francisco
stock footage
film archive
Oddball Film+Video
Manny will discuss his work
in the early days of the
microcomputer revolution,
including publication of the
Philip will be presenting a
workshop on the pre-history
of the graphics workstation.
Someone lucky will
go home with an
IMSAI 8080
See the VCF web
site for details
V2.0 rev 2 http://www.siconic.com/vcf (C) SICONIC 1998

1461. Re: Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01bdbf77$a66e45a0$a792e289@irata.kawo2.rwth-aachen.de>
Source record: 61026

Robert S Ely <rely@ix.netcom.com> schrieb im Beitrag
<35C5A94F.C84DB98F@ix.netcom.com>...
> All,
> I've noticed that some of the emulators can load some files directly
> from a PC directory as opposed to an .ATR image. Can any load/save BASIC
> programs the same way?
> I guess what I'm asking is, could someone build a 130XE emulation that
> doesn't necessarily HAVE to use an Atari disk image to boot, load and
> save files. Can one be build to work directly from MS-DOS directories.

Hallo !

I think, with XLit and ATARIWin it should work directly.
Both have a device H: emulation (for PC-Drives) that should be independent
from DOS (not proofed yet).

So try this:
Select the PC-directoy as H1:
Start the emulator with pure Basic
All loading have to go to H1: now:
>LOAD"H1:MYFILE.BAS"
>RUN

Matt

P.S.: Dont remeber, if this was a H: or a M: device ...

1462. ANNOUNCE: Atari800Win 2.3

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: rich@cstone.net
Message-ID: <pgpmoose.199808040239.746@bureau42.ml.org>
Source record: 61027
Cross-posted to: comp.emulators.announce,comp.sys.atari.8bit

Atari800Win is an Atari 8-bit computer/game system emulator for
Windows 9X/NT. Version 2.3 has been posted at:

http://www.cris.com/~Twist/atari800win

The new features/fixes in version 2.3 are:
08-03-98 Ver 2.3
* DCM files (an older semi-compressed disk format) can now be
converted to ATR directly from within Atari800Win. This is under
the File menu. You can select a single or multiple DCM files to
start, and then will be asked the destination directory to save
the ATR files.
* DCM files can be loaded as regular disk images, but they will be
read-only since they are in compressed form. Use the DCM->ATR menu
option to create an ATR that you can then open read/write.
* ATR/XFD files can be compressed with gzip and read directly as
disks in compressed form (they also will be read only, as above -
decompress them to get a read/write file). The extension used must
be ".atr.gz", ".xfd.gz", "atz" or "xfd" for the file to be
recognized (I highly prefer .atr.gz and .xfd.gz). ZLIB is used to
manage the decompression code, and the DLL is now included with
Atari800Win. You can use any recent zlib.dll however; as long as
it is in the path somewhere, it will be found. If zlib is not
present Atari800win will still load, but won't decompress files.
Atari800Win will NOT read ATR/XFDs compressed with ZIP programs
(yet). Temporary files created when compressed disks are read are
placed in the Windows TMP directory and automatically removed when
no longer needed.

PLEASE NOTE THAT COMPRESSED FILES ARE DECOMPRESSED BEFORE BEING
READ.IF YOU COMPRESS A MEGADISK, IT'S GOING TO TAKE A LONG TIME TO
LOAD AND WILL USE UP THE ORIGINAL DISK SPACE ON YOUR HARD DRIVE
AFTERWARDS.

* Changed graphics dialogs to reflect the apparently common mistake
of not de-selecting windowed modes for full screen. The current
system is about as intuitive as you can get and still have all the
selections available.
* Added 1024x768 DirectDraw mode. This is mostly for people with LCD
screens that cannot actually switch resolutions. It also (on a
fast machine) is slightly better than 800x600 because the Atari
screen is more "zoomed in". However it is quite slow, since it is
3X expanded instead of 2X.
* The desktop will always be redrawn when exiting full-screen mode.

* Fixed a problem that could cause the Atari to not reboot on
cartridge changes (which was the cause of a few lockups in 5200
mode)
* Various prompts (dialogs, messageboxes) were changed to give more
helpful hints & directions.
* Fixed a SHIFT handling bug where it could be lost as a key but
kept as a state (if that's not confusing enough). This fixes a
bunch of demos.
* Added "Allow ROM Patches" to Hardware dialog. When switched off
this automatically disables SIO Patching, and also disables
various patches to the machine ROMs (notably HATABS) which might
prevent a small number of programs from running
* Added wait on vsync (no tearing) for DDRAW blits option to
Graphics dialogs. You can try checking this if you are getting
tearing; it could slow things down a lot though, especially if you
are running the Atari full speed.
* Added CTIA color lookup table to artifacting modes for older games
that depended on this color set (CTIA is an older version of the
graphics chip that became GTIA in later Ataris)
* Mode 2 artifacting is now implemented from the common code base.
You might find this a little disconcerting, as it will make your
DOS screen fuzzy or artifacted. Try just turning artifacting off
when using DOS and then back on for games etc.

1463. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <35c6623b.117188566@news.iwaynet.net>
Source record: 61028

On 2 Aug 1998 16:25:14 GMT, "Gareee" <gareee@worldnet.att.net> wrote:

>
>Too bad there's not a plan for a 90s version.. with the newer graphics on
>the new pc's it's be GREAT! they could even add perhaps stoming a base with
>a little "doomish" interior rescue, and multiplay over the net could include
>a squadron attempting a tougher rescue...
>

Well, Star Rangers for the PC was inspired by Star Raiders. It was
all there, the defense of starbases, the need to manage resources,
hyperwarping and even the dilemma of multiple starbases under attack
at once. The graphics were nicely rendered 640x480 too. So who
knows...any good coders looking for a nice idea to do. I would LOVE an
updated Rescue On Fractalus.

1464. Re: XF551 disc drive uses standard mechanism?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35C6EB66.8E384305@ix.netcom.com>
Source record: 61029

Mario Becroft wrote:
>
> Some 8-bit members of our Atari users group would like to replace a worn
> out mechanism in their XF551 disc drives. Can any 5.25 inch disc drive
> mechanism as used on IBM compatible machines be used in the XF551, or do
> only certain models work, or are some modifications required?
>
> Any assistance would be appreciated.
>
> --
> | Mario Becroft | Tariland, Atari user group in New Zealand |
> | mb@tos.pl.net | tariland@tos.pl.net |
> | http://www.pl.net/~mario/ | http://www.pl.net/~mario/tariland/ |

Mario,
NO! It must be a 360K DSDD low power drive. Other than that, sure.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1465. Re: SpartaDos disk format

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdbfa2$69825c00$66c2accf@asharkis.erols.com>
Source record: 61030

Seems to me we have a problem with semantics here. Since when has a
sincere, interested BEGINNER been defined as a LAMER?

I've been talking for months about the beginners we encounter in my user
group. Well, folks, they do exist and they do deserve our support. By
your responses, I can tell that most of you agree with me.

Just a word of advice:

If you're seeking advice, and somebody who's usually helpful comes across
as being impatient, just chalk it up as a bad day for HIM, not for you.

> Just a note of compliment for those who protect us "lamers". As an avid
> LISTENER I say little but look for this type of info to bring out my own
> basic atari 65xe. I'll need a lot of help here and I appreciate the
> group very much. Thank you and thank you for the many "lamer"
> questions I'll have in the future!
> Dan
> Have a goody!
>
> Net-Tamer V 1.11 - Test Drive
>

1466. Atari*Toon Movies

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: Jerry Cornelius <cptvimes@hotmail.com>
Message-ID: <WYFx1.9$MK4.2617755@IConNet>
Source record: 61031

Hello,

Does anyone know where I can get some old Atari*Toon movies? That would
be the ATASCII art movie thingy published in Antic some time ago.

JC
cptvimes@hotmail.com

1467. Re: 130xe out of storage (pos. duplicate sorry)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: Rados&#65533;aw Kapu&#65533;ci&#65533;ski <radekgr@friko6.onet.pl>
Message-ID: <o7Gx1.10543$xG2.4767876@news.tpnet.pl>
Source record: 61032

>....
>There's a guy from poland (with a gydnia.pl address, or something like
>....

I mast pay attention to this "gydnia.pl". I thing you mean "gdynia.pl"
becouse Gdynia is the city. It's can be important if any want to find this
link.

Radek

1468. Re: virus on the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: timgroove@aol.com
Message-ID: <1998080417330800.NAA08912@ladder03.news.aol.com>
Source record: 61033

I rember a friend of mine mentioning a virus
to me in about '85. Not sure if it was something
he was writing or something he heard about.
Called it A.I.D.S. Atari Internal Disk Syndronme.

>I was reading an old Atari Explorer from the eighties and it mentioned
>there was a virus on the classic, has anyone out there got any
>information on this?
>
>Alan Milne

1469. Re: Formatting both sides on a XF551

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <6q7ula$2mb$1@news.storm.ca>
Source record: 61034

Bob Woolley wrote in message <35C691BD.2384@pacbell.net>...
>Mario Becroft wrote:
>>
>> Would like to know how to modify an XF551 disk drive so that I can format
>> single sided on the reverse side.
>> Normally you can format as a double sided disk, but as a lot of people
>> don't have one of these drives, I have to use DOS2.5 on the club disk.
>>
>> Alan Milne.
>>
>> --
>> | Mario Becroft | Tariland, Atari user group in New Zealand |
>> | mb@tos.pl.net | tariland@tos.pl.net |
>> | http://www.pl.net/~mario/ | http://www.pl.net/~mario/tariland/ |
>----
>It would be difficult....
>The controller uses the INDEX pulse from the diskette to initiate a
>track format. Since you don't have one when you flip the disk, you can't
>format the back side. You can read and write to it, but no format. The
>1050 generates a dummy INDEX pulse during format - that's what you would
>need to do in the XF551.
>
>Instructions for backside FORMAT on an XF551:
>
>a. Remove all cables from the Xf551.
>
>b. Plug in a 1050.
>
>c. FORMAT the back of the disk.
>
>d. reverse procedure when all disks are formatted....
>
>
>Bob

Or, you could just set the 1050 as D2: and daisy chain...

David

1470. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6q80n7$do5@bgtnsc02.worldnet.att.net>
Source record: 61035

I've heard of star rangers quite a few times, but have never been ble to fin
a copy anywhere... be nice to see it, since I was such a rabid star raiders
fan.. ;))
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tribe, Lightwave 3D renderings, Wallpaper, Gorilla Falls info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

dmaxwell@iwaynet.net wrote in message
<35c6623b.117188566@news.iwaynet.net>...
>On 2 Aug 1998 16:25:14 GMT, "Gareee" <gareee@worldnet.att.net> wrote:
>
>
>>
>>Too bad there's not a plan for a 90s version.. with the newer graphics on
>>the new pc's it's be GREAT! they could even add perhaps stoming a base
with
>>a little "doomish" interior rescue, and multiplay over the net could
include
>>a squadron attempting a tougher rescue...
>>
>
>Well, Star Rangers for the PC was inspired by Star Raiders. It was
>all there, the defense of starbases, the need to manage resources,
>hyperwarping and even the dilemma of multiple starbases under attack
>at once. The graphics were nicely rendered 640x480 too. So who
>knows...any good coders looking for a nice idea to do. I would LOVE an
>updated Rescue On Fractalus.

1471. Re: Parallel Sparq w/8 bit or ST?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-04 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <902270794_OASIS_@nordnet.fr>
Source record: 61036
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari

Hello Byron,

In article <35c9df89.4498829@news.supernews.com>
followell@dynasty.net (Byron Followell) said:-

>Newsgroups: comp.sys.atari.8bit,comp.sys.atari
>
>Does anyone know if there is a way to use an external/parallel Syquest
>Sparq with the Atari 8 bit or with the Atari ST?

You posted this article in comp.sys.atari.8bit, good, but also in
comp.sys.atari: this group doesn't exist, it's bogus, you should warn
your newsmaster so he can remove the group from the server. Relaying
bogus groups is not a good thing, as some persons not knowing it could
post there a question and wait for a never comming reply...

Bye. Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* I have a bad news feed: could you please */
/* send me a copy of your reply by email? */

1472. Help. . .MIO Utils

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-05 00:00:00 UTC
From: buck@bit-net.com
Message-ID: <6q88l2$3$1@news.bit-net.com>
Source record: 60938

Anybody know where I can find a format util
for a SCSI drive on an MIO? Needless to say,
formatting on my PC then plugging into the MIO
doesn't seem to work. Anybody know how I
should go about this?

Thanx,
Bill Henry
buck@bit-net.com

1473. Re: Parallel Sparq w/8 bit or ST?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-05 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998080502220600.WAA17151@ladder03.news.aol.com>
Source record: 60939

>I have used the EZ135 SyQuest on an 8-bit using an IDE interface. I
>expect that the SyJet and Sparq would also work.

-but he mentions "Parallel". Works with an
IDE interface?

Larry White

1474. Re: Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-05 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35C83C51.2436CA91@ix.netcom.com>
Source record: 60940

David J. Firth wrote:
>
> In article <18F7F896B66FB9E0.32AD6AEB830CEAF8.E10FC7D41FA49DB7@library-
> proxy.airnews.net>, Jason Duerstock <jasond@cdc.net> writes
> >Ryan 'Gozar' Collins <rlcolli@ibm.net> wrote:
> >> In article <35C5A94F.C84DB98F@ix.netcom.com>,
> >> Robert S Ely <rely@ix.netcom.com> wrote:
> >>> Second, will any of the emulators fully allow cart access as in cart
> >>>images of say BASIC XE. I'd love to be able to run, edit and save my BXE
> >>>files on my PC at work. Most of the stuff I write on my 130XE is in
> >>>BASIC XE. I can't run any of it on any emulator I've tried. I know
> >>>Rainbow has tried, but so far I can't get anywhere with the multi bank
> >>>cart images.
> >>
> >> It would be really nice to also be able to run Action!, but I haven't
> >> heard of anyone actually doing this. I guess there is a disk version of
> >> it, but it doesn't run very well.
> >>
> >If someone would like to rip their Action! cartridge, I will do my best to
> >make sure it works under the atari800 emulator...I'm currently pounding out
> >a new memory subsystem to make things that rely on bank selection perform
> >better...
>
> The full ROM versions of OSS Action and MAC/65 (with DDT) already run on
> Atari800. I haven't had OSS BASIC XE running but it should operate in a
> similar manor.
>
> --
> David J. Firth

David,
I have Atari800Win and the BASIC XL images. Where can I find the
Action! and MAC/65 images? I'd really like to get BASIC XE images too. I
own all the carts and their tool kits for my 130XE.
Thanx for the info!!!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1475. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-05 00:00:00 UTC
From: larryw@panix.com
Message-ID: <35c87ba3.61141857@news.panix.com>
Source record: 60941

I have one of these (I actually bought it new way back when). My
documentation (and the unit) are packed away as I am in the process of
moving. If you have a specific question then email me and I'll see if
I can answer it from memory or get back to you after I've moved and
found the stuff that I packed away months ago.

Jason Duerstock <jasond@cdc.net> wrote:

>I recently inherited an ATR 8000 interface, but I didn't get any manuals or
>software with it. Can someone give me a brief explanation of its features
>and how to use them and/or point me in the direction of any on-line manuals
>or software?
>
>Thanks!
>
>Jason

1476. Silly question..

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-05 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35d49c67.17891625@news.demon.co.uk>
Source record: 60942

I should know better since my background is in the Atari 8bit BUT did
Scraper caper ever get released. Its listed on the programmers mega list
as being released but I have never seen it...

If out, does anyone have it..?

Many thanks and BTW the new Atari800 win is out. Version 2.3 with DCM
loading and conversion from inside Atariwin, Vsync etc etc...

--
Paul..

"Rumpletweezer ran the Dinky Tinky shop in the foot of the
Magic oak tree by the wobbly dum dum tree in the shade of
the magic glade down in Dingly Dell. Here he sold contraceptives..."
-- Python
ICQ No: 105793

1477. Re: Parallel Sparq w/8 bit or ST?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdc0b3$ece8ca40$d359accf@asharkis.erols.com>
Source record: 60943

This is kind of off topic, but here goes:

I was investigating a Sparq for my PC a while back, because my hard drive was getting maxed out. I would have wanted the internal IDE model (there's that one and an external parallel model) but the guys I wanted to do that and a couple of other things to my PC couldn't get it. So I know that both models exist. There were also rumors that Syquest would produce a SCSI Sparq, but Syquest denied that.

BTW, I wound up with a SCSI Iomega Jaz drive working off an Adaptec controller, instead, and I love it!

LWhite6497 <lwhite6497@aol.com> wrote in article
<1998080502220600.WAA17151@ladder03.news.aol.com>...
> >I have used the EZ135 SyQuest on an 8-bit using an IDE interface. I
> >expect that the SyJet and Sparq would also work.
>
> -but he mentions "Parallel". Works with an
> IDE interface?
>
> Larry White
>

1478. Re: Silly question

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-05 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998080521292700.RAA03109@ladder03.news.aol.com>
Source record: 60944

I don't think Scraper Caper was ever released.
AFAIK, it actually became Bounty Bob Strikes Back!

Bertrand M. (LEXX)

1479. I would like some email addresses, please help

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-05 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdc0bd$87044d80$88374382@vidar>
Source record: 60945
Cross-posted to: alt.atari.2600vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.misc

I have these people on my good trader list, but lost their email addresses.
Does anybody know them or do any of you read the newsgroups ? Thanks in
advance

Aurora Video Games Inc. Att : Larry Laurence
De Marco, Guy, El Cajon
Letteri, Joseph, Winchester
McCoy, Allen W., Orlando
Riccitelli Jr., Joseph, East Haven
Smith, Justin, Deyton
Wiklem, Brian, San Mateo

The pages are at : http://home.sol.no/~olavese/index.htm
along with bad trader pages.

Take care

1480. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-05 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_902348582@rtfm.mit.edu>
Source record: 60946
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: July 22, 1998

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

------------------------------

Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection.

Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*. If there is no copyright notice, software must be considered Freeware rather than in the Public Domain.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- Atari Classics, published by Bob Woolley
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this

list, please do your part in keeping it useful for everyone!

Subject: A

4Jays Classic Video Games and Old Computers (Jay Colen)
mailto:4jays@ccnet.com
http://www.ncal.verio.com/~4jays/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

American Techna-Vision (Ralph Maddox)
15338 Inverness St.
San Leandro CA 94579-2016
USA
tel: (510) 352-3787
mailto:rmax99@ix.netcom.com
Vendor: new hardware

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

AS
See: Mirage Media

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
tel/FAX: +49 2366 39623
BBS: +49 5439 92592
mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/
Developer: various hardware and software,
(including BW-DOS 1.10 printed German manual)
Publisher: ABBUC Magazin (disk magazine)
Repair Shop.

ABBUC Regionalgruppe Frankfurt / Main (RAF)
Dillenburgerstrabe 61
60439 Frankfurt / Main
Telefon / Fax: 069 / 577516
mailto:tgrasel@controlware.de (Thomas Grasel)
http://home.t-online.de/home/TGrasel/
Developer: hardware: SIO2PC-Interface 4.16, PC-Xformer-Kabel,

Autom. 2-Rechnerinterface, Schaltnetzteil fur ATARI (SNT),
8-Kanal Digitalvoltmeter (DVM), XL Schaltinterface. Also software.

ATARIX (paper magazine)
See: Satantronic

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
"Super Video 2.1XL" - http://members.delphi.com/lmcclure/svxl/
some other reprints - http://www.redshift.com/~cdyson/atari.html
Publisher: Atari Classics (print magazine)
Bob writes: "I have altered the format of a 'subscription' somewhat. Send me
your name and address, but no money. I'll send you the next issue and a bill
for your subscription. We'll try that for a while.
$25 for six issues (about six years at the present rate)
$9 additional for a disk that only includes the code in the magazine and
any related data.
higher in other countries due to higher postage costs. (varies)
(The above information was current as of 6/20/98)

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
P.O. Box 71017
16655 Yonge Street
Newmarket
Ontario
L3X 1Y8
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA

tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avalon
See: L.K. Avalon

Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, Ca. 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.
Stockton, CA 95204-4405
USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
150 00 Praha
Czech Republic
Developer: BW-DOS 1.30

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.atari.benjamin.net
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104

Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card, ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

James Catalano / Classic 8-Bit Atari / Artacyis Software
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below, Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry, Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,

Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
http://www.geocities.com/Hollywood/Lot/4205/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K)

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software

Classic Atari OnLine (online magazine)
See: David Schmudde

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

The Computer Dungeon
1440 Spencer Ave.
Berkeley, IL 60163
USA
Phone: 708-547-7085
FAX: 708-547-6550
mailto:ComDungeon@aol.com
http://www.mcs.net/~isis/dungeon/dungeon.htm
Hours: Mon - Fri 10am to 5:30pm CST
Sat 9am to Noon CST
Vendor: new/used hardware/software

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services (CSS)
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646

USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyber Networking (Nelson Nieves)
1621 Green St Unit 2B
Philadelphia PA 19130-3909
USA
mailto:atari@cybernetworking.com
http://www.cybernetworking.com/atari/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game
Programmers (software for Mac or PC)

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
mailto:nirdary@pacificnet.net
http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

Databyte Hard- & Softwareservice
Firma Matthias Faust
Fanny-Lewald-Ring 102
D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84
Fax: +49-(0)40-735 57 80
BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:info@databyte.hh.eunet.de
http://databyte.www-discount.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing
Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DataQue (NO LONGER REACHABLE???)
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
mailto:dataque.1@genie.com
mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

David M. Deaven
mailto:deaven@ishmael.ameslab.gov
http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer 98, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Raphael James Espino
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html
Developer: Ramdrive v1.0

Evangelo's Software (Angelo Vahatouras)
27 Stiles St
Elizabeth NJ 07208-1902
USA
tel: (908) 558-9518
mailto:VangelisV@AOL.com
Vendor: commercial software."has over 1,000 titles for the Atari 8 & 16 bit
machines. Mailorder ONLY! No Store front. Please E-mail for complete listings"

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety,
Atari800 Emulator 0.8.6

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games+
610 North Alma School Rd.
Chandler, AZ 85224

United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: back issues of News-Paper and News-Disk

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand

mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz, Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, Der 800 XL-DJ

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31

D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

ICD, Incorporated
1220 Rock Street
Rockford, IL 61101
U.S.A.
815-968-2228
815-968-6888 Fax
mailto:sales@icd.com
http://www.icd.com/
Vendor: some closeout ICD items

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton in the Isle
Ely
Cambs
CA6 2RA
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition
(revised) Winter 1997

Subject: J

Jay Software (Jan Krupka and Stanislav Opichal)
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not complete
version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5

Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
Czech Republic
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kaiser Soft (Markus Romer)
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polish/Tschechien games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
NEWER NUMBER -> +48 601 21-29-05
FAX: -659-34-14
mailto:karin@polbox.com
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
4267 W. Midway Dr.
Salt Lake City, Ut. 84120
USA

tel/FAX: (801) 967-7400
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra"
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler,
DK-Utilities for the Black Box and the MIO, SpartaDOS 3.3c (disk or cart)
Repair Shop.

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
Developer: SIO2PC 4.16. available from:
http://home.t-online.de/home/tgrasel/sio_416.zip

KE-Soft (Kemal Ezcan) (reported no longer supporting the Atari. CONFIRM???)
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation,
Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II,
Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

King Kong (Torsten Schallt)
mailto:schallt@fh-worms.de
Developer: hardware for your XL and your 1050, tester of Power Drive 351 XF

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,

XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0,
EmuXL v0.32 (emulator for Falcon030)

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/rainbow.html
Developer: Rainbow - Atari 8-Bit Emulator for the Apple Mac and
Windows 95/NT with Direct X

Rich "Twist" Lawrence
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.2 (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja (Mission Shark)+Fred, Neron, Piekielko,
Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian,
Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum,
Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour,
Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw,

Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor), RAM Cart

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
mailto:halliwee@ts436.dyess.af.mil
mailto:e.halliwell@genie.com
Developer: FlickerTerm 80, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacDonald Associates (Rod MacDonald)
909 NW Starlite Place
Grants Pass, OR 97526
USA
mailto:stinformer@chatlink.com
http://www.chatlink.com/~stinformer/
tel: (541) 476-2555
Publisher: ST Informer (online magazine) US$12/12 issues

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330

Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
mailto:101755.2443@compuserve.com
http://ourworld.compuserve.com/homepages/derekfern/
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Mirage Media s.c. / AS
ul. Obroncow 2c
03-933 Warsaw
Poland
Phone: +48 22 616 15 51, +48 22 616 15 55
Fax: +48 22 617 93 21, +48 22 671 76 22
mailto:mirage@mirage.com.pl
http://www.mirage.com.pl/
http://nostalgia.mirage.com.pl/
Vendor: hardware and software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bank Bang!,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt,

Tommings, Mortyr
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), VideoInterFace (digitizer+genlock),
OMC65 (MAC/65 cross-assembler for DOS/Windows), Sprint XL, RAM-CART,
AST Turbo System

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software (NBS)
c/o Bill Kendrick
7673 Melody Dr
Rohnert Park CA 94928-5435
USA
Phone..1-707-795-7852
Fax....1-707-795-5678
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, Didi 7, DollMan, Fire,
Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games:
Aster Blast, Balloonier, Boom!, Chicken, Cooltris, Gem Drop, Mah Jongg, Puzzle,
Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: SIFE,
File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

Orphaned Computers & Game Systems
c/o Adam Trionfo & Chris Federico
4321 Montgomery NE Apt 339
Albuquerque, NM 87109
USA
mailto:chris@abq.com
mailto:adam@thuntek.net
Publisher: Orphaned Computers & Game Systems ($1.00 per issue)

Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153 (from the USA: 011-44-1785-241153)
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual,
10th Anniversary Demo, Mini Office II, Transdisk IV
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave
Montreal QC H4V 2B2
Canada
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
mailto:74030.2020@compuserve.com
mailto:potterj@real3d.com
mailto:jdpotter@worldnet.att.net
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M.
Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649

mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
mailto:76702.1076@compuserve.com
Developer: BobTerm 1.22
(There's also a 1.23 that's specific to PC XFormer)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware, 800 XL-DJ

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html

Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Thomas Richter
mailto:thor@einstein.math.tu-berlin.de
http://www.math.tu-berlin.de/~thor/thor/
Developer: Atari800 Emulator for Unix, Amiga and MS-DOS, Version 0.9.2

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox, Mad editor.

Publisher: ATARIX - paper magazin in Slovak language

David Schmudde
mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fcao.htm
Publisher: Classic Atari OnLine (online magazine)

Bo Schreurs
mailto:stack@xs4all.nl
http://www.xs4all.nl/~stack/atarixle.html
Co-Vendor: the POOLDISK PD/freeware/shareware CD-ROM (1.0), POOLDISK TOO
Developer: DIR2ATR, XDIRLIST, ATR2XFD, XFD2ATR, XDIR v07.02.00

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
Co-Vendor: the POOLDISK PD/freeware/shareware CD-ROM (1.0)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS 2.6

Ken Siders
mailto:ksiders@columbus.nospam.rr.com (remove nospam to reply)
http://atari8bit.home.ml.org
Developer: Utilities: ATRUTILS.ZIP (PC utilities), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Programming: KAsm65 V2.51, KLink65 1.51, KEdit. Games: Burger Boy, PacMunch Jr,
Mr. Fish, Circle of Richness

SikorSoft
c/o Pawel Sikorski
1-go Sierpnia 28/64
02-134 Warszawa
Poland
tel: +48 22 846 66 01
Vendor: software
Developer: Cyborg, Fire Stone, Tekblas, Sexy Six, Jurassic Park II,
Mr. Proper

Mark Simonson
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/

Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.online.de/home/sintech/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box
interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK Atari (print magazine)
See: Revista STAK Atari

Petr Stehlik
mailto:stehlik@cas3.zlin.vutbr.cz
http://cas3.zlin.vutbr.cz/~stehlik/
Developer: MS-DOS port of Atari800 emulator 0.9.6,
Atari800/Falcon v0.8.9 (Falcon030)

SteveR's Classic Cartridges (Steve Reed)
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://woodland.net/wdm/STeves/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Vendor/Developer: education related

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
See: Kaiser Soft

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.16, APE ProSystem 1.16,
APE Warp+ OS, Imagic 1.06

TWAUG
J. Matthewson
80 George Road
Wallsend, Tyne & Wear
NE28 6BU
United Kingdom.
Alan Turnbull and Max Gerum are also reachable via e-mail:
a.b.t@zetnet.co.uk and amg@zetnet.co.uk

TWAUG (Tyne & Wear Atari User Group)
J. Matthewson
80 George Road
Wallsend, Tyne & Wear
NE28 6BU
United Kingdom
tel: (0191)-2710086 (? --not updated with address)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:amg@zetnet.co.uk (Max Gerum)
Vendor: PD/freeware/shareware

Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (612) 462-2500 24 Hours
FAX: (612) 449-0488
BBS: (612) 462-3680
Vendor: new/used hardware, new/used software
Developer: (all ROM carts) MYDOS, Rocks, Amazemaze, Hearts,
Montana Solitaire, Checkers, Jailbreak, Ricochet, Sharp Shooter, My Jong,
Paddle Wars

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs

mailto:vga2000@ix.netcom.com (preferred)
mailto:vga2000@io.com
mailto:dw901@cleveland.freenet.edu
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,

Rambrandt, BobTerm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
mailto:chasm@earthling.net (Charles Marslett)
mailto:chasm@bix.com (Charles Marslett)
mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Z Systems
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

1481. Re: Was Trinity ever made for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-05 00:00:00 UTC
From: Craig <craig@thom.org>
Message-ID: <6qakon$3ct@hpaneqb4.an.hp.com>
Source record: 60947

Doug Wheeler wrote in message <6ppvbo$l1h$1@blackice.winternet.com>...
>I'm pretty sure I played "A Mind Forever Voyaging" on my 8-bit. My memory's
>a bit fuzzy, so I could be wrong (it may have been on the ST).

I don't think so, Doug. I think this was the first game NOT available for
the 8-bit. It was a sign of things to come. Many things.

craig
http://www.thom.org/

1482. Re: virus on the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: cube_x@hotmail.com
Message-ID: <35c8fda5.1975679@news.supernews.com>
Source record: 60948

On Wed, 29 Jul 1998 09:27:50 GMT, mb@tos.pl.net (Mario Becroft) wrote:

>I was reading an old Atari Explorer from the eighties and it mentioned
>there was a virus on the classic, has anyone out there got any
>information on this?
>
>Alan Milne
>
>--
>| Mario Becroft | Tariland, Atari user group in New Zealand |
>| mb@tos.pl.net | tariland@tos.pl.net |
>| http://www.pl.net/~mario/ | http://www.pl.net/~mario/tariland/ |

The answer is sort of. The was a program written called zapper that
would write a few instruction on the end of and executable program
that had a count down timer for loads of the program. When the
counter got to zero instead of loading the program it would format the
disk. The program zapper also had a function to search for files that
were "zapped" and remove the code. So I think one could say the the
program was a virus or trojan creator and anti virus/trojan as well

1483. FS: Used Software (US)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <01bdc0d6$018e9de0$b0184d0c@sheldon>
Source record: 60949

Atari 8-bit software, complete with original documentation manuals and slip cases: Synapse Software's SynFile+ (Database filing system) and SynCalc (Advanced Electronic Spreadsheet), both for $15 (shipping INCLUDED within the 48-state area), or $10 for each package (shipping also INCLUDED within the 48-state area).

Please respond in Email to: s.winick@worldnet.att.net

Sheldon

1484. Wanted: 850/MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: "Stephen M. Stephens" <sstephens@AMERITECH.NET>
Message-ID: <35C91888.5DB7180E@AMERITECH.NET>
Source record: 60950

Looking for a working one of the following
(listed in order of preference)

1) 256k MIO w/power supply and cables to attach to a 130XE

2) Atari 850 interface w/power supply and SIO cable

3) 1 Meg MIO w/power supply and cable to attach to a 130XE

price- negotiable.

Thanks in advance.

1485. Re: Parallel Sparq w/8 bit or ST?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: followell@dynasty.net
Message-ID: <35c92e6b.51930734@news.supernews.com>
Source record: 60951

On Tue, 4 Aug 1998 22:46:34 +0200 (MEST), bkozlowski@nordnet.fr
(Bruno Kozlowski) wrote:

>Hello Byron,
>

>
> You posted this article in comp.sys.atari.8bit, good, but also in
>comp.sys.atari: this group doesn't exist, it's bogus, you should warn
>your newsmaster so he can remove the group from the server. Relaying
>bogus groups is not a good thing, as some persons not knowing it could
>post there a question and wait for a never comming reply...
>
>
>Bye. Bruno.
Bruno,

Thanks for the info. How long has this group been defunct? My
server (Supernews) shows this group as active, it has about 50 active
messages from very recently and I even picked up two new messages a
couple of days ago. How, exactly, do you define a bogus newsgroup?

Sincerely,
- Byron Followell
followell@dynasty.net (Home & preferred address)
Byron_Followell@tmmna.com (Work address)
Homepage: http://www.geocities.com/heartland/acres/6391/

Reach me by ICQ. My ICQ# is 13014170 or,
* Page me online through my Personal Communication Center:
http://wwp.mirabilis.com/13014170 (go there and try it!) or,
* Send me E-mail Express directly to my computer screen
13014170@pager.mirabilis.com

1486. Re: flickerterm program

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <14880-35C9818D-93@newsd-122.bryant.webtv.net>
Source record: 60952

Craig S. Thom:

"Some people are actually using computers to read this newsgroup and
have the capability of downloading files."

So did all those flickertern downloads overload your server then?

vs

1487. ST Informer site changes

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: stirrell@portland.com
Message-ID: <stirrell-0608980818570001@portland15.portland.com>
Source record: 60953
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.atari

Hello all,

I just wanted to let people know that the ST Informer site has been
redesigned. I'd love to get some feedback on it. I plan on updating the
Welcome page on a much more frequent basis.

Scott Tirrell

--
* Scott Tirrell stirrell@portland.com *
* Web Editor, ST Informer Magazine *
* http://www.chatlink.com/~stinformer *
* "Have you played your Atari today?" *

1488. I need Archon for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: baa_agent2@my-dejanews.com
Message-ID: <6qccrggeh1@nnrp1.dejanews.com>
Source record: 60954

I loved to play archon as a kid and the other day i pulled out my old atari and tried to play it and realized that my disk went bad...If you have it or know any one who does please make me a copy and i will pay you for it. Please e-mail me at Bentwoobie@aol.com thanks

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1489. I need Archon for atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: bentwoobie@aol.com
Message-ID: <6qcd0f$go8$1@nnrp1.dejanews.com>
Source record: 60955

When I was a kid my favorite game was archon, the other day i pulled my old atari 800 out and tried to play archon but the disk went bad or somthing so if you have or know anyone that has archon please e-mail me at bentwoobie@aol.com

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1490. Re: I need Archon for atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998080614564300.KAA11491@ladder01.news.aol.com>
Source record: 60956

bentwoobie@aol.com wrote:

<<When I was a kid my favorite game was archon, the other day i pulled my old atari 800 out and tried to play archon but the disk went bad or somthing so if you have or know anyone that has archon please e-mail me at bentwoobie@aol.com>>

You can get a brand new Archon cartridge from B&C for $9.95. Their address is:

http://www.myatari.com

Archon is also one of my favorite games. :)
Good luck!

1491. Re: Silly question

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35cbeb58.16342690@news.demon.co.uk>
Source record: 60957

The other Day jmouchmino@aol.com (JMouchmino) wrote:

>I don't think Scraper Caper was ever released.
>AFAIK, it actually became Bounty Bob Strikes Back!
>
>Bertrand M. (LEXX)

You could well be right there Bertrand. Maybe Im mixing it up with the
firefighter thing..... Hmmm

--
Paul..

"Bum, knob, arse, plop.."

Aha..I bet he posts in the UK PSX group!!!

ICQ No: 105793

1492. FS: Atari 800 and 810 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: rrose@pb.net
Message-ID: <rrose-0608981434300001@ppp-tts071.pb.net>
Source record: 60958

Hi,

These items are obviously old, but are functional.
Are there any takers?

Best offer + shipping takes them....

My guess is one of you atari fans may be hunting for parts?....

rrose@pb.net

1493. Re: World of Atari '98 News!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: "|tsr (k. gifford)" <tsr@atarihq.just.say.com.no>
Message-ID: <35CA147C.6FCB@atarihq.just.say.com.no>
Source record: 60959
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600

Keita Iida wrote:
> release of a brand new Atari 2600 game! An individual
> from France has completed Alfred's Challenge for the 2600
> and will have a VERY limited (around 40) Special Edition
> WoA '98 version of the game that will be boxed and signed
> by him for sale at the show. Once sold out, the special
> limited edition version of Alfred's Challenge will NOT BE
> sold ever again. Only a standard boxed version will be
> available.

just thought i'd mention that i hate things that are manufactured
for the sole purpose of being collectable. i'm approaching the
minority these days, though.

still, sounds like fun.

-tsr

--
remove "just say no" for reply
|tsr's NES archive - http://www.atarihq.com/tsr

1494. Re: World of Atari '98 News!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: Cav <cav@classicgamer.com>
Message-ID: <01bdc185$450e0600$b0ed6dd1@Cav>
Source record: 60960
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600

> just thought i'd mention that i hate things that are manufactured
> for the sole purpose of being collectable.

In fairness I think this is to promote show attendance. It makes good
marketing sense and hopefully entice more people to go.

-Cav
cav@classicgamer.com

****
Classic Gamer Magazine
Fanzine dedicated to the classics. (in print!)
1st issue released September 1st.
Reserve your copy now!
http://www.classicgamer.com

1495. Mountain King For Atari 5200 VR

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: tv-man <repairman@supernews.com>
Message-ID: <vZpy1.1734$eA.1316390@newsread.com>
Source record: 60961
Cross-posted to:
alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

$8.00 Total Ex Condition

repairman@supernews.com

1496. Astro Chase For Atari 400-800-1200 XL Computers Mint In Box

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: tv-man <repairman@supernews.com>
Message-ID: <z_py1.1735$eA.1317080@newsread.com>
Source record: 60962

8.00 Total New & Mint

repairman@supernews.com

1497. Re: World of Atari '98 News!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6qd9b5epm1@geraldo.cc.utexas.edu>
Source record: 60963
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600

In article <35CA147C.6FCB@atarihq.just.say.com.no>,
tsr@atarihq.just.say.com.no says...
>
>Keita Iida wrote:
>> release of a brand new Atari 2600 game! An individual
>> from France has completed Alfred's Challenge for the 2600
>> and will have a VERY limited (around 40) Special Edition
>> WoA '98 version of the game that will be boxed and signed
>> by him for sale at the show. Once sold out, the special
>> limited edition version of Alfred's Challenge will NOT BE
>> sold ever again. Only a standard boxed version will be
>> available.
>
>just thought i'd mention that i hate things that are manufactured
>for the sole purpose of being collectable. i'm approaching the
>minority these days, though.
>
>still, sounds like fun.
>

I'll second that. "Manufactured collectibles" suck. Gee I'd love to get the
Limited Edition, but that's not gonna happen since I don't have the $500 or so
that such a trip to WOA would probably end up costing me. At least they
almost never live up to their hype in the long run. Witness Beanie Babies -
how many collectors will be stuck with hundreds of pounds of worthless
critters in a few years? Heh heh...

--
Alex Bilstein
BA in Art History, University of Texas
Check out my Atari 2600 Nexus:
http://www.geocities.com/TimesSquare/Arena/3336/2600nexus.html

1498. Re: World of Atari '98 News!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6qd9gjepm2@geraldo.cc.utexas.edu>
Source record: 60964
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600

In article <01bdc185$450e0600$b0ed6dd1@Cav>, cav@classicgamer.com says...
>
>> just thought i'd mention that i hate things that are manufactured
>> for the sole purpose of being collectable.
>
>In fairness I think this is to promote show attendance. It makes good
>marketing sense and hopefully entice more people to go.

That's why I don't like it. :) I truly hope that WOA is a smashing success,
and I wish I could go, but it just means that the less affluent (I'm a student
dammit!) and geographically challenged get the short end of the stick. Blech.

--
Alex Bilstein
BA in Art History, University of Texas
Check out my Atari 2600 Nexus:
http://www.geocities.com/TimesSquare/Arena/3336/2600nexus.html

1499. Re: World of Atari '98 News!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: rbatina@infinet.com
Message-ID: <ysqy1.681$q5.12105964@news2>
Source record: 60965
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600

```
|tsr (k. gifford) (tsr@atarihq.just.say.com.no) wrote:
: just thought i'd mention that i hate things that are manufactured
: for the sole purpose of being collectable. i'm approaching the
: minority these days, though.

Agreed... at least in this hobby. Especially since rarity and value
discussion seems to bring out the rock and bottle throwing lately.

--
-------------------------------------------------------------------------
http://www.infinet.com/~rbatina - Robert J Batina - rbatina@infinet.com
-------------------------------------------------------------------------
```

1500. Re: World of Atari '98 News!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: rbatina@infinet.com
Message-ID: <9tqy1.682$q5.12105964@news2>
Source record: 60966
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600

```
Cav (cav@classicgamer.com) wrote:
: > just thought i'd mention that i hate things that are manufactured
: > for the sole purpose of being collectable.

: In fairness I think this is to promote show attendance. It makes good
: marketing sense and hopefully entice more people to go.

Well, he could sign ANY copy that someone buys then, not just a teeny
little amount of them. ;)

--
------------------------------------------------------------------------
http://www.infinet.com/~rbatina - Robert J Batina - rbatina@infinet.com
------------------------------------------------------------------------
```

1501. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: games@ehrich.com
Message-ID: <35CA39C8.AB7041DC@ehrich.com>
Source record: 60967
Cross-posted to: rec.games.video.atari,comp.sys.atari,comp.sys.atari.8bit,alt.atari.2600,alt.atari

Lots od Atari video games and computer items for sale on my web site
listed below:

--
http://www.voicenet.com/~generic
On-Line Computer Garage Sale Web Page
sw/hw PC 8-Bit MAC Video-Games Music Fun

1502. Atari Xe emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: jcataldo@trauco.inf.utfsm.cl
Message-ID: <slrn6skbiv.ja2.jcataldo@trauco.inf.utfsm.cl>
Source record: 60968

Hi.

Does something like that exists?

____
Juan M. Cataldo Sepulveda |"Hate, hate your enemies,
mailto: jcataldo@inf.utfsm.cl | Save, save your friends,
http://www.alumnos.utfsm.cl/~jcatalds| Find, find your place,
(en construccion) | Speak, speak the truth..." K.D.Cobain

1503. Re: World of Atari '98 News!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: brclarke@islandnet.com
Message-ID: <6qdf2j$8tq$1@news.islandnet.com>
Source record: 60969
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600

Cav (cav@classicgamer.com) wrote:
: > just thought i'd mention that i hate things that are manufactured
: > for the sole purpose of being collectable.

: In fairness I think this is to promote show attendance. It makes good
: marketing sense and hopefully entice more people to go.

And remember that a "standard boxed edition" will still be sold after the
show is over.

--
Bruce Clarke AMA 356285 '97 Suzuki LS-650 Victoria, B.C., Canada
brclarke@islandnet.com
For motorcycle FAQs, try looking at http://rmr.cecm.sfu.ca/RMR

1504. Re: World of Atari '98 News!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: webguy@gci-net.com
Message-ID: <35CA578B.ACB3D961@gci-net.com>
Source record: 60970
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600

Where is the World of Atari '98 being held anyway?

(not that I really want this brand new cart or anything, just curious)

Uh huh...

Shawn.

1505. Re: World of Atari '98 News!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-06 00:00:00 UTC
From: Sorcerers <sorcerers@yahoo.com>
Message-ID: <T6ty1.104$yr6.168219@proxye1.nycap.rr.com>
Source record: 60971
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600

Like I said, I'm really not that hot about blowing $4-500 to go see the
creator of Cubicolor and getting some specially-manufactured cart.
I don't have any bad feelings toward WOA, I wish them the best of luck. But
HS and College students just cant afford to fly half a continent away.

Sorcerers

1506. FA - Atari TT030 Graphic Workstation - ULTRA-RARE - ends 8/13

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6qf5jc$l7l$1@supernews.com>
Source record: 60887
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=24463850

1507. Re: Ram Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998080716150000.MAA03362@ladder03.news.aol.com>
Source record: 60888

I think some were originally made in Poland.
They could store up to 256K.
I was told they weren't very reliable, though...
I also remember an ad from Ram Products (was that the correct name?) for 512K (and more?) in the US.

Bertrand M. (LEXX)

1508. Re: Atari Xe emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35CB2F44.98BEE8F1@ix.netcom.com>
Source record: 60889

Juan M. Cataldo Sepï¿½lveda wrote:
>
> Hi.
>
> Does something like that exists?
>
> _____________________________________
> Juan M. Cataldo Sepulveda |"Hate, hate your enemies,
> mailto: jcataldo@inf.utfsm.cl | Save, save your friends,
> http://www.alumnos.utfsm.cl/~jcatalds| Find, find your place,
> (en construccion) | Speak, speak the truth..." K.D.Cobain

Juan,
Sure, there are a few of them. Atari800Win does 800,8090XL and various
versions of 130XE. PC Xformer, Rainbow and a couple of others that do
130XE emulation. Many of these are available at
ftp://atari.archive.umich.edu/atari/8bit/emulators/

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1509. Atair 400 online user manuals?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: "Dos Ver 3.0" <DosVer30@hotmail.com>
Message-ID: <35CB3FC1.2308BF@hotmail.com>
Source record: 60890

I've just recently bought an Atari 400 ($4, yeah!) but I'm not sure how to use it (I mean I can hook it up and get it working, but beyond that...) My internet searches have only lead me to technical/hardware documentation. Does anyone know if anyone has the Atari 400 user manual online?

1510. Re: Atari800win 2.3 and DirectX 6.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35d93f8b.20058542@news.demon.co.uk>
Source record: 60891

The other Day "Jerry Cornelius" <cptvimes@hotmail.com> wrote:

>I'm also running Win98 with the DirectX 6 core, and Atari800Win 2.3 runs
>fine, with sound. I'm running an HP Vectra VL with an Aztech sound card.
>
Im running it with 98 and direct X 6 core too...works fine..

Standard awe 32 card in....

BTW has anyone tried the VYSNC option? I tried it and there is still
tearing for *me*, in fact its the same with it on or off. SO Im asking
in here if anyone has had the same thing..

I don't think an emu god like Rich would release it not working :))

P233MMX, D.Stealth 3d 2000, 64mgs ram..800x600 100% speed no frameskip
needed.....Pheeeeew!!

--
Paul..

"Bum, knob, arse, plop.."

Aha..I bet he posts in the UK PSX group!!!

ICQ No: 105793

1511. FS: Atari Video Pinball Standalone System C-380

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: kd <isdasdf@yahoo.com>
Message-ID: <Csly1.777$oW3.539669@news.mci2000.com>
Source record: 60892

Great for collector. Battery cover intact. System is in good shape and
works. First $30. For pic go to :
http://www.geocities.com/Heartland/Woods/2570/pinball.jpg

delanok@juno.com

1512. Dr Goodcode's Cavern

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: Jerry Cornelius <cptvimes@hotmail.com>
Message-ID: <pbJy1.2$J47.1256051@IConNet>
Source record: 60893

Hello,

I'm having tremendous luck so far in my requests for ATASCII emulation
so I thought I'd try something else and hope someone can help me out.
A long time ago I bought a game at Kay-Bee's bargain bin (and this was
still when they had 8-bit software) called "Dr Goodcode's Cavern" by, I
think, Gebelli Software. It was really cheesy packaging.
Anyway, the game is really goofy and I'd love to see it again but my
original floppy was eaten by something long ago. Does anyone have an image
of this hanging around? Has anyone but me ever even seen this game?
By way of a short description -- the standard Atari screen was the room,
with P/M's on whatever borders had doors on them. You navigated from room
to room with the joystick and a text description would show up telling you
about the room. Occasionally you'd get hassled by demons selling tickets to
the Demon's Ball or DragonShave signs along the way (like the BurmaShave
signs).

JC
MrE
cptvimes@hotmail.com
http://www.eclipse.net/~mre

1513. Re: Was Trinity ever made for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6qftp5$kct@dailyplanet.wam.umd.edu>
Source record: 60894

: > It was a sign of things to come. Many things.

: How well I remember those frustrating days. I recall how disappointed
: I was when "Bard's Tale" was released for other machines and not for
: my 130XE...

I remember those frustrating days as well. I did what Antic told us loyal Atari users to do -- begin a letter writing campaign. Needless to say, I got very little responses. Epyx responded, but they were cold about it. They said there were a couple of Atari titles already out (which was incorrect) and there was nothing more they could do. Electronic Arts responded (Trip Hawkins wrote it...or maybe he had his secretary dish out a prepared response). He was sort of skirting the issue saying about Atari's low user ration compared to the other machines, but that they did bring out certain titles.

Back then, the lack of software support was attributed to Atari's game machine image. Which didn't make a whole lot sense; if that was the case, why weren't there any more games being made for it? It made me irk that some years later that Compute! (before it became a mainstream PC magazine) cited the C-64 as *the* classic game machine. Huh?

But I think it was largely piracy that wiped out our support (the ratio of pirates to its users was much higher than the others, it seems). Atari Explorer did a very good look at the problem in 1988, and in the follow-up issue, they published my comments on it.

1514. two things I can't seem to get to work right..

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6qg4dv$jb0@bgtnsc02.worldnet.att.net>
Source record: 60895

Hey! there's two games I JUST can't seem to run with the new atari win emu..
is it just me, or are these still incompatable.. might be my copies, but
it's kinda hard to tell...

Slime, and um.. argh.... Damned! Can't remember it now!!!

Ah!!!! Bounty bob strikes back.. someone mentioned in a earlier post a 5200
emulator, but I've still not gotten that to run right, and the c-64 version
almost seems like blasphemy!! ;)) (Must be my old atari VS C= days showing)

So is it my copies, or the emu??

Drat!!

1515. Re: Problem with 130XE and BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6qfogq$2j3$1@mohawk.hwcn.org>
Source record: 60896

: Louis wrote in message <35c721b6.2140028@news.demon.nl>...
: >Since my 130XE died, i upgraded another 130XE to extra OS and extra
: >Memory.(from my old computer)
: >
: >Now i have problems with the BB, when hooking up the BB to the 130XE i
: >can't boot up normal. Spartados loads when i'm lucky, but hangs almost
: >always when doing the startup.
: >Other times when i boot, i see a graphics 8 kind of screen with blocks
: >and stuff!
: >
: >The HD is not the problem, because when booting without a HD, basic
: >runs badly. And entering BYE always coms with a bad screen.
: >
: >With my 800XL there is no problem!!!
: >
: >PLEASE SOMEONE HELP ME!!!!
: >
: >Louis

I have had many Atari 800XL and 130XE computers refuse to work reliably with Black Boxes and MIO's. In fact my first MIO which I purchased from a friend, refused to work with my 800xl.....the Ram disk and menu were all messed up......my friend refused to buy it back, and when I asked him if he would exchange his 800xl for mine (which worked in every way except with HIS MIO) he refused and offered to sell it to me. Well, I don't think we really were on good terms after that.

Anyhow, I learned that the best way to deal with timing troubles with an MIO or Black Box, was to swap in a new CPU. If you have lots of Atari 8 bits, this is a good solution. Eventually, you will find one that is rock solid.....

I have had so much weird behaviour with computers working with a Black Box/MIO that I keep them when I get them....

Willy
William M. Moeller
af332@hwcn.org or willy@hwcn.org

1516. Re: Atari800win 2.3 and DirectX 6.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: Jerry Cornelius <cptvimes@hotmail.com>
Message-ID: <6qgdd1$6bh$1@news.eclipse.net>
Source record: 60897

Paul Irvine wrote in message <35d93f8b.20058542@news.demon.co.uk>...

>Im running it with 98 and direct X 6 core too...works fine..
>
>Standard awe 32 card in....

Now that I'm home, I tried out 2.3 with Win98 and DirectX 6 core also,
and still have no problems. And that's with a Soundblaster PCI64 (which
does not work with MAME, and I'm very, very upset about that). So...
I should say, though, that I do have weird problems with Atari800Win
anyway. Like, whenever I get a new version I always have some kind of
DirectDraw problem with 800x600. I get a dialog box about an error in
cooperation mode (something along those lines), quit 800, run it again and
everyone is happy.

>BTW has anyone tried the VYSNC option? I tried it and there is still
>tearing for *me*, in fact its the same with it on or off. SO Im asking
>in here if anyone has had the same thing..

I haven't. I'm not sure I understand what "tearing" would be on this
thing. I'd load it back up, but I just got distracted by two things: Shamus
(had to test the sound), and wondering where the rest of my images went
since I only had Trolls & Tribulations there (with non-working sound, no
less). It worries me that they're all gone. It really does.

>P233MMX, D.Stealth 3d 2000, 64mgs ram..800x600 100% speed no frameskip
>needed.....Pheeeeew!!

PII 400, Matrox Millenium II AGP, 360 Megs RAM, 800x600 -- no real
problems.

/\/\rE
cptvimes@hotmail.com
http://www.eclipse.net/~mre

1517. Atari800win 2.3 and DirectX 6.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: kenlepa@my-dejanews.com
Message-ID: <6qdihj$9k0$1@nnrp1.dejanews.com>
Source record: 60972

I am currently running Win98 and recently upgraded to DirectX 6.0 (core only). Atari800win 2.3 sound was working perfectly before with DirectX 5.0, now it does not work. I get an error that it can not enable the sound, and as a result it disables it. The program seems to work perfectly otherwise...but no sound!! :-(

I suspect that this has something to do with the new DirectX 6.0 sound drivers, has anyone had the same experience.

Hopefully I can go back to DirectX 5.0, and regain my sound...at least until I can resolve this problem with Directx 6.0.

thanks in advance
ken
lepagek@shaw.wave.ca

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1518. Ram Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998080703334900.XAA05124@ladder03.news.aol.com>
Source record: 60973

At one time there were some ram carts advertised that as I recall ran from 8K to maybe 64K. I don't remember much else about them. Anyone ever see any plans for such a device? Or maybe sold in Germany or Poland?
Larry White

1519. 410 help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6qdrf3$ke9$1@nnrp1.dejanews.com>
Source record: 60974

Hi all Just dug the 410 out of the closet and hooked it to the 800xl and tried loading something from the tape thats in it and no luck. Nothing loads. Am I missing something? I type cload and it buzzes for a bit and then I get one of like 3 different errors. I know there is stuff on the tape I saved years ago. Any help with the 410 and an 800xl would be greatly appreciated. Thanks Mark

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1520. Re: Atari Xe emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: xanathus@aol.com
Message-ID: <1998080704491600.AAA16260@ladder03.news.aol.com>
Source record: 60975

>Does something like that exists?

An emulator? I have the real thing. I haven't used it in about four months.
What is an Atari XE worth these days?

John

1521. Re: Was Trinity ever made for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <35ca8a3a.7184714@allnews.infi.net>
Source record: 60976

> It was a sign of things to come. Many things.

How well I remember those frustrating days. I recall how disappointed
I was when "Bard's Tale" was released for other machines and not for
my 130XE...

Dave B.

1522. Re: 410 help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdc1c8$1be8bf20$b6374382@vidar>
Source record: 60977

Are you trying to load comercial games ? Most of them loads by holding START and OPTION when turning on the XL. It will beep, press play on tape recorder and press any key to start it. Hope it works

8bitz@my-dejanews.com wrote in article <6qdrf3$ke9$1@nnrp1.dejanews.com>...
> Hi all Just dug the 410 out of the closet and hooked it to the 800xl and
> tried loading something from the tape thats in it and no luck. Nothing loads.
> Am I missing something? I type cload and it buzzes for a bit and then I get
> one of like 3 different errors. I know there is stuff on the tape I saved
> years ago. Any help with the 410 and an 800xl would be greatly appreciated.
> Thanks Mark
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
>

1523. Re: Atari800win 2.3 and DirectX 6.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: Jerry Cornelius <cptvimes@hotmail.com>
Message-ID: <cDCy1.1$J47.1012365@IConNet>
Source record: 60978

kenlepa@my-dejanews.com wrote in message
<6qdihj$9k0$1@nnrp1.dejanews.com>...
>I am currently running Win98 and recently upgraded to DirectX 6.0 (core
>only). Atari800win 2.3 sound was working perfectly before with DirectX 5.0,
>now it does not work. I get an error that it can not enable the sound, and
>as a result it disables it. The program seems to work perfectly
>otherwise...but no sound!! :-(
>
>I suspect that this has something to do with the new DirectX 6.0 sound
>drivers, has anyone had the same experience.
>
>Hopefully I can go back to DirectX 5.0, and regain my sound...at least
until
>I can resolve this problem with Directx 6.0.

I'm also running Win98 with the DirectX 6 core, and Atari800Win 2.3 runs
fine, with sound. I'm running an HP Vectra VL with an Aztech sound card.

1524. Re: Problem with 130XE and BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: "R. Wayne Arenz" <rwarenz@infinet.com>
Message-ID: <35caf5e2.0@news.netwalk.com>
Source record: 60979

How much extra mem did you put in the 130XE? According to Bob Puff, and as best I remember, and talking in very vague, general, terms, the more stuff in the 130XE, the more likelyhood of communication problems with the BB. I have a 512K 130XE that will work with my BB, but my 1040/130XE rarely if ever would. One thing that CAN help is to snip the filter capacitors that lie between the SIO signal lines and the ground plane at the SIO connector in the 130 XE -- IF I'm remembering THAT correctly.

Louis wrote in message <35c721b6.2140028@news.demon.nl>...
>Since my 130XE died, i upgraded another 130XE to extra OS and extra
>Memory.(from my old computer)
>
>Now i have problems with the BB, when hooking up the BB to the 130XE i
>can't boot up normal. Spartados loads when i'm lucky, but hangs almost
>always when doing the startup.
>Other times when i boot, i see a graphics 8 kind of screen with blocks
>and stuff!
>
>The HD is not the problem, because when booting without a HD, basic
>runs badly. And entering BYE always coms with a bad screen.
>
>With my 800XL there is no problem!!!
>
>PLEASE SOMEONE HELP ME!!!!
>
>Louis

1525. Re: World of Atari '98 News!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: FVINAS <FVINAS@dsccc.com>
Message-ID: <35CB064A.7CD467E@dsccc.com>
Source record: 60980
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600

Hi, all

I was wondering if anyone knew if the BattleSphere tournament is going
to be played using Jaguars. I had heard that the guys at 4Play/ICD
were having trouble breaking the encryption code for the Jag and that
is one of the reasons why we haven't seen the game yet.

Thanks in advance,
F Vinas
Jag fan to the end.

Keita Iida wrote:
>
> WORLD OF ATARI '98
> LAS VEGAS, NEVADA
> FRI-SUN, AUGUST 21-23, 1998
> http://www.atarihq.com/atari98/
>
> A few World of Atari '98 Updates....
>
> -----
> A full BattleSphere setup will be at the show, and a
> Tournament will be held with the winner receiving a nice
> prize. Check out the eagerly anticipated Jaguar game
> yourself and see why gamers are drooling to get their
> hands on the game. The preliminaries will be on
> Saturday, with the semifinals and finals to take place on
> Sunday. Atari 2600 Warlords will be the other tournament
> game.
>
> -----
>

1526. Re: FS: Atari 800 cart Return of the Jedi (NEW)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <35cf07a4.2497345@news.earthlink.net>
Source record: 60981

On 2 Aug 1998 14:09:07 GMT, eplicon@wam.umd.edu (Jack H. Lee) wrote:

>
>This game was a conversion of the 2600 game, and a very poorly done one,
>since it was a "flat" translation -- no improvement in graphics (save for
>the hyperspace effect), sound, or gameplay.
>
Yea, but it is an ER cart and is shrinkwrapped and new.

If you don't know what that means then ...."never mind."

1527. Atari 1027 Printer - COOL!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6qf4ugqi1@supernews.com>
Source record: 60982

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=24460636

1528. FA - Atari 1050 Disk Drive - NICE!!! - ends 8/13

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6qf532$343$1@supernews.com>
Source record: 60983

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=24461110

1529. Re: FS: Atari 800 cart Return of the Jedi (NEW)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998080715051700.LAA25695@ladder03.news.aol.com>
Source record: 60984

zzyzx97@earthlink.net wrote:

<<Yea, but it is an ER cart and is shrinkwrapped and new.
If you don't know what that means then ...."never mind." >>

Return Of The Jedi by Parker Bros for the Atari 400/800 is listed only as an R, and not an ER on the list which I use, which is Andrew Krieg's:

http://www.execpc.com/~krieg/links/8bit.carts

This game is still available from many reliable sources such as Best Electronics for $14 new:

Best Electronics Telephone (408) 243 - 6950

...or B&C for $14.95 new:

http://www.myatari.com/bc800c.txt

In my experience, Star Wars: The Arcade Game for the Atari 400/800 is *MUCH* harder to find, even though it's listed as U for uncommon. Also, no mail-order or internet stores that I know of have any copies of Star Wars: The Arcade Game for the Atari 400/800.

1530. FA - Atari 1200XL in Org BOX - BEAUTIFUL!!! - ends 8/13

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6qf5frkto1@supernews.com>
Source record: 60985

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=24461452

1531. FA - Collector's Atari 400 SUPER SYSTEM!!! - ends 8/13

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-07 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6qf5hd$1do$1@supernews.com>
Source record: 60986

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=24462681

1532. Re: Atari800win 2.3 and DirectX 6.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: rich@cstone.net
Message-ID: <35ccb4aa.77743941@news.cstone.net>
Source record: 60898

On Fri, 07 Aug 1998 00:42:26 GMT, kenlepa@my-dejanews.com wrote:

>I am currently running Win98 and recently upgraded to DirectX 6.0 (core
>only). Atari800win 2.3 sound was working perfectly before with DirectX 5.0,
>now it does not work. I get an error that it can not enable the sound, and
>as a result it disables it. The program seems to work perfectly
>otherwise...but no sound!! :-(

I'm actually not using DirectSound anymore, as I found it much to
picky compared to the multimedia sound system calls. It didn't work on
a lot of machines, and mmsystem always works.

That wouldn't, however, stop a busted driver from preventing you
hearing any sound. It's always possible I have a bug, but it's not
very probable - I've used the same code in other programs, so it's
being used on hundreds of thousands of machines with little reported
problems.

If you mail me the exact error it is returning (it will be a number) I
can check to see if there's anything to be done.

-Rich

1533. Re: World of Atari '98 News!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: rich@cstone.net
Message-ID: <35cdb5c6.78028518@news.cstone.net>
Source record: 60899
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600

On Thu, 06 Aug 1998 05:44:27 GMT, keita@mindspring.com (Keita Iida)
wrote:

>WORLD OF ATARI '98

If anybody from the newsgroups is going to be there, look for a guy
wearing an Atari800Win T-shirt (if I can get it made fast enough).
That will be me :-). I'll probably also be toting around a pile of
system internal manuals since I sold mine a long time ago like an
idiot.

-Rich Lawrence
(Atari800Win)

1534. Re: two things I can't seem to get to work right..

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998080803434600.XAA01253@ladder03.news.aol.com>
Source record: 60900

>Ah!!!! Bounty bob strikes back.. someone mentioned in a earlier post

I have the original cart which works fine on
my XE system, but I d/l an image and the
image will not work with XFormer nor will
the re-converted image -> file run on my XE.

Has anyone gotten a re-converted ATR image to work with a real Atari?

Larry

1535. The "Best" Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998080803481600.XAA25035@ladder01.news.aol.com>
Source record: 60901

What is the "best" Atari emulator available? Is it Xformer or Win800 or ?
(and WHY)?

Larry

1536. Re: Atari800win 2.3 and DirectX 6.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35d023c8.1456842@news.demon.co.uk>
Source record: 60902

The other Day "Jerry Cornelius" <cptvimes@hotmail.com> wrote:

> Now that I'm home, I tried out 2.3 with Win98 and DirectX 6 core also,
>and still have no problems. And that's with a Soundblaster PCI64 (which
>does not work with MAME, and I'm very, very upset about that).

Does not work at all?? not under any of the modes??

My Awe32 will not work as an Awe 32 (nice eh) but does as a standard
Soundblaster..

> I should say, though, that I do have weird problems with Atari800Win
>anyway. Like, whenever I get a new version I always have some kind of
>DirectDraw problem with 800x600. I get a dialog box about an error in
>cooperation mode (something along those lines), quit 800, run it again and
>everyone is happy.

Yep, I get resized scrrens after a DCM conversion, Win98 backdrops in
gaudy colours being stuck behind the atari screen instead of a black
screen and the odd Direct X screen mode prob...

But not always...Seems Direct X has a mind of its own depending on your
setup. Perhaps Rich can confirm or deny this?
>
>>BTW has anyone tried the VYSNC option? I tried it and there is still
>>tearing for *me*, in fact its the same with it on or off. SO Im asking
>>in here if anyone has had the same thing..
>
> I haven't. I'm not sure I understand what "tearing" would be on this
>thing.

Tearing is where a scrolling screen does not smooth scroll in a solid
lump but appears to have segments or is choppy when moving instead.
Normally a smooth scroll in a game is synced in its own code but the
emulators also have to do this for their screens if they want to avoid
the 'tearing'.

> I'd load it back up, but I just got distracted by two things: Shamus
>(had to test the sound), and wondering where the rest of my images went
>since I only had Trolls & Tribulations there (with non-working sound, no
>less). It worries me that they're all gone. It really does.

Hope you find them :)
>
>>P233MMX, D.Stealth 3d 2000, 64mgs ram..800x600 100% speed no frameskip
>>needed.....Pheeeeew!!
>

>PII 400, Matrox Millenium II AGP, 360 Megs RAM, 800x600 -- no real
>problems.
>
You got any spare :) Nice machine!!!!

--
Paul..

"Bum, knob, arse, plop.."

Aha..I bet he posts in the UK PSX group!!!

ICQ No: 105793

1537. Re: two things I can't seem to get to work right..

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: Sean <sean@SPAMTHIS.thegate.demon.co.uk>
Message-ID: <35CC39DF.MD-0.198.sean@SPAMTHIS.thegate.demon.co.uk>
Source record: 60903

```
On 8 Aug 1998 03:43:46 GMT you said:
> >Ah!!!! Bounty bob strikes back.. someone mentioned in a earlier post
>
> I have the original cart which works fine on
> my XE system, but I d/l an image and the
> image will not work with XFormer nor will
> the re-converted image -> file run on my XE.
>
> Has anyone gotten a re-converted ATR image to work with a real Atari?
>
> Larry
The .EXE and DCM's work ok on my 800XL, I don't know about the ATR.

Sean...
--
To reply/flame me directly, remove SPAMTHIS.
```

1538. Re: Atari800win 2.3 and DirectX 6.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: Jerry Cornelius <cptvimes@hotmail.com>
Message-ID: <E9Yy1.3$J47.1677976@IConNet>
Source record: 60904

Paul Irvine wrote in message <35d023c8.1456842@news.demon.co.uk>...
>>and still have no problems. And that's with a Soundblaster PCI64 (which
>>does not work with MAME, and I'm very, very upset about that).
>
>Does not work at all?? not under any of the modes??

Nope. I have to run the Windows port, which kind of blows because I
can't play Jackal until they update.
The odd thing is, if I select anything other than a SoundBlaster PRO (what
the PCI64 emulates) then I get an error saying that the card isn't found.
If I select SBPro it takes it, but produces no sound. The other odd thing
is that my gamepad won't work so I think there's a problem detecting the
entire card.
On comp.emulators.misc I was told that MAME uses a sound library called
SEAL, and that was where the problem was. I'm not sure if that would affect
reading the joystick port but it sounds fair enough. Looks like I'll have
to get an AWE64 now.
The things I do for MAME.

>Yep, I get resized scrrens after a DCM conversion, Win98 backdrops in
>gaudy colours being stuck behind the atari screen instead of a black
>screen and the odd Direct X screen mode prob...

So far, no problems with those. Only when I update to a new version of
800Win do I get DirectX problems, and then only until I quit it and reload.
Overall, I'm pretty happy with that.

>Tearing is where a scrolling screen does not smooth scroll in a solid
>lump but appears to have segments or is choppy when moving instead.
>Normally a smooth scroll in a game is synced in its own code but the
>emulators also have to do this for their screens if they want to avoid
>the 'tearing'.

Ah, now that I know what I'm looking for I'll try it out and see what
goes. Since I'm at work now I can run all my images since they seem to be
here.

>Hope you find them :)

No chance, I'm afraid. I think my virus scanner went nuts and got rid
of them all. Why it would spare Trolls & Tribulations is beyond me. Oooh,
wait, maybe I was looking in the wrong place. They may be on my other
computer. Worse comes to worse, I'll just Jaz 'em from work again.

>>PII 400, Matrox Millenium II AGP, 360 Megs RAM, 800x600 -- no real
>>problems.
>>

>You got any spare :) Nice machine!!!!

No spares. In fact, I have to set up another machine because my wife is complaining that her 200MMX is too slow to run Unreal in network play. Thank God I grew up in the videogame era because I can actually justify this to myself.

MrE
cptvimes@hotmail.com
http://www.eclipse.net/~mre

1539. Re: two things I can't seem to get to work right..

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: Jerry Cornelius <cptvimes@hotmail.com>
Message-ID: <CcYy1.4$J47.1679589@IConNet>
Source record: 60905

Gareee wrote in message <6qg4dv$jb0@bgtnsc02.worldnet.att.net>...

>Slime, and um.. argh.... Damned! Can't remember it now!!!

That's funny. I haven't even tried Slime. If I have it, I'll try it
out.

>Ah!!!! Bounty bob strikes back.. someone mentioned in a earlier post a 5200
>emulator, but I've still not gotten that to run right, and the c-64 version
>almost seems like blasphemy!! ;)) (Must be my old atari VS C= days showing)

I'm using Atari800Win 2.3 and run Bounty Bob quite a bit. It seems to
work, but I don't get far enough to say for sure if it's perfectly stable or
not. But it does look like it runs fine.
I wonder if any TRS-80 people consider the Atari version blasphemy? :)

>So is it my copies, or the emu??

Maybe both? Heh heh

MrE
http://www.eclipse.net/~mre

1540. Re: XF551 disc drive uses standard mechanism?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.1036236f328566a79896a8@news1.ibm.net>
Source record: 60906

In article <5MC1CLV@tos.pl.net>, Mario Becroft (mb@tos.pl.net) stated:

> Some 8-bit members of our Atari users group would like to replace a worn
> out mechanism in their XF551 disc drives. Can any 5.25 inch disc drive
> mechanism as used on IBM compatible machines be used in the XF551, or do
> only certain models work, or are some modifications required?

Any half-height 5.25" 360K mech should work, but as another netizen pointed out, there are concerns about power. Stick with a more modern direct-drive (vs. older belt-drive) mechanism, or bypass the internal XF551 rectifier circuitry and power the drive from an external 5V/12V power supply. If you go to that much trouble, however, you should check into mods that would allow you to power the controller board from the same supply, and eliminate the need for the 9VAC brick.

With most drive mechs, you will also need to replace the cable, as unless the cable connector is in the same place as the original (Mitsumi?) mechanism, the original cable will almost certainly be too short.

==========
lmcclure@ibm.net

1541. xfer from 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: michelvp <michelvp@wanadoo.fr>
Message-ID: <6qhrqp$c1j$1@platane.wanadoo.fr>
Source record: 60907

How can i xfer my disks 5" from an atari 800 ti my pc
i own an interface 850 and tried xfert rs232 without succes !
thanks
michelvp@wanadoo.fr

1542. Re: Atari800win 2.3 and DirectX 6.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35cd8497.26243182@news.demon.co.uk>
Source record: 60908

The other Day "Jerry Cornelius" <cptvimes@hotmail.com> wrote:

> The things I do for MAME.
>
Sorry to hear, kinda fed up with it myself with all these merges. BUT
this isn't a Mame group so I'll leave that alone :)

>>Yep, I get resized scrrens after a DCM conversion, Win98 backdrops in
>>gaudy colours being stuck behind the atari screen instead of a black
>>screen and the odd Direct X screen mode prob...
>
>
> So far, no problems with those. Only when I update to a new version of
>800Win do I get DirectX problems, and then only until I quit it and reload.
>Overall, I'm pretty happy with that.

Oh absoloutely!! no question that Rich (and the others) have done a
cracking Job. If Rich gets the machine code monitor in then I will be
over the moon..

> No spares. In fact, I have to set up another machine because my wife is
>complaining that her 200MMX is too slow to run Unreal in network play.
>Thank God I grew up in the videogame era because I can actually justify this
>to myself.

Ha ha...If only my wife was into all this :)

--
Paul..

"Bum, knob, arse, plop.."

Aha..I bet he posts in the UK PSX group!!!

ICQ No: 105793

1543. Re: Problem with 130XE and BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <35cebd62.2344862@news.demon.nl>
Source record: 60909

I put 320KB in the system, but that should be no problem.
Because I used the mem upgrade from my dead 130XE, and that worked
fine, with the BB.
I ran BBS PRO! 3.1d on that system.

Louis
On Fri, 7 Aug 1998 08:37:23 -0400, "R. Wayne Arenz"
<rwarenz@infinet.com> wrote:

>How much extra mem did you put in the 130XE? According to Bob Puff, and as
>best I remember, and talking in very vague, general, terms, the more stuff
>in the 130XE, the more likelyhood of communication problems with the BB. I
>have a 512K 130XE that will work with my BB, but my 1040/130XE rarely if
>ever would. One thing that CAN help is to snip the filter capacitors that
>lie between the SIO signal lines and the ground plane at the SIO connector
>in the 130 XE -- IF I'm remembering THAT correctly.
>
>
>Louis wrote in message <35c721b6.2140028@news.demon.nl>...
>>Since my 130XE died, i upgraded another 130XE to extra OS and extra
>>Memory.(from my old computer)
>>
>>Now i have problems with the BB, when hooking up the BB to the 130XE i
>>can't boot up normal. Spartados loads when i'm lucky, but hangs almost
>>always when doing the startup.
>>Other times when i boot, i see a graphics 8 kind of screen with blocks
>>and stuff!
>>
>>The HD is not the problem, because when booting without a HD, basic
>>runs badly. And entering BYE always coms with a bad screen.
>>
>>With my 800XL there is no problem!!!
>>
>>PLEASE SOMEONE HELP ME!!!!
>>
>>Louis
>

1544. FS: Ultima Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: Miles Gore <72557.2633@CompuServe.COM>
Message-ID: <#atjsCxw9GA.83@nih2naaa.prod2.compuserve.com>
Source record: 60910
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,rec.games.computer.ultima.series,rec.games.video.nintendo

```
I have the following items for sale:
-----------------------------------------------------
Ultima 8 Pagan (Pentagram cover) (DOS) includes box, 11 3.5"
diskettes, cloth map, The Chronicle of Pagan, Playguide, Install
Guide, Origin Product catalog, coin trinket *** $10
-----------------------------------------------------
Ultima 3 Exodus (NES) cartridge w/case, players reference * $7.50
-----------------------------------------------------
Ultima Underworld (DOS)-The Stygian Abyss (DOS) includes box, 5
3.5" diskettes, Install Guide, Map of the Stygian Abyss, Players
Guide, Reference card, Memoirs of Caribis ** $10
-----------------------------------------------------
Eye of the Beholder (DOS) includes box, diskettes, clue book,
rule book *** $7.50

--
```

1545. ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: The Watcher <Use-Author-Address-Header@[127.1]>
Message-ID: <35dfd890.6869359@mail.newsguy.com>
Source record: 60911

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
or best offer. These SELL AT Video 61 for $49.95 used.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
manual, power supply, connecting cables, oil, original cost $399.95.
Also have a non-working 1027, can be fixed at any Atari service center,
both printers cost new $399.95 each, asking $100.00 for both of them.
Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
good condition, like new, supports single and dual density modes,
includes power supply, original cost $179.95, asking $75.00. These
sell at Video 61 for $74.95, same price.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific
programs, already wired for Turbo-816 installation, just need to
re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for
$59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the definition of a
telephone fax machine. By Sec.227(b)(1)(C), it is unlawful to send any unsolicited
advertisement to such equipment. By Sec.227(b)(3)(C), a violation of the aforementioned

Section is punishable by action to recover actual monetary loss, or $1500, whichever is greater, for each violation.

E-mailing me indicates acceptance of these terms.

1546. Re: Atari*Toon Movies

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: Jerry Cornelius <cptvimes@hotmail.com>
Message-ID: <6qis7h$ks6$1@news.eclipse.net>
Source record: 60912

"Bubba Gump" wrote in message <6qioq0$220_004@ambrosia.flash.net>...

>Try visiting my website!
>
>The 'Break-Movie' Warehouse
>http://www.flash.net/~ambrosia/index2.html
>
>And if you have any that I don't, I'd sure appreciate copies!
>

Thanks Bubba. Someone already sent me the ones you had in email, but I'm glad I saw your site. I'll have to make a link to it from mine.
Sadly, though, none of mine are in there. But at least now I know that Tim was a bit more strange and seemed to have more time on his hands than I did :)

MrE
http://www.eclipse.net/~mre

1547. Re: World of Atari '98 News!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: Dan Mazurowski <smedley@gte.antispam.net>
Message-ID: <35CCFC03.794B@gte.antispam.net>
Source record: 60913
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600

Keita Iida wrote:
>
> And then you have the guys in the midwest who plead for
> the show to happen somewhere geographically in the middle of
> the US.. but they fail to understand that 95% of show-goers
> will fly to the location regardless, and besides, how many
> folks want a convention in Ohio anyways. =)

Besides, Las Vegas is typically on of the cheapest air fares around from
just about any airport in the USA.

But still, it would be cool to see smaller regional shows get organized,
even if they would probably be little more than classic gaming
swap-meets. It would be cool to meet face to face.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ISP address.

1548. Re: World of Atari '98 News!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: Dan Mazurowski <smedley@gte.antispam.net>
Message-ID: <35CCFF23.15FB@gte.antispam.net>
Source record: 60914
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600

FVINAS wrote:
>
> Hi, all
>
> I was wondering if anyone knew if the BattleSphere tournament is going
> to be played using Jaguars. I had heard that the guys at 4Play/ICD
> were having trouble breaking the encryption code for the Jag and that
> is one of the reasons why we haven't seen the game yet.
>

Nah. It's possible to bypass the encryption on the Jaguar with a Jag mod chip that you can make yourself (the code is available for download on the internet). I'm sure 4-Play could get a handful of modified Jaguars to set up the tournament if necessary.

But encryption is not what has delayed the game for so long. There were essentially two problems. First, the 4-Play crew are notorius perfectionists who would not release the game until every last bug was squashed and the gameplay measured up to their personal standards. Second, the game was coded entirely in their spare time. It was only a couple weeks ago that 4-Play announced the game is complete. Now they need to actually manufacture it.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ISP address.

1549. Re: FS: Atari Video Pinball Standalone System C-380

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <21693-35CCF8A4-83@newsd-121.bryant.webtv.net>
Source record: 60915

I have one of these. It's very nice. People don't realize the unit has pinball style buttons on either side, and that the sound comes out of the unit, not the TV.

vs

1550. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: velcro_spy@webtv.net
Message-ID: <21696-35CCF7F3-27@newsd-121.bryant.webtv.net>
Source record: 60916

It's a 'bot posting these. He uploaded a script to an unsuspecting server, and it will be posting periodically as long as te newsgroup exists.

vs

1551. FS/T: Atari Video Music Console

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: "Marlin Bates, IV" <mbates4@gte.net>
Message-ID: <6qj2cj$72d$1@news-2.news.gte.net>
Source record: 60917
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit,alt.games.lynx

Hello, folks!

I have managed to find one of the holy Fujis of Atari-dom! It is a small 12 inch by 8 inch by 5 inch video console unit called Atari Video Music.

Made during the 1970s this little wonder connects to your stereo system and your TV (via RF, of course, this *IS* the 1970s!) and makes a COLOR-ful light show in sync with the musical beat. Yes, the Jaguar did it, the 3DO did it, and numerous others, BUT this was the first! You control the horizontal, the vertical and everything else. (Yes, this is in glorius 8-bit color/shapes!) Groove to disco SIGHTS and sounds (okay, maybe a more acceptable music of your choice!)

Styled in fine 70s wood grain finish with mettallic knobs and plastic push buttons this is a must for every Atari owner's home!

Now, this unit is in EXCELLENT shape. It works 100% and has been thoroughly tested with my musical collection. (hehe!) There is, however, one minor cosmetic thing wrong. (You knew it, right! :-) One of the buttons is missing a "color cover." In other words, it does not have a little plastic bezel which matches the other button next to it. Now, there is still a button there! it just does not match it's neighbor's cool 70s earth tones in color gradiation. IT really is a minor thing, but I want to be completely clear about this.

Now, if I had not just sold off most of my Atari stuff, I might keep it. However, most of my collection is now in your hands sooooooooooo.......I am looking for the following:

Genesis carts I do not have (*MUST* have box and docs)

-OR-

Lynx carts I do not have (again, if they had docs and box, they must be included in any trade. Just to help - if it was a regular release or a B&C "prototype" I have it. I do not have any of the later Telegames ones) hint - Hyperdrome would go a long way..... ;-)

-OR-

$60 plus shipping/insurance via UPS

-OR-

Best offer combination of any of the above.

e-mail mbates4@gte.net if interested

-Marlin

1552. Autoduel / AtariWin 2.3?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: Nick Chionilos <CHIONILOS@Megahits.com>
Message-ID: <35CD1C4B.89B2AD71@Megahits.com>
Source record: 60918

Has anyone actually been able to play Autoduel with AtariWin 2.3? I've tried every combination under the sun, and my session locks up when trying to compete at Amateur night. I've got copys of Autoduel ATRs from a couple of different sources and all do the same thing.

If anyone has it working, could you please tell me all of your hardware settings and possibly tell me where you got your ATR images?

I've been dying to play this game for a long time now. Any help at all will be appreciated!

- Nick

1553. Re: The "Best" Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-08 00:00:00 UTC
From: Glenn Keen <gkeen@enzodino.demon.co.uk>
Message-ID: <NKxLSCA$LHz1Ewk2@enzodino.demon.co.uk>
Source record: 60919

In article <1998080803481600.XAA25035@ladder01.news.aol.com>, LWhite6497
<lwhite6497@aol.com> writes
>What is the "best" Atari emulator available? Is it Xformer or Win800 or ?
>(and WHY)?
>
>Larry

I think Win800 is the best as it allows me use my Gravis Grip system so
I can have 4 joysticks. This means 4 player MULE !!!!

It is also easy to use and seams to run just about everything.

Glenn.
--
Glenn Keen

1554. Re: FS: Atari 800 cart Return of the Jedi (NEW)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <35d6193d.7236075@news.earthlink.net>
Source record: 60837

On 7 Aug 1998 15:05:17 GMT, swozniak@aol.com (Swozniak) wrote:

> zzyzx97@earthlink.net wrote:
>
><<Yea, but it is an ER cart and is shrinkwrapped and new.
>If you don't know what that means then ...."never mind." >>
>
>Return Of The Jedi by Parker Bros for the Atari 400/800 is listed only as an R,
>and not an ER on the list which I use, which is Andrew Krieg's:
>
>http://www.execpc.com/~krieg/links/8bit.carts
>
>This game is still available from many reliable sources such as Best
>Electronics for $14 new:
>
Thanks for all the wonderful info. Now we know where you can buy a
brand new one for $14 instead of a brand new one from me for $10. Very
useful information.

1555. Re: FS: Atari 800 cart Return of the Jedi (NEW)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998080922373100.SAA12552@ladder01.news.aol.com>
Source record: 60838

zzyzx97@earthlink.net wrote:

<<Thanks for all the wonderful info. Now we know where you can buy a brand new one for $14 instead of a brand new one from me for $10. Very useful information.>>

Stop being an ass. I was merely pointing out that this cart is not an ER as you are advertising it, and that it's still available from many vendors. That fact that I listed what the other vendors sell it for should show you that I wasn't trying to disuade people from buying your copy. No need for the sarcasm.

1556. ANNOUNCING: THE 1998 WORLD OF ATARI VIDEO

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: Mark Santora <santora@earthlink.net>
Message-ID: <35CE1D08.1C342E28@earthlink.net>
Source record: 60839
Cross-posted to:
rec.games.video.atari,alt.atari-jaguar,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

After the very positive response I have received about the project, I have decided to go ahead with the project. I will be producing a 1.5 - 2 hour video from the show. All the speakers will be represented on the tape as will the dealer rooms, auctions, direct feeds from software, and more!

Follow the link to learn more.
http://home.earthlink.net/~santora/woav.htm

--
-Mark "Stingray" Santora
http://home.earthlink.net/~santora

1557. Re: Atari Interface Magazine Disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <BFftUx5.rldetlefsen@delphi.com>
Source record: 60840

Robert S Ely <rely@ix.netcom.com> writes:

> Does anyone have any or all of the Atari Interface Magazine disks? I'd
>like to find them. There was some interesting stuff on those disks. I
>can use them in .ATR, .DCM, images or as straight files in an archive
>...ARC or .ZIP.

Robert, I have most of the AIM disks, in the form I received them We can
figure a way to get copies to you.
Rick D.

1558. lot's of 8-bit disks for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <6qlq5kimc1@news2.alpha.net>
Source record: 60841

Just click on the link below to view what I have:

http://www.ticon.net/~save2600

1559. Re: Atari*Toon Movies

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: nunayur@bidness.com
Message-ID: <6qioq0$220_004@ambrosia.flash.net>
Source record: 60920

In article <WYFx1.9$MK4.2617755@IConNet>, "Jerry Cornelius" <cptvimes@hotmail.com> wrote:
>Hello,
>
> Does anyone know where I can get some old Atari*Toon movies? That would
>be the ATASCII art movie thingy published in Antic some time ago.

Try visiting my website!

The 'Break-Movie' Warehouse
http://www.flash.net/~ambrosia/index2.html

And if you have any that I don't, I'd sure appreciate copies!

-*- Tom -*-

1560. fa: 506 Atari games on CD!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: bob_shith@usa.net
Message-ID: <6qj4ob$e08$1@usenet43.supernews.com>
Source record: 60921

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=24749626

506 Atari games on CD!!!

Almost every Atari game ever made on 1 CD! Made for PC. These are Atari 2600 games. Perfectly playable and controllable with either the keyboard, a joystick, or a gamepad.

Detailed instructions on how to use the CD is inluded on the CD, happy bidding!

Very few games do not work with the current version of the emulator used, so bid according to about 470 Atari games. CD is a high quality CD-R. High bidder(s) prepay and pay shipping and handling of $2.01.

Bonus for a limited time also get over 50 playable games for the Atari 5200 on the same CD

Please do not bid if you do not plan to follow through with the transaction.

Also if you wish for another $5.00 I will add over 3638 files for the Atari 8-bit computer(99% of the files work with APE, most with an emulator) of these 3638 files you recieve 2500 different games like: M.U.L.E., Miner 2049'er, Pac Man, Seven cities of gold, Lode runner, Zork, Star Raiders, Shamus, plus any more

1561. Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: christine eldridge <eldridge@escape.ca>
Message-ID: <35CD1C56.5BEE@escape.ca>
Source record: 60922

I have a closet full of 8-bit Atari hardware, software and publications.
Is there a marketplace for it somewhere or should I just trash it?

1562. Re: FS: Atari Video Pinball Standalone System C-380

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: bojay1997@aol.com
Message-ID: <1998080903574400.XAA15279@ladder03.news.aol.com>
Source record: 60923

But they go for far less than $30 given how many of them are popping up on Ebay.

Bojay

1563. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998080910543101.GAA11090@ladder03.news.aol.com>
Source record: 60924

It's HIM again...
NEVER reply to this guy...

Bertrand M. (LEXX)

1564. Re: Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <6D381059CCA45D8F.1DB078C565CCB858.7B3B0CCB80CDD3DD@library-proxy.airnews.net>
Source record: 60925

christine eldridge <eldridge@escape.ca> wrote:
> I have a closet full of 8-bit Atari hardware, software and publications.
> Is there a marketplace for it somewhere or should I just trash it?

You're always welcome to post a list of the item(s) here and either set your price or accept the highest bid(s)...

I, for one, would be interested to see what you have...

Jason

1565. Re: xfer from 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdc3a0$b7330600$90c2accf@asharkis.erols.com>
Source record: 60926

If you have an 850, and terminal programs for both computers, get yourself an Atari modem cable (looks like a 9-pin to 25-pin rs232 cable but is wired differently) and a null-modem adaptor. I believe Best Electronics and B&C still sell them. You may need another length of cable if the machines are far apart. You should be able to do the transfers at anything up to 9600 baud.

michelvp <michelvp@wanadoo.fr> wrote in article
<6qhrqp$c1j$1@platane.wanadoo.fr>...
> How can i xfer my disks 5" from an atari 800 ti my pc
> i own an interface 850 and tried xfert rs232 without succes !
> thanks
> michelvp@wanadoo.fr
>
>
>
>

1566. 130XE keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: Jim Schmidt <jschmidt@cisco.com>
Message-ID: <35CDC48A.679F@cisco.com>
Source record: 60927

Hello folks,
I have 2, 130XE's with only about half the keys working. There does not appear to be a logical pattern to the failure. I've taken them apart and saw they were Mitsumi keyboards. I suspect the failure is do to the plastic film insert under the mechanical keys. Do any of you harware wizards have a possible cure for me?? Thanks,
Jim

1567. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35d87c31.3839377@news.demon.co.uk>
Source record: 60928

The other Day velcro_spy@webtv.net wrote:

>It's a 'bot posting these. He uploaded a script to an unsuspecting
>server, and it will be posting periodically as long as te newsgroup
>exists.
>
>vs

Surely then a word in server owners ear would be a start. Do we know the
sever owner or is it a faked post??

--
Paul..

"Bum, knob, arse, plop.."

Aha..I bet he posts in the UK PSX group!!!

www.dellos.demon.co.uk for the C64 gamefinding lists.

ICQ No: 105793

1568. Searching: Turbo Basic XL, Screenshots, Peek&Poke-list

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: Spektakulum <Spektakulum.@gmx.de>
Message-ID: <6qklnv$842$1@news.nordkom.de>
Source record: 60929

Hi!

Anyone could help?

I need Turbo Basic XL, also maybe a list of the most common peek &
poke-adresses. (for example, POKE 752,1 to hide cursor..)

A site or ftp with (many, many :)) screenshots would be perfect!

Thanx in advance,

Carsten

--

____
http://Spektakulum.home.pages.de -von Gauklern, Meth & Teufelswerk

1569. Re: 130XE keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <6qktrpeij1@news.storm.ca>
Source record: 60930

Look for broken traces on the mylar. Windshield defroster repair paint can
be used to fix breaks in the traces. Or, Best electronics sells replacement
mylars; I don't recall the price (I ditched my 130xe shortly after replacing
the mylar, replacing it with two 800xls)
Jim Schmidt wrote in message <35CDC48A.679F@cisco.com>...
>Hello folks,
> I have 2, 130XE's with only about half the keys working. There does not
>appear to be a logical pattern to the failure. I've taken them apart and
>saw they were Mitsumi keyboards. I suspect the failure is do to the
>plastic film insert under the mechanical keys. Do any of you harware
>wizards have a possible cure for me?? Thanks,
> Jim

1570. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <35cefb45.2235118@news.demon.nl>
Source record: 60931

His prices are way to high!

1571. Re: xfer from 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35CDAEEE.96E764C9@sisna.com>
Source record: 60932

You can either get a SIO to PC cable or go to radio shack and pick up a Null Modem connector. Connect the two modem cables toghether one from the 850 and one from the PC, bring up a modem program on the pc and the Atari. If I remeber correctly you type in ATD on the Atari and enter then keep pressing return it should activate the PC modem program type in ATA on the pc and you have a connection between the two.

Been a long time since I did this and I am sure there will be someone to correct what I have forgotten.

bob

1572. KE-Soft

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0908981559220001@unassigned-nic165.acns.carleton.edu>
Source record: 60933

Can anyone confirm that KE-Soft (Kemal Ezcan) is no longer supporting the
8-bit Atari?

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1573. atari 800 games

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: Ben Perez <ac8810@wayne.edu>
Message-ID: <Pine.GSO.3.95.980809170449.26951A-100000@mail3.wayne.edu>
Source record: 60934

can anyone help me out... I've been dying to play these games on an 800
emulator..

Autoduel, Ultima 3 and 4, Alternate Reality..

Where can I get these? And what emulators should I use?

Thanks
-Ben

1574. WTB 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: Bill Fairbanks <BILLFAIRBANKS@worldnet.att.net>
Message-ID: <01bdc3dd$1fe91680$2240460c@default>
Source record: 60935

Want to buy a working 600XL in excellent cosmetic
condition. Prefer unit with original packing, doc's, etc.
but will consider all. Ship to Florida zip 33065

Bill

1575. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-09 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998080921441700.RAA05901@ladder01.news.aol.com>
Source record: 60936

It's Mr. Terry "I've never been arrested" Ortman. Avoid this guy like the plague.

1576. Atari 800 XL auf PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: Pascal Tesla <TNB@online-club.de>
Message-ID: <6qkniapgb2@clubserv.rp-online.de>
Source record: 60842
Cross-posted to: comp.sys.atari.8bit,t-netz.rechner.atari.8bit,z-netz.rechner.atari.8-bit,z-netz.rechner.atari.allgemein,z-netz.rechner.atari.hardware,z-netz.rechner.atari.programmieren,z-netz.rechner.atari.spiele

Wer kann mir ein Programm schicken mit welchem ich Atari Spiele auf dem PC spielen kann.
Oder wer kann mir sagen was ich macen muss b.z.w. ein schaltplan schiken wie ich mir ein Atariemulatory baue.
Danke.

Pascal Tesla.
PTNB.
...
..
.

1577. Re: Atari 800 XL auf PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: matzi@atari-computer.de
Message-ID: <35ce47db.3021314@news.easynews.net>
Source record: 60843
Cross-posted to: comp.sys.atari.8bit,t-netz.rechner.atari.8bit,z-netz.rechner.atari.8-bit,z-netz.rechner.atari.allgemein,z-netz.rechner.atari.hardware,z-netz.rechner.atari.programmieren,z-netz.rechner.atari.spiele

Hallo Pascal,

On Mon, 10 Aug 1998 01:41:07 +0200, "Pascal Tesla"
<TNB@online-club.de> wrote:

>Wer kann mir ein Programm schicken mit welchem ich Atari Spiele auf dem PC
>spielen kann.
>Oder wer kann mir sagen was ich macen muss b.z.w. ein schaltplan schiken wie
>ich mir ein Atariemulatory baue.
>Danke.

Schau mal vorbei unter http://www.atari-computer.de/wysk, da findest
Du eine ►bersicht s►mtlicher Atari 8-Bit-Emulatoren mit Download-
M►glichkeit.

Viele Gr►►e,

Matthias

-------- DATABYTE.Net --------
Webspace & Domainregistrierung
http://www.databyte.net

1578. WTB: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPG.1038139eb64085fb9896cd@client.sw.news.psi.net>
Source record: 60844

Hi -

I'm looking for an 800 in good condition. Anyone know
where I can find one?

Thanks,
Oscar

1579. Re: Atari*Toon Movies

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: nunayur@bidness.com
Message-ID: <6qlqvc$3mg_002@ambrosia.flash.net>
Source record: 60845

In article <6qis7h$ks6$1@news.eclipse.net>, "Jerry Cornelius" <cptvimes@hotmail.com>
wrote:
>
>>The 'Break-Movie' Warehouse
>>http://www.flash.net/~ambrosia/index2.html
>>
>>And if you have any that I don't, I'd sure appreciate copies!
>
>Thanks Bubba. Someone already sent me the ones you had in email, but I'm
>glad I saw your site. I'll have to make a link to it from mine.
>Sadly, though, none of mine are in there. But at least now I know that Tim
>was a bit more strange and seemed to have more time on his hands than I did

"None of yours"???
If you still have some of your old movies, I would REALLY appreciate
copies! I don't get much new stuff lately.

The biggest benefit to my site is being able to watch movies _online_! :)

Come back soon. -*- Tom -*-

1580. Re: 410 help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: gametrader@iname.com
Message-ID: <6qlmre$59l$1@nnrp1.dejanews.com>
Source record: 60846

Hi These were basic games I saved myself. I tried cload and enter "c:" and load "c:" even run "c:" and I either get a 21 error or a 143 error. I tried saving my own program with csave and I can cload that one just fine. I did try a couple with the start boot and it loads all the way through then I get a boot error. Was there something I did before that changed the speed? Several of the load attempts seem to load 2 blocks normally then the speed seems to switch faster and it loads 3 more then quits with a 143 The 410 was the same one that made the tapes 10 years ago. the computer is different though. Do you know of a 410 manual online? Or any tricks or utilities that can tell you whats saved on a tape. They are probably just silly little basic things. Thanks Mark

In article <01bdc1c8$1be8bf20$b6374382@vidar>,
"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> Are you trying to load comercial games ? Most of them loads by holding
> START and OPTION when turning on the XL. It will beep, press play on tape
> recorder and press any key to start it. Hope it works
>
> 8bitz@my-dejanews.com wrote in article <6qdrf3$ke9$1@nnrp1.dejanews.com>...
> > Hi all Just dug the 410 out of the closet and hooked it to the 800xl and
> > tried loading something from the tape thats in it and no luck. Nothing
> loads.
> > Am I missing something? I type cload and it buzzes for a bit and then I
> get
> > one of like 3 different errors. I know there is stuff on the tape I saved
> > years ago. Any help with the 410 and an 800xl would be greatly
> appreciated.
> > Thanks Mark
> >
> > -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> > http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
> >
>

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1581. Arm Your Atari??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: weyoun7@aol.com
Message-ID: <1998081004392100.AAA11238@ladder03.news.aol.com>
Source record: 60847

ok so I see these Super Armatrons from Radio Shack on sale for $14.99 and buy two of them, thinking it should be a no brainer to hackem and slapem on a little robot.
I get to my workshop and surpise, surprise, they don`t have little motors that you can just wire up to a computer and run. No, NO, Rat Shack went and made them run from one motor and two joy sticks that move gears around to apply power from the motor to the correct gears. So I`m stuck with two and am wondering if anyone else was ever dumb enough to think of this idea of using these arms aswell or if somone knows a way to hack them?

Thanks for your help,
Justin R. Ratliff

1582. Re: 130XE keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: David Hopcroft <davidh@cdex.co.uk>
Message-ID: <01bdc441$7bbdda40$60cb30a4@etlcolpc23.ericsson.se>
Source record: 60848

Jim Schmidt <jschmidt@cisco.com> wrote in article
<35CDC48A.679F@cisco.com>...
> Hello folks,
> I have 2, 130XE's with only about half the keys working. There does not
> appear to be a logical pattern to the failure. I've taken them apart and
> saw they were Mitsumi keyboards. I suspect the failure is do to the
> plastic film insert under the mechanical keys. Do any of you harware
> wizards have a possible cure for me?? Thanks,
> Jim
>

It is more than likely you are correct it *IS* the plastic film insert.

There was a design flaw in the 130XE which allowed too much current flowed in the tracks connecting the keys, the job of the plastic insert. This flaw made the tracks in the plastic get too hot, which in turn made them Oxidize (basically rust away). There will not be any apparent pattern to failure the bits that are hottest of for longest will fail first. I thing the option key went on mine first, luckily it was still in warranty.

You can either try to find a supplier of the plastic sheets or buy a second hand computer, and salvage the keyboard. However, this computer may have the same fault:(.

I think there is a regular FAQ posted to this group will a list of vendors who you can contact for a new key board. In the UK, the Sinclair Spectrum had a similar problem.

Either way the fault WILL re-occur if you do not do something about it. All that need to be done is; replace one of the resistors on the keyboard, I cannot remember off the top of my head which one to change. There are/were kit's (containing, resistor and instructions) you can buy that fully explain what to do. Again see the vendor FAQ posted to this group for suppliers (the Kit cost about 50p (UK money))

Incidentally I seem to remember a dealer over here in the UK selling a little device that allowed a standard PC keyboard to be attached to the XL/XE computers. I saw it once at a show over here (UK), but never since :(.

The Dealer was called Derek Fern and the company Micro Discounts, Birmingham, UK. Any one have one of these units? (or maybe is Derek reading this group)?

Dave

1583. Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <35d0eeb6.185360@nntp.ix.netcom.com>
Source record: 60849
Cross-posted to: rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

The Video Game Advantage Definitive Known Software List Collection

If you are looking for the most complete, detailed software lists available you have found them. And the best part is that they are all in a standardized format, so you can change system files without having to learn a new style or format! Currently 32 of the 40 planned files are on-line (2600, Intellivision, NES, Odyssey2, Sega CD, SMS, SNES, and TG-16 all still need some work, and will be on-line as soon as possible).

32 bit and 64 bit video game systems:

3DO REAL Interactive Multiplayer
Amiga (?Commodore?) CD32
Atari Jaguar / Jaguar CD
Nintendo 64
Nintendo Virtual Boy
Sega 32X
Sega Saturn
Sony Playstation
Tiger Game.Com

16 bit video game systems:

Philips CD-i
Sega CD
Sega Genesis
SNK Neo Geo / Neo Geo CD
Super Nintendo

8 bit video game systems:

Atari Lynx
Nintendo Entertainment System (NES)
Nintendo Game Boy
Sega Game Gear
Sega Master System (SMS)
Turbographx-16, CD, & Duo

Classic video game systems:

Atari 2600
Atari 5200
Atari 7800
Bally Astrocade

Colecovision
Emerson Arcadia 2001
Fairchild Channel F
GCE Vectrex
Magnavox Odyssey2
Mattel Intellivision
Milton Bradley Microvision
RCA Studio II

Classic computers:

Atari 8-bit computers
Coleco Adam computer -- see Colecovision
Commodore 64 / 128 computers
Commodore Vic-20 computer
IBM PC Jr. computer
Mattel Aquarius computer
Radio Shack Color Computer
Texas Instruments TI 99/4A Computer
Tomy Tutor 16-Bit Graphic Computer

*****

If this is of interest to you, the URL is:
http://www.io.com/~vga2000/

and the link is in the "Collectors Corner" section.

And before anyone else asks; if the game isn't on one of my FS/T
lists, it isn't FS/T :)

Michael

P.S. My old e-mail accounts all still work, but I'd prefer it if
people would begin to use the *new* account. Thank you!

NOTE: If rec.game.video.classic holds true to form someone
will follow up my announcement with lies and/or attacks. I left
that newsgroup approximately 2 years ago, and except for 2 days
in August 1997, I haven't read or posted there since (unless it was
to cross-post an occasional web site addition announcement or,
when I still did so, to occasionally cross-post four -- not 6 -- FS/T
lists).

However, I still receive e-mail from people who tell me that some
there are STILL talking about me. Very touching, now grow up!

For the record, I will continue to cross-post these types of
announcements there because the vast majority of the people
on RGVC probably enjoy video game related activities more
than the RGVC tradition of seeing how far you can stick the
"verbal knives" into someone.

If you are tired of wading through the lies and attacks here on
Usenet, and you would like to know my real position (on anything),
as opposed to what some with tell you is my position, then you
should either pay attention to what I say (or have said), or you
can ask me. I'll be happy to detail my TRUE position for you. :)

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1584. Re: Arm Your Atari??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35CEDF59.F5F2ED89@ix.netcom.com>
Source record: 60850

Weyoun7 wrote:
>
> ok so I see these Super Armatrons from Radio Shack on sale for $14.99 and buy
> two of them, thinking it should be a no brainer to hackem and slapem on a
> little robot.
> I get to my workshop and surpise, surprise, they don`t have little motors that
> you can just wire up to a computer and run. No, NO, Rat Shack went and made
> them run from one motor and two joy sticks that move gears around to apply
> power from the motor to the correct gears. So I`m stuck with two and am
> wondering if anyone else was ever dumb enough to think of this idea of using
> these arms aswell or if somone knows a way to hack them?
>
> Thanks for your help,
> Justin R. Ratliff

Justin,
You might still be able to do this. hack the joysticks. If these are
anything like the Atari joysticks (not mechanical devices, but
electrical controls) you should be able to connect the cables to the
Atari's joystick ports and control the arm from the Atari. The joystick
ports can be used as output data ports. If they are mechanical controls
(wired that physically move the gears) then it will be a bit more
difficult, but still possible.
You'll need solenoids or motors and a control circuit off of the JS
ports to replace the sticks. These can be controlled to move in and out
to control the gear movement. This version would be a bunch klugey, but
should work.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1585. Re: Atari*Toon Movies

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: Jerry Cornelius <cptvimes@hotmail.com>
Message-ID: <MLBz1.5$J47.2994329@IConNet>
Source record: 60851

"Bubba Gump" wrote in message <6qlqvc$3mg_002@ambrosia.flash.net>...
>In article <6qis7h$ks6$1@news.eclipse.net>, "Jerry Cornelius"
<cptvimes@hotmail.com> wrote:
>"None of yours"???

Nope.

> If you still have some of your old movies, I would REALLY appreciate
>copies! I don't get much new stuff lately.

I wish I did. That's what I'm looking for actually. I know a few of
them got passed around, but I guess no one kept any.
I made them all with Atari*Toon for my BBS at the time, some even had
modified character sets for that more, er,
realistic look. I'll keep banging away though.

>The biggest benefit to my site is being able to watch movies _online_! :)

Too true. My wife was a bit bothered that I found that toilet movie so
funny. She just didn't get it.

1586. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: LSDemon <fuckyou@spammer.com>
Message-ID: <01bdc45b$55099000$5634ae98@main1>
Source record: 60852

Louis <bytecat@hempseed.com> wrote in article
<35cefb45.2235118@news.demon.nl>...
> His prices are way to high!

His risk factor is even higher than his prices

1587. boulderdash const. kit file format

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: jakarppi@tuomi.oulu.fi
Message-ID: <6qmsh4$62t$1@ousrvr3.oulu.fi>
Source record: 60853

hello,

i'm looking for info on the file formats of the cave, intermission and
game files produced by boulderdash construction kit. i found a description
for the c64 version on peter broadribb's boulderdash homepage but it
appears that the atari version uses different files. any help would
be greatly appreciated!

--
jari_karppinen

1588. Re: Atari Xe emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <1998081014200200.KAA14104@ladder03.news.aol.com>
Source record: 60854

Yes, XE emulators exist. One is available at www.emulators.com, but stick around the newsgroup a while, because Mister Current avails us of FAQs on a regular basis.

Bostone1@aol.com

1589. Re: 410 help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <6qn2ma$3eg$1@nnrp1.dejanews.com>
Source record: 60855

Remember that the 410 is a tricky animal, i have a couple of them, and since new they usually stuck when ff or rewinding tapes, remember that there are several commands to load and retrive the info from the tape, also, i usually start the loading in the lasts seconds of the mark so i got the minimum time on it, the other chance is that your tapes already lost some freqs and so they turn useless. Thanks God i could buy a couple of drives...

Javier

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1590. Re: 410 help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6qnf1m$999$1@nnrp1.dejanews.com>
Source record: 60856

In article <6qn2ma$3eg$1@nnrp1.dejanews.com>,
rojasdelap@yahoo.com wrote:
> Remember that the 410 is a tricky animal, i have a couple of them, and
> since new they usually stuck when ff or rewinding tapes, remember that there
> are several commands to load and retrive the info from the tape, also, i
> usually start the loading in the lasts seconds of the mark so i got the
> minimum time on it, the other chance is that your tapes already lost some
> freqs and so they turn useless. Thanks God i could buy a couple of drives...
>
> Javier

The tape I have used to belong to my ex's brothers when they were younger
before I gave them a disk drive. I just find it strange that every file on
the tape won't load. Is it possible it's a data file for atariwriter I
wonder.. Hmm I guess if I could just find a utility to dump bits to the
screen... Thanks Mark

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1591. Re: Standards/info collection

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: "Steven E. Posey" <stevenposey@usa.net>
Message-ID: <6qndh2$3nv@enews2.newsguy.com>
Source record: 60857

Mathy Van.nisselroy wrote in message <901931211@stackbbs.xs4all.nl>...

>
>Don't throw out DCM. It's the only
>true standard (for "diskimages") for
>8 bit Atari's. And I mean REAL 8 bit
>Atari's, not emulators.

I agree completely. I was originally against the DCM format until I wanted to copy my Lode Runner data disk to use on an emulator. Trying to do it without using the DCM format was next to impossible!

Steven

1592. Wanted to buy 400's and 800's

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: Peter Farago <peter@farago.com>
Message-ID: <6qnif7mmt1@winter.news.erols.com>
Source record: 60858

If you have 8-bit equipment to sell, preferably 800 computers.
Call us now for the best prices anywhere!
We pay shipping!

212-243-0864

email peter@farago.com

http://www.farago.com/atari/

1593. Re: 410 help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: Jerry Cornelius <cptvimes@hotmail.com>
Message-ID: <hYHz1.10$J47.3294330@IConNet>
Source record: 60859

8bitz@my-dejanews.com <8bitz@my-dejanews.com> wrote in message
<6qdrf3$ke9$1@nnrp1.dejanews.com>...
>Hi all Just dug the 410 out of the closet and hooked it to the 800xl and
>tried loading something from the tape thats in it and no luck. Nothing
loads.
>Am I missing something? I type cload and it buzzes for a bit and then I get
>one of like 3 different errors. I know there is stuff on the tape I saved
>years ago. Any help with the 410 and an 800xl would be greatly appreciated.
>Thanks Mark

it's been a while but... If you can save and load stuff from tape now, but
not stuff that you used years ago it could be possible that the head is out
of alignment. This happened to me a couple of times when I owned my 410 and
I had to bring it into the shop. From what I understand, you can align it
yourself oscilloscope and know whatever else you need.

1594. Re: xfer from 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: Peter Farago <peter@farago.com>
Message-ID: <6qnjj5$t0t$1@winter.news.erols.com>
Source record: 60860

Steve Tucker has a program and cable that should do the job.

He's a nice guy. I just ordered a rig from him.

http://www.nacs.net/~classics/

Steven J Tucker
9731 Sunrise Blvd #M33
North Royalton, Ohio 44133
U.S.A

michelvp wrote in message <6qhrqp$c1j$1@platane.wanadoo.fr>...
>How can i xfer my disks 5" from an atari 800 ti my pc
>i own an interface 850 and tried xfert rs232 without succes !
>thanks
>michelvp@wanadoo.fr
>
>
>

1595. Re: boulderdash const. kit file format

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: jakarppi@tuomi.oulu.fi
Message-ID: <6qnnaoaig1@ousrvr3.oulu.fi>
Source record: 60861

here i go following up my own posting... oh well... i took a bit deeper look into the files that i'm wondering about. the .gam files are *very* simple... no problems with them. then again it looks like the .cav & .int files have the following structure:

```
ofs desc
--- ----
0-3 4 times 0xab (what for?)
4..15 filename (terminated by 0x96, padded with 0x20)
16..455 cavedata? (880 4-bit nybbles, i guess)
456 cave delay
457 unused?
458 cave time in seconds
459 unused?
460 diamonds needed
461 unused?
462 diamond value
463 unused?
464 bonus diamond value
465 unused?
466 slime permeability
467 unused?
468 amoeba time of growth
469 unused?
470 magic wall milling time
471..503 ???
```

now all i need is to find out the color infos... and preferably the meaning for all the rest 32 bytes. afaik the atari bdash uses 160x192x4 mode, and for all the four colors it needs the hue and luminance values so in the 32 bytes there should be 8 bytes containing the hues and luminances... but which?

--
jari_karppinen

1596. FA: Many Atari Items for Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: DJ Herison <djh@itol.com>
Message-ID: <6qoa5k$149$1@news.inc.net>
Source record: 60862

I have the following items for auction on ebay:

Atari 410 Tape Unit Boxed
Atari 1027 LQ Printer
Atari 1027 LQ Printer Boxed
Atari 1050 Disk Drive
Atari 1050 Disk Drive Boxed
Atari 7800 Game System Complete w/ 6 Boxed Games

Goto: http://komodo.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=djh@itol.com

For a complete List of items.

Thanks for your time.

DJ

1597. Re: Food borne illness (B.S. Alert!)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1008982144370001@port136.bitstream.net>
Source record: 60863

WHAT A LOAD OF CRAP! Not only is the "quoted message" nothing but b.s.
(complete with an "apology" for being off-topic), the "reply" is bogus as
well: this entire message (including the "quoted" section) is the
original--and only--post. The NERVE of some people...

Mark

In article <832844152584.9710736278@iei.net>, rayc@iei.net wrote:

> This sounded like a hoax. Taking a look, I found that although it
> _sounds_ like one, it somehow makes sense. After all, there are
> several things that work, even if we cannot explain them. Users of
> wishing-wands are an example. They do find water, but nobody knows
> or can proof how it works.
>
> Anyway, I'm thinking of ordering one of their glass wands. It's not
> a lot of money if it can do what they claim.
>
> Any opinions?
>
>
> Surfin'
>
>
>
> On 5 Aug 1998 09:18:33 GMT, info@NO-SPAMcleanfood.com wrote:
>
> > Hello, everybody,
> >
> > Let me tell you about a new approach to free your food of viruses,
> > bacteria, fungus, etc.
> >
> > We produce Polarizers. These are wands made of rock-crystal glass.
> > They deactivate the poisonous influence of pathogenes like viruses,
> > bacteria, spores, fungus and eggs of intestinal worms, which can be
> > found in food supplies. In *your* food supplies.
> >
> > http://www.cleanfood.com
> >
> > You will also find that the Polarizer is a simple, easy to use
> > device.
> >
> > Take a look, it's a surprising, effective and cheap approach to
> > deactivate the pathogenes in your food.
> >

> >
> > Clean Food Corp.
> > http://www.cleanfood.com
> >
> >
> > Please remove the obvious when replying via email. If you don't eat,
> > you may consider this message off-topic. Sorry for that.

1598. Re: 410 help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <35d08391.32334448@news.wxs.nl>
Source record: 60864

On Mon, 10 Aug 1998 18:44:07 GMT, 8bitz@my-dejanews.com wrote:

>In article <6qn2ma$3eg$1@nnrp1.dejanews.com>,
> rojasdelap@yahoo.com wrote:
>> Remember that the 410 is a tricky animal, i have a couple of them, and
>> since new they usually stuck when ff or rewinding tapes, remember that there
>> are several commands to load and retrive the info from the tape, also, i
>> usually start the loading in the lasts seconds of the mark so i got the
>> minimum time on it, the other chance is that your tapes already lost some
>> freqs and so they turn useless. Thanks God i could buy a couple of drives...
>>
>> Javier
>
>The tape I have used to belong to my ex's brothers when they were younger
>before I gave them a disk drive. I just find it strange that every file on
>the tape won't load. Is it possible it's a data file for atariwriter I
>wonder.. Hmm I guess if I could just find a utility to dump bits to the
>screen... Thanks Mark
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
The wav2cas utility allows a PC with sound card to examine the bits on
the tape, or convert the audio to data. Look in the Umich archives
for this utility. I suppose you can find a PC on which to run this
stuff.

1599. Re: Arm Your Atari??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-10 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <Hoxz1Q7YaOcE092yn@ibm.net>
Source record: 60865

In article <19980810043921 00.AAA11238@ladder03.news.aol.com>,
weyoun7@aol.com (Weyoun7) wrote:
>ok so I see these Super Armatrons from Radio Shack on sale for $14.99 and buy
> two of them, thinking it should be a no brainer to hackem and slapem on a
> little robot.
> I get to my workshop and surpise, surprise, they don`t have little motors that
> you can just wire up to a computer and run. No, NO, Rat Shack went and made
> them run from one motor and two joy sticks that move gears around to apply
> power from the motor to the correct gears. So I`m stuck with two and am
> wondering if anyone else was ever dumb enough to think of this idea of using
> these arms aswell or if somone knows a way to hack them?
>
> Thanks for your help,
> Justin R. Ratliff

There was a two part article in ANALOG on doing this. It required some
solenoids and fishing line to do the job of the joystick. I'll try to
dig up the Issue for you.

--

**** Please remove * in the e-mail address to reply *****
Ryan 'Gozar' Collins rlcolli@ibm.net
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove * in the e-mail address to reply *****

1600. Help developing a used Hardware Price Guide

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: Peter Farago <peter@farago.com>
Message-ID: <6qqntp$e7l$1@winter.news.erols.com>
Source record: 60737

We have all 8-bit Ataris go for as little as $10 to over $100.

As a collector I wish to determine fair market prices on all used 8 bit
equipment
Before I begin to make firm offers to owners.

Perhaps using B&C's resale price list as an index might be a good idea.

If you have a point of view on establishing fair prices drop me a
line..... peter@farago.com

1601. Xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: Locke <locke@bev.net>
Message-ID: <6qqs4hcar1@solaris.cc.vt.edu>
Source record: 60738

Hi!!! I haven't checked for a while. I'm wondering two things:

a) Is there a newer version than .20 out yet?
b) Did the the author ever release the source code?

Thanks!!!!!

1602. WTB: Diamond OS Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <6qsv07slh1@news.storm.ca>
Source record: 60739

Subject says it all. Prefer v3, really like to have docs as well.

Please reply with price. Thanks in advance

David Paterson

1603. Re: Formatting both sides

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <902959010@stackbbs.xs4all.nl>
Source record: 60740

< Writing backsides of XF551 disks >
There is one serie of XF551's made, that can both not format AND not WRITE to the backside, even when formatted on another drive...

I'm sure about this, since I've bought 9 of these drive's, all with this strange mechanic inside.

The easiest way to ignore the index-hole is to disconnect the photo-diode, and just glue a small magnet directly on the "wheel" of the stepping motor (sp?).

After that, mount a reed-contact beside the wheel at a place it'll switch when the magnet (rotating as the wheel turns) passes that contact. Just connect the two wires of the photo-diode to the reed-contact, and you'll have a new RPM signal, undepentant of what kind or what side of disk is in the drive...

--

Another way is to mount a second IR-LED and photo-receiver in the mechanic at the free space with a switch to toggle between the two photo-receivers. Less userfriendly, but it works...

--

Third way is to replace the LED and receiver to the stepping motor in a way that the receiver can see the reflecting light of the LED. Just paint one half of the wheel black, and you'll have a RPM-signal again...

Sysop Fox-1 (fox-1 AT dds DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1604. Problem with 130XE and BI

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <902959012@stackbbs.xs4all.nl>
Source record: 60741

Hey Louis,
I think someone else will reply this already, but:

If you have quite a lot of extra memory in your 130XE (>320Kb) it is
possible you have some timing-problems...

Also make sure that you've installed the termination resistor pack on the
harddisk, if this is your last (or only) SCSI-device connected on the
cable...

Bob Puff made some simple upgrades to stabelize the XL and XE. This is
mainly done for people using extra memory together with a Black-Box...

Making this mods will probably solve your problems. It's available on
most Atari 8-bit supporting BBS'...

Sysop Fox-1 (fox-1 AT dds DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1605. CC65 libraries

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: chrisw@srv1.thelanlab.com
Message-ID: <35cfb7f4.341434103@news.alterdial.uu.net>
Source record: 60866

Hello...

I recently dug out my Ataris, and downloaded the CC65 compiler to try hacking some new code. I'm using the unix version hosted on a SUN Sparc. Everything works pretty well... There were some .obj files included for things like graphics and xio, but I'm looking for the actual source code from which these libraries were created. Does anyone have any pointers to C source besides that which is on the umich archive?

Is there anyone working in a similar environment that would like to trade tips?

regards,
chris

chrisw@srv1.thelanlab.com

1606. Re: 410 help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: gametrader@iname.com
Message-ID: <6qobeu$i6b$1@nnrp1.dejanews.com>
Source record: 60867

Thanks I'm just going to pick up a cheap game on tape at the local flea mkt
and see if it will load a commercial program. If it does I'll forget about
the tape I have. The 410 has been boxed for the last 8 or 9 years with the
tape sitting in it. Take care Mark

In article <hYHz1.10$J47.3294330@IConNet>,
"Jerry Cornelius" <cptvimes@hotmail.com> wrote:
>
> 8bitz@my-dejanews.com <8bitz@my-dejanews.com> wrote in message
> <6qdrf3$ke9$1@nnrp1.dejanews.com>...
> >Hi all Just dug the 410 out of the closet and hooked it to the 800xl and
> >tried loading something from the tape thats in it and no luck. Nothing
> loads.
> >Am I missing something? I type cload and it buzzes for a bit and then I get
> >one of like 3 different errors. I know there is stuff on the tape I saved
> >years ago. Any help with the 410 and an 800xl would be greatly appreciated.
> >Thanks Mark
>
> it's been a while but... If you can save and load stuff from tape now, but
> not stuff that you used years ago it could be possible that the head is out
> of alignment. This happened to me a couple of times when I owned my 410 and
> I had to bring it into the shop. From what I understand, you can align it
> yourself oscilloscope and know whatever else you need.
>
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1607. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <289nq6.e7h.ln@bucket>
Source record: 60868
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Mon, 10 Aug 1998 13:01:01 GMT, Michael J. Novak Jr. wrote:
> The Video Game Advantage Definitive Known Software List Collection
<snip>

Even though I stuck up for VGA in an earlier flame, does anybody agree that
this particular posting is beginning to resemble SPAM?
--
+-___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'

1608. FS: ATARI 800XL AND Drive On eBay

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: rbbt <rbbt@bellatlantic.net>
Message-ID: <01bdc4e0$3804d0c0$6375c597@vucqpqlj>
Source record: 60869

Have a look:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=24564967

1609. Xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: dahnwon@aol.com
Message-ID: <1998081106314500.CAA11543@ladder01.news.aol.com>
Source record: 60870

Help! Everytime I start the xl-it emulater with sound, I get a rapid clicking sound from my speakers. I'm useing xl-it 1.4. does anyone know what is causing this?

1610. Re: Autoduel / AtariWin 2.3?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998081107092200.DAA13872@ladder01.news.aol.com>
Source record: 60871

Were you using Autoduel with AtariWin2.2 before? If so, did it work?

If none of these apply here:

Make sure you change the hardware settings:

1) Select 130XE emulation with AtariXL ROM set
2) Set computer to fastest speed.
3) disable the SIO patch.

that should be all you have to do.

1611. Flight Simulator 2 ????

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <1998081107124800.DAA14054@ladder01.news.aol.com>
Source record: 60872

Has anyone made or have a good copy of Flight Simulator 2 in a ATR image format?

I made a copy of mine, but it seems to lock up after a minute into the flight?

1612. Re: Food borne illness (B.S. Alert!)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <ExIow1.AnM@cix.compulink.co.uk>
Source record: 60873

In article <marksim-1008982144370001@port136.bitstream.net>,
marksim@bitstream.net (Mark L. Simonson) wrote:
> WHAT A LOAD OF CRAP! Not only is the "quoted message" nothing but b.s.
> (complete with an "apology" for being off-topic), the "reply" is bogus a
> s
> well: this entire message (including the "quoted" section) is the
> original--and only--post. The NERVE of some people...
And apart from anything else, its our obsession with removing bacteria
that has resulted in our immune systems being severley depressed and
unable to cope with many common bugs that used to get thoroughly bashed by
our bodies.

Too clean an environment and too much usage of penicillen etc. has
increased the strength of many bacteria whilst simulatenously breeding a
generation of humans who cannot fight even the 'standard' strains any
more.

>
> Mark
>
>
> In article <832844152584.9710736278@iei.net>, rayc@iei.net wrote:
>
> > This sounded like a hoax. Taking a look, I found that although it
> > _sounds_ like one, it somehow makes sense. After all, there are
> > several things that work, even if we cannot explain them. Users of
> > wishing-wands are an example. They do find water, but nobody knows
> > or can proof how it works.
> >
> > Anyway, I'm thinking of ordering one of their glass wands. It's not
> > a lot of money if it can do what they claim.
> >
> > Any opinions?
> >
> >
> > Surfin'
> >
> >
> >
> > On 5 Aug 1998 09:18:33 GMT, info@NO-SPAMcleanfood.com wrote:
> >
> > > Hello, everybody,
> > >
> > > Let me tell you about a new approach to free your food of viruses,
> > > bacteria, fungus, etc.

> > >
> > > We produce Polarizers. These are wands made of rock-crystal glass.
> > > They deactivate the poisonous influence of pathogenes like viruses,
> > > bacteria, spores, fungus and eggs of intestinal worms, which can be
> > > found in food supplies. In *your* food supplies.
> > >
> > > http://www.cleanfood.com
> > >
> > > You will also find that the Polarizer is a simple, easy to use
> > > device.
> > >
> > > Take a look, it's a surprising, effective and cheap approach to
> > > deactivate the pathogenes in your food.
> > >
> > >
> > > Clean Food Corp.
> > > http://www.cleanfood.com
> > >
> > >
> > > Please remove the obvious when replying via email. If you don't eat,
>
> > > you may consider this message off-topic. Sorry for that.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1613. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_902836288@rtfm.mit.edu>
Source record: 60874
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

1614. FS/T: Atari 400/800/XL/XE Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: "Marlin Bates, IV" <mbates4@gte.net>
Message-ID: <6qpkkdeku1@news-1.news.gte.net>
Source record: 60875
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

Yes, folks, the sale continues. I have more than this in disks and books,
just have not had the time to list them. Ask if you think I might have
something you have been looking for. Want to see what else I have for sale? visit:

http://home1.gte.net/mbates4/

Here is the 8-bit stuff. I am interested in trading for Lynx or Genesis carts.

Atari 8-bit Computer & Carts, disk, books for sale

[Mail Marlin!] Send me a message, comment or a trade offer!(mbates4@gte.net)

Here is what is for sale:

Prices do NOT include shipping.

Feel free to make an offer on any or all.

* Atari 8-bit Carts/Disks & Manuals For Sale
* Atari 8-bit Hardware, Books, etc for sale

Cartridges

All loose cartridges are $2 unless marked

EXCEPTIONS:

Carts with docs but no box add $1
Carts with box and docs add $2

Title Manufacturer Docs? Box? Price
--- --- --- --- ---
Alphabet Zoo Spinnaker Y Y $ 5
Astrochase ParkerBros N N $ 3
Atari Artist Atari Y N $ 4
AtariWriter (version A) Atari Y N $ 3
AtariWriter (version C) Atari Y N $ 3
Basic (Rev. A) Atari Y N
Big Bird's Funhouse CBS Soft N
Big Bird's Special Delivery CBS Soft Y N
Buck Rogers: Planet of Zoom Sega Y N
Bug Hunt (Lightgun) Atari Y N
David's Midnight Magic Atari Y N
Desert Falcon Atari n N
Dig Dug Atari N
Donkey Kong Atari Y N
Donkey Kong Jr. Atari Y Y

E.T. Phone Home Atari Y Y
Educational System Master Cart Atari n N $ 5
Fight Night (by Accolade) Atari N
Fraction Fever Spinnaker Y Y
Gato Atari Y N
Joust Atari N N
Linking Logic FisherPrice Y Y
Math Encounter Hsu Software Y Y
Math Mileage CBS Soft N
Memory Manor FisherPrice N
Missle Command Atari Y N
Mountain King CBS Soft N N
Ms. Pac Man Atari Y N
Music Composer Atari Y Y
Pitstop Epyx n N
Pole Position Atari Y N
Popeye ParkerBros N
Q*Bert ParkerBros N N
Qix Atari N
Real Sports Football Atari Y Y
River Raid Activision N N
Tennis Atari N N
Tower Toppler (proto) Atari n N $10 ***LOWER
Wizard of Wor Roklan n N

Other software:

Educational Master System Tapes ($5 each):
CX6014 Principles of Economics
CX6007 Principles of Accounting
CX6010 Business C0mmunications

Following are $4 each
Voyage in Time (ALA SOftware, disk)
Cyber Bowl (Artsci Inc.Disk)
Flying Ace (Avalon Hill, Cassette)
B-1 Bomber (Avalon Hill, cassette)
Computer Football Strategy (Avalon Hill, cassette)
Spy Vs. Spy (First Star, Disk)
Lords of Karma (avalon hill, cass)
Chronicles of Osgorth: The Shattered Alliance (avalon Hill, disk)
Draw Poker (avalon hill, cass)

Atari 8-bit computer Hardware I own

Dust cover, brown, has Atari, fuji and "1010 Recorder" on it $ 5
Dust cover, brown, has Atari, fuji and "1050 Disk Drive" on it $ 5
Atari BASIC / Albrecht, Finkel & Brown $ 2
Atari BASIC Source Book / Compute! $ 3
Atari Games & Recreations / Kohl, Kahn, & Lindsay $ 3
Atari Sound and Graphics / Moore, Lower & Albrecht $ 1
BASIC Exercises for the ATARI / Lamoitier $ 2

DOS II Reference Manual $ 1
Free Software for your Atari / Enrich-Ohaus $ 1
Machine Language for Beginners / Compute! $ 1
Mapping the Atari / Chadwick $ 2
Your Atari Computer / Poole $ 1
Touch Typing complete in box $ 2
Amdek Amdisk III 3" Disk drive w/ docs RARE $ 65*****LOWER
Atari 1020 Color Plotter , manual & p/s $ 10
Atari 1025 Printer w/ manual p/s $ 15
Atari 1027 printer w/ p/s AS_IS $ 5
Atari 400 w/o p/s AS-IS $ 5
Atari 410 Program Recorder w/ 400/800 manual AS-IS $ 6
Atari 410 Program Recorder AS-IS $ 4
Atari 410 Program Recorder AS-IS $ 4
Atari Touch Tablet w/manual $ 30
Atari XDM121 Printer (Daisy Wheel) $ 15
Atari XF551 Disk drive AS-IS $ 15
Atari XM301 300 baud modem "AS IS" $ 3
Atari XM301 300 baud modem w/docs "AS IS $ 5
Atari XMM801 Printer (Dot Matrix) $ 15
Commodore 1801 Color COmposite Monitor $ 20
ICD P:R: Connection, complete in box $ 20
Okimate 10 color printer w/ manual & p/s $ 10
Percom Disk Drive $ 10
SyQuest removeable 5MB Hard Drive cartridge (have 50) $ 1 ea

Thanks for looking! Return to Fuji-dom?

Marlin Bates / Atari 8-bit Computer & Stuff For Sale / mbates4@gte.net /
August 11, 1998

1615. Definitive Known Spammer Lists (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <35D057AC.6497@volcano.net>
Source record: 60876
Cross-posted to: rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Quickly moving back to #1: Michael J. Novak Jr.!!! ;-)

(Don't forget to visit www.oshealtd.com for 80 cent 7800 carts... not
those rip-off prices Novak charges.)

--
Everybody goes to The Maverick's
http://www.volcano.net/~themaverick

1616. Re: Definitive Known Spammer Lists (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: rbatina@infinet.com
Message-ID: <k3_z1.831$q5.14471267@news2>
Source record: 60877
Cross-posted to: rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

The Maverick (themaverick@volcano.net) wrote:
: Quickly moving back to #1: Michael J. Novak Jr.!!! ;-)

I haven't seen anything from him in a long time... but then again, maybe
my eyes have become immune to the posts. Has he been spamming lately?

--
---
http://www.infinet.com/~rbatina - Robert J Batina - rbatina@infinet.com
---

1617. Galactic Trader game

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: vassil3707@my-dejanews.com
Message-ID: <6qq70g$1sg$1@nnrp1.dejanews.com>
Source record: 60878

Does anybody know where to find an atr image of the classic atari800 basic game Galactic Trader?

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1618. Re: Definitive Known Spammer Lists (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6qq5oi$8h6$2@geraldo.cc.utexas.edu>
Source record: 60879
Cross-posted to: rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

In article <k3_z1.831$q5.14471267@news2>, rbatina@infinet.com says...
>
>The Maverick (themaverick@volcano.net) wrote:
>: Quickly moving back to #1: Michael J. Novak Jr.!!! ;-)
>
>I haven't seen anything from him in a long time... but then again, maybe
>my eyes have become immune to the posts. Has he been spamming lately?
>

Yes, he is still posting regularly. Fortunately he has cut back from the 5 or
so at one time, but he's still posting.

--
Alex Bilstein
BA in Art History, University of Texas
Check out my Atari 2600 Nexus:
http://www.geocities.com/TimesSquare/Arena/3336/2600nexus.html

1619. WTB SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: michelvp <michelvp@wanadoo.fr>
Message-ID: <6qqaha$qg6$1@platane.wanadoo.fr>
Source record: 60880

michelvp@wanadoo.fr

1620. Low level format w/MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: buck@bit-net.com
Message-ID: <6qqff1erl1@news.bit-net.com>
Source record: 60881

Thanx to all who helped me find or sent me low level
format utils for the MIO. Sadly, I'm currently trying to
use a Connor CP30100 drive which responded kind of
unfavorably to all of the programs.
Until I can get a hold of a drive that works with the
existing utils, I was thinking that perhaps I could try to
write a formater myself. Anybody have any info on
programming for the MIO's SCSI interface?
I do plan on trying to find another drive (would an Iomega
ZIP drive work?) but I seems that writing a new format
program could be fun in the meantime.

Thanx again!
Bill
buck@bit-net.com

1621. selling

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: charles <charles@dorsai.org>
Message-ID: <35D07B0F.65C8D6B5@dorsai.org>
Source record: 60882

atari 800 xl
condition unknown,
but good for parts, not to mention the power supply!
first serious bid and it is yours!

thanks!

1622. FS: Atari goodies

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: e@ehrich.com
Message-ID: <35D0CDBD.63DA4D88@ehrich.com>
Source record: 60883
Cross-posted to: alt.atari.2600,alt.atari,comp.sys.atari.8bit,comp.sys.atari

```
Atari computer and viseo items for sale
--
http://www.voicenet.com/~generic
On-Line Computer Garage Sale Web Page
sw/hw PC 8-Bit MAC Video-Games Music Fun
```

1623. Atari 8bit on the Internet!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <6qqiqa$3re$1@news.xmission.com>
Source record: 60884

Well, I think I was the first to have an Atari 8bit connected to
a Novell Netware 4.11 file server (indirectly via APE and 100BaseT
Ethernet), and now I have my Atari on the Internet (indirectly) via a
dedicated serial connection to a Linux box that has a dedicated 128kb PPP
connection to the world.

Its nice to be able to fire up my 130xe, run ICET and be live on the
Internet. No dial-up, no fuss, easy!

Now, I need to get APE working under Linux.. Is there a FAQ?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

1624. ANNOUNCING: THE 1998 WORL

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <902877816@stackbbs.xs4all.nl>
Source record: 60885

-=> Quoting Santora@earthlink.net to All <=-

Sa> After the very positive response I have received about the project, I
Sa> have decided to go ahead with the project. I will be producing a 1.5
Sa> - 2 hour video from the show. All the speakers will be represented on
Sa> the tape as will the dealer rooms, auctions, direct feeds from
Sa> software, and more!

Sa> Follow the link to learn more.
Sa> http://home.earthlink.net/~santora/woav.htm

Sa> --
Sa> -Mark "Stingray" Santora
Sa> http://home.earthlink.net/~santora

I guessed I missed something important here.
But if you're going to tape the Atari show, and are willing to sell
tapes from your recording, how much are they. I'm surely interested!

Bo.
___ Blue Wave/386 v2.30

1625. xfer from 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-11 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <902877817@stackbbs.xs4all.nl>
Source record: 60886

-=> Quoting Michelvp@wanadoo.fr to All <=-

Mi> How can i xfer my disks 5" from an atari 800 ti my pc
Mi> i own an interface 850 and tried xfert rs232 without succes !
Mi> thanks
Mi> michelvp@wanadoo.fr

Hi there,

a French Atarian, don't see those much! Nice.
Well, you can order a SIO2PC interface module from the
(German) ABBUC group (with SIO2PC software).
With this interface and the software you can easily "upload"/"download"
software to your pc from your Atari.
APE, another piece of software does the same, and works also with
the SIO2PC interface.
If you use either software a lot, it would be nice to register
it by the authors of it.

By the way, you could order this hardware/software by post, but
you could also pick it up in Herten, Germany on October 24th.
The ABBUC is having their annual meeting there then, and you could
meet another 100+ real 8 bit Atarians too!!!

Hmmm, maybe you could visit the homepage of the ABBUC first.
If someone knows it by heart here, please mention it.
I'll have to look it up back home first (just typing this on my
way to work you know...).
If nobody replies, I let you know as soon as possible.

Regards,
Bo.
___ Blue Wave/386 v2.30

1626. Columbus OH US Swap & Sale Atari Enthusiasts of Cols.

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: "R. Wayne Arenz" <rwarenz@infinet.com>
Message-ID: <uP5A1.852$q5.14737283@news2>
Source record: 60742

Greetings. The Atari Computer Enthusiasts of Columbus wish to announce they will be holding their third (and continuing) ANNUAL SWAP AND SALE on September 26, 1998 from 10:00 a.m. to 5:00 p.m. Eastern Daylight Time. The event will be at the Oakland Park Community Center, 980 Lenore St., Columbus, Ohio. Please note that this Community Center is slightly off-street, on the north side of Lenore.

If you cannot decode the attached .BMP map, here are the directions in text: (other formats may be possible if needed. Contact R. Wayne Arenz below).

Columbus is surrounded by a circular beltway, InterState 270. This circle is divided into quadrants by I-70 running east-west and I-71 running north-south. Lenore St. is slightly off I-71 North, in the North East quadrant of the City.

If entering the City on I-70, go under the I-270 belt and head downtown. In the center of town look for the branch to the left onto I-71 N (Cleveland). Take this branch. Approximately 2-3 miles from downtown you will encounter the exit for East North Broadway. Exit here and proceed east (right) "one block" to Maize Rd. [If you miss the exit, get off at Cooke Rd. - see below]. Turn left (north). In order you will pass Oakland Park, Urana Ave., and then you will come to Lenore. Turn right onto Lenore. The Community Center is very near the corner, slightly off-street, and on your left (north). WATCH CAREFULLY!

If you are coming from I-71 south, proceed into downtown where in order to continue to follow I-71 you will "exit" and make a slight jog east on I-70. After approximately 1 mile on I-70, I-71 N will branch off to the left, as above.

If you are coming from I-71 north, proceed toward downtown. In order you will see exits for Route 161, Morse Rd./Sinclair Rd., and then Cooke Rd. If you pass Cooke, the next exit is East North Broadway and you will need to utilize the directions above. However, if you get off at Cooke, go left, east (back under I 71 N). Cooke makes a sharp, but short jog. If you follow the jog left and then continue to go straight, you will re-enter I 71 N going north!!! Follow the jog left and THEN GO RIGHT. After a short drive on Cooke Rd. through a pleasant neighborhood of extremely large yards, you will come to Maize Rd. Go right (south). In order you will see Norris, Hidden Acres, Blenheim, Northridge Rd., Acton Rd., Zebulon Ave., and finally Lenore. At Lenore, turn left, and follow the directions above.

Be warned! There is currently construction on the north I-270 belt that intermittently blocks people from making turns south onto I-71 ... the Ohio Department of Transportation does provide at least ONE way to eventually get onto I-71 N going south, but it may involve some driving around!!!

The Swap Meet is open to all Atari vendors, flea-marketeers, buyers and other interested parties of all Atari platforms. Even some "other stuff" will be tolerated as we understand "full closets", but this is intended as a primarily Atari event. Vendors and flea-marketeers should donate $5 per table that they wish to occupy; each $5 table donation includes the admission donation for one person. The tables are of the standard 5 or 6 ft. long, fold up variety. Electrical power will be available. Other folks should donate $3 for admission.

We hope to see you here!! This is one of the "only" remaining events of its kind in the mid-east/west/whatever-we-are of which we know. It's not the Las Vegas convention, but it's still enthusiastic!!

Further info: rwarenz@infinet.com chwbrown@ee.net Charles Brown, ACEC Pres. (614) 447-9789.

1627. Re: xfer from 800 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: peter <peter@farago.com>
Message-ID: <6qr50b$7vq$1@news.spacelab.net>
Source record: 60743

Subject: 11.4) How do I transfer files using a null modem cable?
This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)
A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.
For up to 4800 bps, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. (Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25-pin port.)
The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go from
#1 on the right to #13 on the left on the 'long' side
and from #14 to #25 from right to left on the 'short'
side. #25 is closest to being under #13. A male
connector is the mirror image of this.
Most terminal programs allow a null connection, without a
carrier detect. Notably, '850 Express!' does not.
A convenient way to make a null modem cable, up to about
30 feet long, is to use two female DB25 connectors and
some three or more conductor cable. Using the two DB25
female connectors allows unplugging your modem and
plugging in the null modem cable. This also avoids the
confusion of the wide variety of serial port jacks on
different computers. Almost all computers connect into
the modem via a DB25 connection.
The SIO port on the Atari cannot be used directly. An
850 Interface Module, P:R:Connection, Multi I/O, Black
Box (by Computer Software Services) or similar device
that provides an RS232 port must be used.
On the Atari, the port is a female DB9. So you need a
male DB9 to male DB25 modem cable to connect to your
modem. So why not use this cable as your null modem cable as well?
For higher speed connections, above about 9600 bps on the
8-bit, you need the flow control lines. You also need
a Multi I/O or Black Box, which use the PBI (parallel bus),
then you can go higher than 9600 bps.
Following are pin assignments for a DB25 pin RS 232 C port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o o
25 14
(Above is female, male is mirror image.)
1. Protective Ground 12. Select Alternate Rate

2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock8. Carrier Detect
A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already crossed.
(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

1628. AtariWin help

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: Dominik Zielinski <muminNOSPAM@home.net>
Message-ID: <gR8A1.666$pg3.18269020@news.rdc1.mi.home.com>
Source record: 60744

I just installed the latest release of this great emulator (2.3) and all of a sudden the sound does not work anymore. As soon as I enable it the program closes out with an error mesage. Does anyone have the same problem? Version 2.2 worked fine as did 2.1. Does anyone know where I could get these old versions of AtariWin from? Thanks.

Dominik

1629. Looking for Boulderdash construction kit....

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: Chris Kruiper <c.a.kruiper@kpn-telecom.nl>
Message-ID: <01bdc5b8$6cfb6130$332d15ac@tonta000067>
Source record: 60745

Hello everybody,

Holland calling.......I'm still looking for Boulderdash construction kit.....years ago I've made lots of caves....but I lost the 'kit'. Who can help me out with this huge problem ???

Greetings,

CHris

1630. Re: 506 Atari games on CD!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: Chris Kruiper <c.a.kruiper@kpn-telecom.nl>
Message-ID: <01bdc5bd$fafb83c0$332d15ac@tonta000067>
Source record: 60746

Hi There,

Is it possible to send a copy to The Netherlands, or is it only within the USA ????

Chris

> 506 Atari games on CD!!!
>
> Almost every Atari game ever made on 1 CD! Made for PC. These are Atari 2600
> games. Perfectly playable and controllable with either the keyboard, a
> joystick, or a gamepad.
>
> Bonus for a limited time also get over 50 playable games for the Atari
> 5200 on the same CD
>
> Also if you wish for another $5.00 I will add over 3638 files for the Atari
> 8-bit computer(99% of the files work with APE, most with an emulator) of
> these 3638 files you recieve 2500 different games like: M.U.L.E., Miner
> 2049'er, Pac Man, Seven cities of gold, Lode runner, Zork, Star Raiders,
> Shamus, plus any more

1631. Re: Low level format w/MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998081210432601.GAA00208@ladder03.news.aol.com>
Source record: 60747

> I'm currently trying to
>use a Connor CP30100 drive which responded kind of
>unfavorably to all of the programs.

Been there & done that... I think that you
will find that the only common SCSI drive
that can be formatted to 256 byte sectors is
a very few models of ST225N (N was I think
the designation for SCSI models). According
to ICD (years ago), Seagate actually changed the ROMs, and after the change,
even these
could not be formatted to 256 bytes. With
the MIO, you are pretty well limited to MFM
drives with a SCSI adapter. Adaptec is one
that is commonly used. There still are lots of
MFM drives around, although if you want
to use removables (ZIP, etc) you are going
to need a Black Box from CSS. ICD said
at one time that it would only take a ROM
change in the MIO to read 512 Byte
sectors, but it was never done. There are
some IDE interfaces, but they are of the
"make your own" variety, although there is
a German one that might be for sale, and a
Polish unit that is no longer for sale.
Larry

1632. fs: Atari 600XL System

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: abc@nospam.com
Message-ID: <6qrus8$aln@batph8.bnr.ca>
Source record: 60748
Cross-posted to: misc.forsale.computers.other.misc,comp.sys.atari.8bit,comp.sys.atari.st

Please send replies to johny@pipeline.com

Atari 600XL Computer

Power Adaptor

TV hookup box

Mnauals and orignal Box

In excellent condition

$40

Buyer Pays the shipping

Salim Khan
Alpharetta, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

1633. FS: Two 2600's, One 800XL, and lots of Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: skoothor-nospam@flash.net
Message-ID: <skoothor-nospam-1208980822340001@mkt7.schoolvision.com>
Source record: 60749
Cross-posted to: alt.atari.2600,alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Two 2600's, one 800XL w/ 1050 disk drive, and lots of cartridges for
auction. Bids start at $1.00. To bid, go to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=Skoothor&include=0&since=-1&sort=2&rows=25

Thanks and good luck!

Scott Hall
P.S. Remove the "-nospam" from my email address before replying.

****
* Scott & Dina Hall *
* 13205 Bourbon St. *
* Austin, TX 78727 *
* skoothor@flash.net *
* http://www.geocities.com/Heartland/6710 *
****

1634. Re: 506 Atari games on CD!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6qsfa6oij1@nnrp1.dejanews.com>
Source record: 60750

Um, These are online somewhere if you can find them !! Search yahoo for emulators . considering the entire collection is less than 3 meg before zipping it shouldn't take that long to download :)

In article <01bdc5bd$fafb83c0$332d15ac@tonta000067>,
"Chris Kruiper" <c.a.kruiper@kpn-telecom.nl> wrote:
> Hi There,
>
> Is it possible to send a copy to The Netherlands, or is it only within the
> USA ????
>
> Chris
>
> > 506 Atari games on CD!!!
> >
> > Almost every Atari game ever made on 1 CD! Made for PC. These are Atari
> 2600
> > games. Perfectly playable and controllable with either the keyboard, a
> > joystick, or a gamepad.
> >
> > Bonus for a limited time also get over 50 playable games for the Atari
> > 5200 on the same CD
> >
> > Also if you wish for another $5.00 I will add over 3638 files for the
> Atari
> > 8-bit computer(99% of the files work with APE, most with an emulator) of
> > these 3638 files you recieve 2500 different games like: M.U.L.E., Miner
> > 2049'er, Pac Man, Seven cities of gold, Lode runner, Zork, Star Raiders,
> > Shamus, plus any more
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1635. I will buy a copy of..

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: Ben Perez <ac8810@wayne.edu>
Message-ID: <Pine.GSO.3.95.980812120912.15596A-100000@mail1.wayne.edu>
Source record: 60751

Ultima 3, 4, Autoduel or Alternate Reality... Like I said I don't care if your copying the software or anything.. I have an 800XL and a disk drive and wanted to get these games... So if you have these games I'll pay to have you make a copy and send them to me..

Thanks
-Ben

1636. Action! cartrdige dump (.rom)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: mjarek@ifa.amu.edu.pl
Message-ID: <35d1c139.9591272@news.amu.edu.pl>
Source record: 60752

Anyone knows where I could find an Action! cartrdige dump that would
work on an emulator?

Jabberwock

1637. Re: 410 help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6qsgdb$7tg@cyber1.servtech.com>
Source record: 60753

In article <6qobeu$i6b$1@nnrp1.dejanews.com>, <gametrader@iname.com> wrote:
>Thanks I'm just going to pick up a cheap game on tape at the local flea mkt
>and see if it will load a commercial program. If it does I'll forget about
>the tape I have. The 410 has been boxed for the last 8 or 9 years with the
>tape sitting in it. Take care Mark

I was going to post the folowing a couple of days ago, but couldn't do so
from the newsreader I was using that day (long story). For what it's
worth, here's a bunch o' commentary...

---
gametrader@iname.com wrote in message <6qlmre$59l$1@nnrp1.dejanews.com>...
>Hi These were basic games I saved myself. I tried cload and enter "c:" and
>load "c:" even run "c:" and I either get a 21 error or a 143 error. I tried
>saving my own program with csave and I can cload that one just fine. I did
>try a couple with the start boot and it loads all the way through then I
get
>a boot error. Was there something I did before that changed the speed?
>Several of the load attempts seem to load 2 blocks normally then the speed
>seems to switch faster and it loads 3 more then quits with a 143 The 410
was
>the same one that made the tapes 10 years ago. the computer is different
>though. Do you know of a 410 manual online? Or any tricks or utilities that
>can tell you whats saved on a tape. They are probably just silly little
basic
>things. Thanks Mark

I think the key here is that you "made the tapes 10 years
ago," and that the 410 has sat unused, or largely so, since then.

Sadly, any device with moving parts is subject to physical de-
terioration if it sits unused for a long time. Lubricants thicken
and collect dust, electronic components lose some of their pre-
cision, parts in physical contact stick together, and so forth.

On the large scale, these changes wouldn't be a big problem:
if you pop a ten-year-old music cassette into your 410, play
it, and arrange (there's a POKE command...) to hear the music
coming out, you probably won't notice ANYTHING WRONG --
the music will probably "sound just fine."

Unfortunately, as you know, computers operate at a much smal-
ler scale; in this case, the (FSK) circuit that converts the "tones"
recorded on a cassette, into the on/off digital bits of computer
data, needs to receive from the tape mechanism very short,
very accurate impulses at very small, very regular intervals. The

accuracy, length, and timing of the pulses all depend on the tape moving through the playback mechanism at the proper speed, at an EVEN speed, and in the proper alignment relative to the recording/playback "head" -- and physical deterioration-through-disuse can throw off ANY or ALL of these.

In order from most to least likely:

1) The thing needs CLEANING! Get a standard "tape-head cleaning kit" (Radio Shack USED to sell 'em, they probably STILL DO) and give the thing two or three cleanings in a row. (Poor man's cleaning: dip a Q-tip in Rubbing Alcohol -- but be careful: the R.A. you can buy at the drugstore may not be pure enough, and can leave a residue when it dries. Find the purest (95% or better) R.A. you can! Moisten the Q-tip and rub it gently but firmly back and forth across the face of the recording/playback head where the tape contacts it. Also clean the rubber "pinch roller" and the thin metal shaft (the "capstan") it presses against when you push PLAY. (For best results, plug the 410 into a power outlet, push PLAY, and press your R.A.-moistened Q-tip against the RIGHT side of the point where the pinch-roller meets the capstan.) Be careful not to leave Q-tip fibers behind on the capstan, pinch roller, or face of the head.)

2) The head needs demagnetized. Again, Radio Shack used to sell a "tape head demagnetizer;" with any luck, either they STILL DO, or you know somebody who still has one from the 1970s (I do!). Buy, beg or borrow (don't steal ;-)) a demagnetizer and apply it as per directions. (Unplug the 410 from power and the computer. Plug the demagnetizer into a power outlet, hold it FAR AWAY (both arms' length) from the 410, turn it on, and KEEP IT ON throughout the following motion: slowly bring the demagnetizer from far away, in to ALMOST contact the face of the head. Make small circular motions in front of the head, but don't touch it. Then VERY slowly withdraw the demagnetizer back to "far away," and only THEN allow it to turn OFF. If you accidentally turn the demagnetizer off BEFORE getting it back "far away" from the head, perform the whole procedure over again from the start.)

3) The head is "out of alignment." Stuff recorded on tape is laid down in "tracks" like lanes on a highway. For proper volume-and-phase of playback, the head has to "drive entirely in its lane," i.e. in the lane as it was originally laid down at recording time. If the head "drifts" out of its lane, it no longer passes over ALL the recorded data -- PLUS it now passes over whatever OTHER stuff may be lying around in the "oncoming lane," on the "center line" itself, etc. etc. This all garbles the playback, quite possibly to the point where the sound-to-computer-data (FSK) electronic circuit cannot

make sense of it. This is best fixed by a professional, or
at least somebody with an oscilloscope and the knowledge
to use it -- but if you're foolhardy and desperate, like I was
at the time *I* had these problems, you can possibly get
away with a poor-man's adjustment. You'll probably have
to open the 410 up, to get at the area surrounding the play-
back head; since the adjustment has to be performed with
the 410 RUNNING, you'll need to be careful not to electrocute
yourself by touching the wrong exposed parts at the wrong
time... Anyway... On or near the "base" of the head, you
MAY (I don't know; I've never opened up a 410 specifically)
find a small screw that goes through the center of a spring.
This is (one of) the head-alignment adjustment screw(s).
Hook up the 410 to power and the Atari, turn on the com-
puter, get into BASIC and perform that POKE (which I can't
remember; somebody help me out) that lets you play a
music tape through your TV/monitor, turn the monitor up
so you can hear it well, insert a tape (ideally, one containing
a commercially-recorded Atari computer program with
AUDIO (sound) on the other track... realistically, a commer-
cially-recorded (NOT homemade!) MUSIC tape), and press
PLAY. MARK THE STARTING POSITION OF THE SCREW,
before proceeding... Now listen carefully to the sound you
hear from the monitor (playing the tape if all as gone cor-
rectly to this point). SLOWLY turn the screw and try to hear
whether/when the sound gets "clearer" or "crisper." You are
aiming for the clearest, crispest sound you can find, and you
shouldn't have to turn the screw more than about a half-turn
(though I can't say in WHICH DIRECTION) from its original
position, to find it. If you CAN'T TELL, or CAN'T FIND a bet-
ter position, return the screw to the POSITION YOU MARKED;
at least you won't have made things any WORSE.)
Perhaps the lubricating oil has thickened, collected dust, or
just plain "gunked up" inside the mechanism. This would cause
the 410 to "run slower," altering the playback frequency, pos-
sibly enough to make the FSK circuit fail to detect the proper
"1s and 0s" for the computer.

4) The drive belt has gotten slack and loose, causing the
410 to run unevenly and/or too slowly. Replace it. You may
be able to use a rubber band of appropriate dimensions, but
it won't hold for long; get those programs copied and consid-
er yourself lucky. Someone MAY still sell the appropriate
replacement drive belts, but I have no information about that.

5) The lubricating oil has thickened, collected dust, and
generally "gunked up," making the 410 run slow. You may
be able to carefully clean out old, gunky oil (open the 410
up and look at anything that rotates, and see if there's a
bunch of gunk around its base) and relubricate things with
light oil ("3-in-1" style, NOT automotive "motor oil!"). Be

very careful, if you do this, to apply just the tiniest drop of new oil, and only EXACTLY where you saw the OLD gunk.
In particular, avoid "like the plague" getting any oil on anything made of RUBBER -- a drive belt or the pinch roller.
Oil will not only make these slip so they don't work properly, it will eventually eat into them and destroy them altogether!

6) If you happened to store the 410 with the PLAY button depressed, the pinch roller could have developed a dent where it's been pressed against the capstan all these years. This would cause a "bump" or "jerk" in tape playback speed.
I'm not sure how to best deal with this; you might simply have to REPLACE the capstan. Scavenge or cannibalize another tape player?

7) Electronic component failure...

Your description of being able to successfully save-and-restore a program TODAY, argues against theories 4, 6, and 7. You're lucky. :-)

If worst came to worst, and you were an electronics hacker, you might be able to splice the output of a "known good" tape player, onto the input of the 410's sound-to-computer-data (FSK) circuit, so that the Atari merely "thought" the tape was being played back by/in the 410... I would try this, myself, if necessary as a last resort, but I'd need a lot of help to "get it right!" :-)

Good luck,

Chris Chiesa

1638. Re: two things I can't seem to get to work right..

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6qsh6k$9ci@cyber1.servtech.com>
Source record: 60754

In article <35CC39DF.MD-0.198.sean@SPAMTHIS.thegate.demon.co.uk>,
Sean <sean@SPAMTHIS.thegate.demon.co.uk> wrote:
>On 8 Aug 1998 03:43:46 GMT you said:
>> >Ah!!!! Bounty bob strikes back.. someone mentioned in a earlier post
>>
>> I have the original cart which works fine on
>> my XE system, but I d/l an image and the
>> image will not work with XFormer nor will
>> the re-converted image -> file run on my XE.
>>
>> Has anyone gotten a re-converted ATR image to work with a real Atari?
>>
>> Larry
>The .EXE and DCM's work ok on my 800XL, I don't know about the ATR.

This whole issue is complicated by the fact that the BBSB cart contains
two separate regions of bank-switched ROM, each of which can be switched
to any of FOUR different banks. (After several years' "mothballing,"
I happened across my notes on this very topic JUST LAST NIGHT! What a
coincidence! If anybody wants specifics, let me know ASAP before I lose
the notes again... ;-))

Chris

1639. Re: two things I can't seem to get to work right..

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6qsh0u$91t@cyber1.servtech.com>
Source record: 60755

(Re: my immediately-previous contribution: make that "file version,"
not "disk version." If it matters.)

Chris

1640. Re: two things I can't seem to get to work right..

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6qsgve$8v6@cyber1.servtech.com>
Source record: 60756

In article <6qg4dv$jb0@bgtnsc02.worldnet.att.net>,
Gareee <gareee@worldnet.att.net> wrote:
>Hey! there's two games I JUST can't seem to run with the new atari win emu..
>...
>Ah!!!! Bounty bob strikes back..
>...
>So is it my copies, or the emu??

For what it's worth, I found a downloadable binary "disk version" of
Bounty Bob Strikes Back, on the Net a few months back, got it downloaded
onto my REAL (not emulated) Atari, ran it -- and had it work for just a
few minutes before crapping up and filling th screen with garbage. In
short, it acted as though it was partly okay, but corrupted. Anybody get
a disk version working ANYWHERE? If so, where can *I* and Gareee get a
copy of what YOU're using?

Chris Chiesa
cfchiesa@servtech.com

1641. Byte available from "R:"

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: chrisw@srv1.thelanlab.com
Message-ID: <35d1cfc9.1200125410@news.alterdial.uu.net>
Source record: 60757

Whats the trick to find out if a byte is available from the rs232
interface? (This is with an 850). I assume that GET is blocking,
and I'd rather not get stuck waiting for a byte when I could be doing
other things.

thanks,
chris

chrisw@srv1.thelanlab.com

1642. WTB: ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: omar <omar@odeesoft.com>
Message-ID: <35D1D002.F6B98034@odeesoft.com>
Source record: 60758

Hello,

I am looking for an Atari 800, working.
Offers from Germany prefered.

Regards

Omar

Hallo,

Ich suche einen funktionierenden Atari 800, mï¿½glichst aus Deutschland.

MfG

Omar
--
_____

http://www.odeesoft.com
_____

1643. phoenix

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: ronaldo <dutch-baby@van-de-vrugt.demon.nl>
Message-ID: <902943909.3464.0.rover.d4ee021a@news.demon.nl>
Source record: 60759

i am looking for the atari-2600 game 'phoenix'

anybody out there willing to trade against

smurf, et,keystonekapers, breakout, bobby is going home or warlords ?

ronald / dutch-baby@van-de-vrugt.demon.nl

1644. Re: Xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35d5d0db.27582406@news.demon.co.uk>
Source record: 60760

The other Day "Locke" <locke@bev.net> wrote:

>Hi!!! I haven't checked for a while. I'm wondering two things:
>
>a) Is there a newer version than .20 out yet?
>b) Did the the author ever release the source code?
>
>Thanks!!!!!
>
No, .20 was Markus's last ever update and has been quoted as saying that unfortunately he does not have the time these days due to work. Im sure there is no source code either...

BUT if you go here http://www.concentric.net/~Twist/atari800win/ there is a Windows emulator thats superb and there should be links from there to the DOS and other versions. This emulator is by far the best IMHO and is well worth a look if you want to run the old games again...

--
Paul..

"Bum, knob, arse, plop.."

Aha..I bet he posts in the UK PSX group!!!

www.dellos.demon.co.uk for the C64 gamefinding lists.

ICQ No: 105793

1645. Re: AtariWin help

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35d6d236.27929201@news.demon.co.uk>
Source record: 60761

The other Day "Dominik Zielinski" <muminNOSPAM@home.net> wrote:

>I just installed the latest release of this great emulator (2.3) and all of
>a sudden the sound does not work anymore. As soon as I enable it the program
>closes out with an error mesage. Does anyone have the same problem? Version
>2.2 worked fine as did 2.1. Does anyone know where I could get these old
>versions of AtariWin from? Thanks.

Have you tried using the reset all values tab on the menu bar? if not
then maybe try deleting the key in the registry BUT use Regedit in the
Windows folder with total care..

Just search for Atari800 and delete the key..

If you system has not changed since the last version I can't see whats
gone wrong..

--
Paul..

"Bum, knob, arse, plop.."

Aha..I bet he posts in the UK PSX group!!!

www.dellos.demon.co.uk for the C64 gamefinding lists.

ICQ No: 105793

1646. Re: Looking for Boulderdash construction kit....

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35d8d3da.28349966@news.demon.co.uk>
Source record: 60762

The other Day "Chris Kruiper" <c.a.kruiper@kpn-telecom.nl> wrote:

>Hello everybody,
>
>Holland calling.......I'm still looking for Boulderdash construction
>kit.....years ago I've made lots of caves....but I lost the 'kit'. Who can
>help me out with this huge problem ???
>
Check your mail box any min now Chris :)

--
Paul..

"Bum, knob, arse, plop.."

Aha..I bet he posts in the UK PSX group!!!

www.dellos.demon.co.uk for the C64 gamefinding lists.

ICQ No: 105793

1647. Re: AtariWin help

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: rich@cstone.net
Message-ID: <6qssoledq1@nnrp1.dejanews.com>
Source record: 60763

In article <gR8A1.666$pg3.18269020@news.rdc1.mi.home.com>,
"Dominik Zielinski" <muminNOSPAM@home.net> wrote:
> I just installed the latest release of this great emulator (2.3) and all of
> a sudden the sound does not work anymore. As soon as I enable it the program
> closes out with an error mesage. Does anyone have the same problem? Version
> 2.2 worked fine as did 2.1. Does anyone know where I could get these old
> versions of AtariWin from? Thanks.

Did you upgrade to DirectX 6.0 in the meantime? I've had one other person say
that upgrading to DirectX6 broke their sound, even though I no longer use
Dsound. It's a possibility, since DirectX installations can mess around with
your drivers.

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1648. Re: 410 help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: gametrader@iname.com
Message-ID: <6qstotghq1@nnrp1.dejanews.com>
Source record: 60764

In article <6qsgdb$7tg@cyber1.servtech.com>,
cfchiesa@cyber1.servtech.com (christopher f. chiesa) wrote:
> In article <6qobeu$i6b$1@nnrp1.dejanews.com>, <gametrader@iname.com> wrote:
> >Thanks I'm just going to pick up a cheap game on tape at the local flea mkt
> >and see if it will load a commercial program. If it does I'll forget about
> >the tape I have. The 410 has been boxed for the last 8 or 9 years with the
> >tape sitting in it. Take care Mark
>
> I was going to post the folowing a couple of days ago, but couldn't do so
> from the newsreader I was using that day (long story). For what it's
> worth, here's a bunch o' commentary...

Thanks for all the tech info. I used to work on 9 track cipher drives in the
mid 80's :) Gawd I remember what aligning them was like.

I can say it's clean. It wasn't pinched when it was stored. Am I crazy in
thinking there was a turbo mode I used to put it in to save or load?
Most of the saved files seem to load one block and then the pitch changes. It
gets higher for 2 or 3 blocks then stops with the 143 serial checksum error.
I think my old computer had an omnimon os switch. Would that effect anything?
I'll have to try and load my sinclair zx81 frogger tape to make sure I'm not
loading the wrong tape :)
It's probably high school history papers anyway. What format did atariwriter
save in with cassette?
Anyway.
I appreciate the help :) Thanks
Mark

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1649. Problem with BlackBox Fixed!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <35d1f12c.488295@news.demon.nl>
Source record: 60765

First I want to thank all the people that helped me with my problem.

A lot of people said that it was a "timing" problem.
Some of those people said that i should change the processor.

So i did, i changed it with the 800XL proc. that i had. My deceased
130XE was with a friend that was on vacation.

But the 800XL proc. didn't work. But the deceased 130XE proc. DID
work!!!!!

I'm very happy now.

Thanks!

Louis

NEXT PROBLEM

1650. Re: Byte available from "R:"

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <1998081220481900.QAA19089@ladder01.news.aol.com>
Source record: 60766

```
>Whats the trick to find out if a byte is available from the rs232
>interface? (This is with an 850). I assume that GET is blocking,
>and I'd rather not get stuck waiting for a byte when I could be doing
>other things.

For individual bytes, you need to be in concurrent mode (XIO 40). Then it is
simply doing a STATUS command on that channel, then PEEK(747) will tell you how
many bytes are in the buffer.

Hope this helps.
```

1651. Re: Atari Xe emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: ron.fucci@mindspring.com
Message-ID: <35d202ef.2133257@news.mindspring.com>
Source record: 60767

Bob,

Can't seem to reach you via email, are you receiving my mail ?

rF

On 10 Aug 1998 14:20:02 GMT, bostone1@aol.com (Bostone1) wrote:

>Yes, XE emulators exist. One is available at www.emulators.com, but stick
>around the newsgroup a while, because Mister Current avails us of FAQs on a
>regular basis.
>
>Bostone1@aol.com
>

1652. Which OS should I get for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: Brian Hutchinson <hutch@ena-east.ericsson.se>
Message-ID: <35D203FC.C85BFEB3@ena-east.ericsson.se>
Source record: 60768

Hi,

I have a 600XL, 800XL, and a 130XE is on the way.

I have all stock OS's in these machines. I have looked at the
FAQ and know only a little about them.

I'd like to hear from those that have upgraded their OS so
I can figure out which one (ones) I'd like to try.

I may not put the same OS in all machines so I have a mix
of systems/OSs to play with.

Thanks,

Brian

1653. Re: two things I can't seem to get to work right..

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6qt2s3$rjm@bgtnsc02.worldnet.att.net>
Source record: 60769

glad to know I'm not the only one.. I thought it might be the rainbow effect thing on the disk versions we have. it freezes at the "rolling rainbow" effect, before you eve select the game (or data)

And here I thought no one else followed that posy up! ;)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tribe, Lightwave 3D renderings, Wallpaper, Gorilla Falls info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

christopher f. chiesa wrote in message <6qsh6k$9ci@cyber1.servtech.com>...
>In article <35CC39DF.MD-0.198.sean@SPAMTHIS.thegate.demon.co.uk>,
>Sean <sean@SPAMTHIS.thegate.demon.co.uk> wrote:
>>On 8 Aug 1998 03:43:46 GMT you said:
>>> >Ah!!!! Bounty bob strikes back.. someone mentioned in a earlier post
>>>
>>> I have the original cart which works fine on
>>> my XE system, but I d/l an image and the
>>> image will not work with XFormer nor will
>>> the re-converted image -> file run on my XE.
>>>
>>> Has anyone gotten a re-converted ATR image to work with a real Atari?
>>>
>>> Larry
>>The .EXE and DCM's work ok on my 800XL, I don't know about the ATR.
>
>This whole issue is complicated by the fact that the BBSB cart contains
>two separate regions of bank-switched ROM, each of which can be switched
>to any of FOUR different banks. (After several years' "mothballing,"
>I happened across my notes on this very topic JUST LAST NIGHT! What a
>coincidence! If anybody wants specifics, let me know ASAP before I lose
>the notes again... ;-))
>
>
>Chris

1654. Ram Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <902959011@stackbbs.xs4all.nl>
Source record: 60770

```
< Ram-Carts, Poland, Germany >
There is one company in Tjechie that sold RAM-Carts in the past...

AFAIK they're not available anymore. Carts where made from 256KB to 1 or
4Mb (I think).

I heard they would not work (properly?) with Sparta-Dos. BeWe-Dos however
would work.

The name of the company is JRC, and they have a site somewhere on
internet, but they don't do post-orders outside Tjechie, Poland and
Slovakia...

Sysop Fox-1 (fox-1 AT dds DOT nl)
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1655. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <35D22308.4EC5D44@net66.com>
Source record: 60771

Swozniak wrote:
>
> It's Mr. Terry "I've never been arrested" Ortman. Avoid this guy like the
> plague.

Please tell me this bonehead doesn't really live in Decatur...

Mark Statzer

1656. Re: Byte available from "R:"

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-12 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <35d221b5.9233853@news.wxs.nl>
Source record: 60772

On Wed, 12 Aug 1998 17:26:41 GMT, chrisw@srv1.thelanlab.com (Chris Whittenburg) wrote:

>
>Whats the trick to find out if a byte is available from the rs232
>interface? (This is with an 850). I assume that GET is blocking,
>and I'd rather not get stuck waiting for a byte when I could be doing
>other things.
>
>thanks,
>chris
>
>chrisw@srv1.thelanlab.com
>
I suppose the STATUS command should be used for that.
But doing anything else besides RS232 is a bad idea. The 850 needs to be in concurrent I/O mode. This means that the 850 module has control of the SIO bus, not the computer. This means you can not do any I/O to the disk, nor can you use POKEY, since it controls the bus.
If I am wrong somebody please correct me. This is why I never bothered to do real programming with the 850 stuff. A black box works better, since it does not need the serial bus.
But a status returns without waiting as far as I can remember, so what would be the problem?

1657. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: vairxpert@killspam.hotmail.com
Message-ID: <35d23655.553114@news.netnitco.net>
Source record: 60773

Mark Statzer <mstatz@net66.com> wrote:

>Swozniak wrote:
>>
>> It's Mr. Terry "I've never been arrested" Ortman. Avoid this guy like the
>> plague.
>
>Please tell me this bonehead doesn't really live in Decatur...
>
>Mark Statzer

Yep, I even have some old disks from the Decatur 8 bit Atari users
group from back in the 80's that has his name and parents address on
them along with something about them being donated by Starfleet
Software.
I really should burn them, no telling what kinda viruses are on them
(and I don't mean the kind your computer gets).

George Torch

Collector and restorer of early to mid 60's classic cars
Also into Snowmobiling, Motorcycles, S&W 9MM Guns, Video Games and R/C Trucks.

Remove killspam. to reply

1658. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <6qtq9rmpe1@nnrp1.dejanews.com>
Source record: 60774

Yes the bonehead and his entire family live in Decatur.

1037 W Leafland
Decatur,Il

I assume it is in a run down part of town. If not I am sure his house is a dump. Since it is the the presumed epicenter of the "famous" Ortman Enterprises/Starfleet Software I assume we all would LOVE a scan of the Ortman residence with Terri's old Ford (up on block in the driveway) posted for eveyone to enjoy. Can you accommodate us?

Thanks

Ron

In article <35D22308.4EC5D44@net66.com>,
mstatz@net66.com wrote:
> Swozniak wrote:
> >
> > It's Mr. Terry "I've never been arrested" Ortman. Avoid this guy like the
> > plague.
>
> Please tell me this bonehead doesn't really live in Decatur...
>
> Mark Statzer
>

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1659. Re: Action! cartrdige dump (.rom)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: "Bubba in Big \"D\"" <dlord@gte.net>
Message-ID: <6qtvm0rep1@news-1.news.gte.net>
Source record: 60775

Does the emulator support Bank-switched cartridges?

Jabberwock wrote in message <35d1c139.9591272@news.amu.edu.pl>...
>Anyone knows where I could find an Action! cartrdige dump that would
>work on an emulator?
>
>Jabberwock
>

1660. GMG WWW site + Dynakillers free!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: mchorvat@econ.econ.umb.sk
Message-ID: <903005026.582941@sunsite>
Source record: 60776

```
Hi f0lx!

Are you looking for Atari8 bit pages with demos and games?
Try pages of slovak atari8bit computer group GMG...

http://rak.isternet.sk/lego/gmg

- great demos
- Dynakillers (Dynablaster clone) free! (English and German documentation)
- nice atari screenshots
- links to other great WWW pages
- news!!!
- updated very often

best regards...

Marco/GMG
--
/>
( //-----------------------------------------------------------(
(*)OXOXOXOXO(*> Marek A.Chorvat, mchorvat@econ.umb.sk Marco/GMG \
( \\-----------------------------------------------------------)
\> -> Check this out: http://econ.umb.sk/~mchorvat <-
```

1661. Re: two things I can't seem to get to work right..

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35D2C95C.DAF6B430@ix.netcom.com>
Source record: 60777

christopher f. chiesa wrote:
>
> In article <35CC39DF.MD-0.198.sean@SPAMTHIS.thegate.demon.co.uk>,
> Sean <sean@SPAMTHIS.thegate.demon.co.uk> wrote:
> >On 8 Aug 1998 03:43:46 GMT you said:
> >> >Ah!!!! Bounty bob strikes back.. someone mentioned in a earlier post
> >>
> >> I have the original cart which works fine on
> >> my XE system, but I d/l an image and the
> >> image will not work with XFormer nor will
> >> the re-converted image -> file run on my XE.
> >>
> >> Has anyone gotten a re-converted ATR image to work with a real Atari?
> >>
> >> Larry
> >The .EXE and DCM's work ok on my 800XL, I don't know about the ATR.
>
> This whole issue is complicated by the fact that the BBSB cart contains
> two separate regions of bank-switched ROM, each of which can be switched
> to any of FOUR different banks. (After several years' "mothballing,"
> I happened across my notes on this very topic JUST LAST NIGHT! What a
> coincidence! If anybody wants specifics, let me know ASAP before I lose
> the notes again... ;-))
>
> Chris

Chris,
Would you consider passing these notes to the Atari Documentation
project? They may be useful to others.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1662. KAISER-Disk-Image gesucht

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: Oliver Redner <zxmou07@linux16.zdv.uni-tuebingen.de>
Message-ID: <Pine.LNX.3.96.980813144543.29399B-100000@linux16.zdv.uni-tuebingen.de>
Source record: 60778

Hi!

Wer hat vom Wirtschaftsspiel KAISER ein Disk-Image im .ATR- oder
.XFD-Format und kann es mir per e-mail schicken?

Danke und ciao,
Oliver

PS: Antwort bitte per e-mail.

1663. KAISER für PC: Programmierer gesucht

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: Oliver Redner <zxmou07@linux16.zdv.uni-tuebingen.de>
Message-ID: <Pine.LNX.3.96.980813144921.29399D-100000@linux16.zdv.uni-tuebingen.de>
Source record: 60779
Cross-posted to: de.rec.spiele.computer.strategie,de.rec.spiele.computer.misc,z-netz.rechner.c64+c128.spiele,z-netz.rechner.ibm.spiele,alt.comp.shareware.programmer,z-netz.rechner.ibm.programmieren,z-netz.rechner.c64+c128.programmieren,comp.sys.atari.8bit

Hallo Leute!

Ich habe vor einigen Jahren das Wirtschaftsspiel KAISER vom ATARI 800 XL
(gab's auch fuer Commodore 64) auf den PC (MS-DOS) in Turbo Pascal
uebertragen. Es ist spielbar, hat aber keinen Schnickschnack (wenig
Grafik, nur Pieps-Sound, keine Endzeremonie). Da ich immer wieder von
Leuten nach einer neuen Version gefragt werde, selbst aber keine Zeit mehr
dafuer habe, suche ich nach Leuten, die Interesse haben, das Programm
weiterzuentwickeln. Notwendig sind Borland Pascal 7 und ein paar
Programmierkenntnisse.
Die aktuelle Version 4.21 kann unter
http://www.gris.uni-tuebingen.de/~oredner/kaiser
heruntergeladen werden. Schaut sie euch an, vielleicht habt ihr Spass am
Spielen oder sogar Interesse am Weiterschreiben.

Antwort bitte per e-mail (oliver.redner@student.uni-tuebingen.de)

Oliver Redner

1664. Re: Looking for GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: Chris Kruiper <c.a.kruiper@kpn-telecom.nl>
Message-ID: <01bdc6bd$ec728a50$332d15ac@tonta000067>
Source record: 60780

Are you absolutely sure these are all xl/xe games ???????

By the way, could you send me a list ?????

Jindra Kubec <kubecj@asw.cz> schreef in artikel
<35D2BC5F.B80E78CC@asw.cz>...
> Hello!
>
> I'm looking for these games:
......
>

1665. Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6qutlk$oh3$1@plug.news.pipex.net>
Source record: 60781

If I remember correctly - it was many years ago - the only game I ever came across on the Atari 8 bit to use speech synthesis was Ghostbusters by Activision (disk version.) Were there any others which used speech? Was there a reason why the Atari 8 bits used less speech than the C64 and even the ZX Spectrum in games? I assume it was a limitation of hardware sound capabilities.

Gareth.
--
(Please remove _ to reply.)
ICQ: 16909602.

1666. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: Jindra Kubec <kubecj@asw.cz>
Message-ID: <35D2FCDE.97D2E1FE@asw.cz>
Source record: 60782

Gareth wrote:

> If I remember correctly - it was many years ago - the only game I ever came
> across on the Atari 8 bit to use speech synthesis was Ghostbusters by
> Activision (disk version.) Were there any others which used speech? Was
> there a reason why the Atari 8 bits used less speech than the C64 and even
> the ZX Spectrum in games? I assume it was a limitation of hardware sound
> capabilities.

Nadral, Kissins Kousins, Whomper Stomper, Berzerk.
There was also software using SAM.
I remember some demos which used digital music...

I also have software which is able to digitize music from dataset and then play it back. I'm not sure if it uses so called TURBO2000, which is dataset modification for higher speeds.

Bye,
Jindroush

1667. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdc6dd$d65971a0$d7374382@vidar>
Source record: 60783

Gareth <garethd_@dial.pipex.com> wrote in article
<6qutlk$oh3$1@plug.news.pipex.net>...
> If I remember correctly - it was many years ago - the only game I ever
came
> across on the Atari 8 bit to use speech synthesis was Ghostbusters by
> Activision (disk version.) Were there any others which used speech? Was
> there a reason why the Atari 8 bits used less speech than the C64 and
even
> the ZX Spectrum in games? I assume it was a limitation of hardware sound
> capabilities.

Well, I guess you assume wrong, since the Atari uses digitized sound on a
lot of stuff, demos from Poland and such. I think the Atari hardware is
quite capable of producing speech, at least better than the ZX Spectrum!
SAM can be used in BASIC programming and there's a game called Mirax Force,
which has good speech. Take Atarian care

1668. Re: Emulators; specifically, keyboard mapping in Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6qvdm0$i6k@cyber1.servtech.com>
Source record: 60784

Since we're on the subject of emulators, with both D. Firth and J. Duerstock participating...

If I haven't said it before, I'm DELIGHTED with Atari800win, an excellent evolution of -- as I understand it -- its predecessor Atari800. I've been having a blast playing old video games and looking at (new, to me!) AtariToons "movies," and so forth, on the otherwwise-largely-useless WinNT PC my employers have me using!

The only trouble is that I don't have a number of important keys, and the documentation/readme file glosses over the issue.

Specifically, NO key on my PC keyboard appears to map to any of the following Atari keys:

CLEAR SCREEN
SHIFT-INSERT (insert line)
CTRL-INSERT (insert character)
SHIFT-DELETE (delete line)
CTRL-DELETE (delete character to right of cursor)
BREAK (available on a pulldown menu in Atari800 on Unix/VMS, but NOT in Atari800win)
TAB, SHIFT-TAB, CTRL-TAB

The absence of these keys, as you can well imagine, makes even simple tasks rather complicated. I have to warmstart whenever "pressing BREAK" would suffice, for instance -- often losing the "state" of something I wanted to examine. Screen-editing is all but impossible. I'd really love to know where these keys might be hiding. The doc merely handwaves about these keys being mapped to PC keys "located in the same general position as the corresponding Atari keys," or words to that effect, which in any case doesn't help me.

At the same time, many PC-keyboard keys appear to do NOTHING in Atari800win. There's plenty of room for "someplace to put" the "missing" Atari keys, if there's any straightforward way of "remapping" them to the "unused" PC keys.

Jason...? :-)

Chris Chiesa
cfchiesa@servtech.com

1669. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6qve7i$96a$1@plug.news.pipex.net>
Source record: 60785

Thanks for the info Jindra and Vidar. I'm a bit surprised that more games didn't use speech on the Atari 8 bits. I could be wrong but, as an example, from what I remember there was a game called "Beach-Head" for the C64 and Atari. The C64 version (tape and disk) had speech but the Atari version didn't. There were quite a few games like that - games which featured speech on the C64 version but not on the Atari version.

Gareth.

1670. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6qvea6$ddc@dailyplanet.wam.umd.edu>
Source record: 60786

Gareth (garethd_@dial.pipex.com) wrote:
: If I remember correctly - it was many years ago - the only game I ever came
: across on the Atari 8 bit to use speech synthesis was Ghostbusters by
: Activision (disk version.) Were there any others which used speech? Was
: there a reason why the Atari 8 bits used less speech than the C64 and even
: the ZX Spectrum in games? I assume it was a limitation of hardware sound
: capabilities.

"E.T. Phone Home" also had voice synthesis, but all it was was E.T. saying
those very words once you put the phone together. I remember there was
some game from Germany that had voice synthesis, but the name escapes me.
"Kennedy Approach " had some cool voice synthesis as well. The distorted
sound actually was a very nice fit, since it gave the feel of the control
tower's transmission.

1671. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35d82dd8.12794835@news.demon.co.uk>
Source record: 60787

The other Day Jindra Kubec <kubecj@asw.cz> wrote:

>Gareth wrote:
>
>> If I remember correctly - it was many years ago - the only game I ever came
>> across on the Atari 8 bit to use speech synthesis was Ghostbusters by
>> Activision (disk version.) Were there any others which used speech? Was
>> there a reason why the Atari 8 bits used less speech than the C64 and even
>> the ZX Spectrum in games? I assume it was a limitation of hardware sound
>> capabilities.
>
>Nadral, Kissins Kousins, Whomper Stomper, Berzerk.

Don't forget Kennedy approach and there was a Uridium style shooter that
had speech too...

--
Paul..

"Bum, knob, arse, plop.."

Aha..I bet he posts in the UK PSX group!!!

www.dellos.demon.co.uk for the C64 gamefinding lists.

ICQ No: 105793

1672. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998081320201300.QAA21491@ladder03.news.aol.com>
Source record: 60788

Berzerk for the Atari 8-bit computers also has voice synthesis. AFAIK, it was never released commercially. I have a prototype cart. When you press the OPTION button, you hear the different bits of speech at random pitches.

1673. Re: Looking for GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: Itay <itayc@hotspam.com>
Message-ID: <35D34C80.AECE8CC9@hotspam.com>
Source record: 60789

Jindra Kubec wrote:

> Hello!
>
> I'm looking for these games:
>

[... a zillion game titles deleted..]

Umm.. These aren't 8-bit games. The vast majority, anyway. Dream on..

-itay

--
To respond please change spam to mail.

1674. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35e34ef0.21268086@news.demon.co.uk>
Source record: 60790

The other Day "Gareth" <garethd_@dial.pipex.com> wrote:

>Thanks for the info Jindra and Vidar. I'm a bit surprised that more games
>didn't use speech on the Atari 8 bits. I could be wrong but, as an example,
>from what I remember there was a game called "Beach-Head" for the C64 and
>Atari. The C64 version (tape and disk) had speech but the Atari version
>didn't. There were quite a few games like that - games which featured speech
>on the C64 version but not on the Atari version.
>
I think Berkeley Softworks(sp) sort of used the Atari as a test site for
their speech system. The CBM got more speech possibly because of the
superior sound chip (Even tho I heard Sanxion music on the 8bit and it
was stunning)..

Games like Chimera were speechless on the Atari but not on the C64.
Remember the C64 was a later machine...

--
Paul..

"Bum, knob, arse, plop.."

Aha..I bet he posts in the UK PSX group!!!

www.dellos.demon.co.uk for the C64 gamefinding lists.

ICQ No: 105793

1675. FS: *NEW* Atari Logo 3 Ring Binders (5 boxes; 14 per box) $20 per box plus freight

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1308981403340001@gv3-183.oro.net>
Source record: 60791

Great for storing your Atari documents, these heavy duty Atari Logo 3 ring binders can be used for practically anything. All new in original box. I have about 5 boxes to sell. $20 per box plus $15 for UPS from California to East coast. Shipping a little cheaper if closer to California.

Tom

1676. Re: 410 help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6qvkv1$rq4@cyber1.servtech.com>
Source record: 60792

In article <6qstotghq1@nnrp1.dejanews.com>, <gametrader@iname.com> wrote:
>In article <6qsgdb$7tg@cyber1.servtech.com>,
> cfchiesa@cyber1.servtech.com (christopher f. chiesa) wrote:
>> [buncha techie stuff I wrote]
>
>Thanks for all the tech info. I used to work on 9 track cipher drives in the
>mid 80's :) Gawd I remember what aligning them was like.

You're welcome! I too worked with 9-track drives, but in the 90s, not the
80s. I didn't have to align 'em, though; I just wrote programs to access
'em and let somebody ELSE worry about the "hardware end of it." :-)

My head-alignment experience comes direct from the audio-cassette world;
been doing THAT since I was about 12, and learned about head-alignment
only after ERASING a bunch of tapes that I thought had "gone bad" because
they "sounded muddy" after a few weeks on the road on a family vacation.
Turned out the tape recorder was WAY OUT of alignment after that trip;
little had I known! :-)

>I can say it's clean. It wasn't pinched when it was stored.

<nod>

> Am I crazy in
>thinking there was a turbo mode I used to put it in to save or load?

There is no "turbo mode" in the built-in Atari OS cassette-handler, but
there have surely been a few third-party products that "went to the hard-
ware," changed a few settings, and thus provided something one MIGHT
consider a "turbo mode." If you didn't buy such a product, though, you
probably DON'T have a "turbo mode."

>Most of the saved files seem to load one block and then the pitch changes. It
>gets higher for 2 or 3 blocks then stops with the 143 serial checksum error.

That actually sounds pretty close to normal. The first part of a tape
file, IIRC, is a calibration pattern that the OS uses to compensate for
MINOR (not MAJOR, unfortunately!) variations in tape speed... Those have
their own characteristic sound, and then the data begins in earnest and
has a DIFFERENT sound. Or something like this.

Hmm, if you're using an XL series, you can get a program (such as the
"Translator" disk that reverts the machine to the old 800 OS) that puts
the OS code into RAM rather than ROM; under THOSE circumstances, and armed
with a copy of the proper page of the OS source code, you might be able
to patch the cassette handler to accept a wider range of variation in
cassette speed / signal frequencies... I don't know this for a FACT, but

it MIGHT be possible; any of you hackers know for sure? In any case, it's
a long shot ('specially if you're not a ML hacker!), but I had to mention
it...

>I think my old computer had an omnimon os switch. Would that effect anything?

I do not know... Never had omnimon, myself... Try anything-and-
everything you can think of!

>I'll have to try and load my sinclair zx81 frogger tape to make sure I'm not
>loading the wrong tape :)

<nod> Good idea. :-)

>It's probably high school history papers anyway. What format did atariwriter
>save in with cassette?

Don't know. Didn't know AtariWriter WOULD "save with cassette." Shows ya
how much *I'VE* used cassette the past twenty years...

>Anyway.
>I appreciate the help :) Thanks

You're welcome.

Chris
cfchiesa@servtech.com

1677. Re: Emulators; specifically, keyboard mapping in Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <F44CAAEDBE437DAC.29ED5908A81BEE82.7BB9E87AA99962F0@library-proxy.airnews.net>
Source record: 60793

christopher f. chiesa <cfchiesa@cyber1.servtech.com> wrote:

> Since we're on the subject of emulators, with both D. Firth and J.
> Duerstock participating...

> If I haven't said it before, I'm DELIGHTED with Atari800win, an excellent
> evolution of -- as I understand it -- its predecessor Atari800. I've been
> having a blast playing old video games and looking at (new, to me!)
> AtariToons "movies," and so forth, on the otherwwise-largely-useless WinNT
> PC my employers have me using!

> The only trouble is that I don't have a number of important keys, and the
> documentation/readme file glosses over the issue.

> Specifically, NO key on my PC keyboard appears to map to any of the
> following Atari keys:

> CLEAR SCREEN
> SHIFT-INSERT (insert line)
> CTRL-INSERT (insert character)
> SHIFT-DELETE (delete line)
> CTRL-DELETE (delete character to right of cursor)
> BREAK (available on a pulldown menu in Atari800 on Unix/VMS,
> but NOT in Atari800win)
> TAB, SHIFT-TAB, CTRL-TAB

> The absence of these keys, as you can well imagine, makes even simple
> tasks rather complicated. I have to warmstart whenever "pressing BREAK"
> would suffice, for instance -- often losing the "state" of something I
> wanted to examine. Screen-editing is all but impossible. I'd really love
> to know where these keys might be hiding. The doc merely handwaves about
> these keys being mapped to PC keys "located in the same general position
> as the corresponding Atari keys," or words to that effect, which in any
> case doesn't help me.

> At the same time, many PC-keyboard keys appear to do NOTHING in
> Atari800win. There's plenty of room for "someplace to put" the
> "missing" Atari keys, if there's any straightforward way of "remapping"
> them to the "unused" PC keys.

> Jason...? :-)

At the risk of falling victim to 'not invented here' syndrome, Rich Lawrence
is probably best suited to address any atari800win keyboard issues.

Jason

1678. Re: CC65 libraries

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6qvlek$sc8@cyber1.servtech.com>
Source record: 60794

In article <35cfb7f4.341434103@news.alterdial.uu.net>,
<chrisw@srv1.thelanlab.com> wrote:
>
>Hello...
>
>I recently dug out my Ataris, and downloaded the CC65 compiler to try
>hacking some new code. I'm using the unix version hosted on a SUN
>Sparc. Everything works pretty well... There were some .obj files
>included for things like graphics and xio, but I'm looking for the
>actual source code from which these libraries were created. Does
>anyone have any pointers to C source besides that which is on
>the umich archive?
>
>Is there anyone working in a similar environment that would like to
>trade tips?

Ah, boy, does THAT bring back memories! I was around for the original introduction of CC65-on-the-Sun-SPARC, and had quite the conversation with John Dunning about my trials and tribulations in getting the thing to WORK AT ALL on SPARC/SunOS... I didn't know Unix, any of the standard tools, or C, at the time, and was having a HELL of a time. I still have printouts of the conversation.

I remember I got at least the compiler portion working, and maybe the assembler, but never did get around to working with the linker. Then my employers got rid of the SPARCstation and it's been years since I saw one. Until, as it happens, this past February; as of 2/16 I am working in a Sun SPARC environment again, and know a LOT MORE about WHAT I'M DOING, this time around! Hadn't thought of trying CC65 again 'til you mentioned it, but would be interested in doing so, now that you HAVE! :-)

As for source code... I have NO IDEA what's on the Umich archive; all MY stuff came directly from John Dunning (via e-mail, in UUencoded form at first). I KNOW I still have the disks, and they MAY include source code.

Oh, and as a final fillip, when John Dunning got OUT of the Atari line, he sent me his original development disks -- or so he said; they're in XF551 format and I've never been able to READ them. Anybody have an XF551 for sale CHEAP? No telling what I might be able to upload now that the Net is in full swing (it wasn't, really, at the time _I_ was involved with John and with CC65)!

>regards,
>chris

Ditto,

cfchiesa@servtech.com

1679. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6qvmcc$1o@cyber1.servtech.com>
Source record: 60795

In article <6qutlk$oh3$1@plug.news.pipex.net>,
Gareth <garethd_@dial.pipex.com> wrote:
>If I remember correctly - it was many years ago - the only game I ever came
>across on the Atari 8 bit to use speech synthesis was Ghostbusters by
>Activision (disk version.) Were there any others which used speech?

The arcade classic "Berzerk" (sp?) was for years the ONLY game that had
speech, on the Atari or ANYWHERE. :-)

I don't recall speech in the version of Ghostbusters _I_ saw, BTW. Then
again, I stunk at the game, so if it only came up after one had made some
progress, I WOULDN'T have seen it...

>Was
>there a reason why the Atari 8 bits used less speech than the C64 and even
>the ZX Spectrum in games? I assume it was a limitation of hardware sound
>capabilities.

Don't know. Will be interested to see the discussion that comes of this.

Chris Chiesa
cfchiesa@servtech.com

1680. Did Ghostbusters have speech?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6qvogqjvn1@plug.news.pipex.net>
Source record: 60796

Having quoted it as one I remember which did have speech I'm not so sure now! Can anyone confirm if it did or didn't (disk version)?

Gareth.
--
(Please remove _ to reply.)
ICQ: 16909602.

1681. Re: Did Ghostbusters have speech?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35d77724.31562245@news.demon.co.uk>
Source record: 60797

The other Day "Gareth" <garethd_@dial.pipex.com> wrote:

>Having quoted it as one I remember which did have speech I'm not so sure
>now! Can anyone confirm if it did or didn't (disk version)?
>
>Gareth.

YES...the full disk version DID have speech...

You get a laughing gruff voice at the title screen that says
Ghostbusters before it plays the Ghostbusters title music..

Speech (as always) by Berkeley Soft works

Played it loads but tested it 100% 2 secs before the post.

--
Paul..

"Bum, knob, arse, plop.."

Aha..I bet he posts in the UK PSX group!!!

www.dellos.demon.co.uk for the C64 gamefinding lists.

ICQ No: 105793

1682. 10 8-Bit Atari Games *Nice*

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: "Phil A. Huddy" <mylar@sprynet.com>
Message-ID: <6qv7f6$h4m$1@juliana.sprynet.com>
Source record: 60798

Hi,

I have a few Atari 8-Bit Items for sale:

1) 10 8-Bit Atari Games *Nice*

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=25334188

2) Frogger 8-Bit Atari Game *Rare*

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=25333486

If interested visit the above links!

Thanks,

Phil A. Huddy
mylar@sprynet.com

1683. Re: Low level format w/MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35D3BC26.3C5C@pacbell.net>
Source record: 60799

LWhite6497 wrote:
>
> > I'm currently trying to
> >use a Connor CP30100 drive which responded kind of
> >unfavorably to all of the programs.
>
> Been there & done that... I think that you
> will find that the only common SCSI drive
> that can be formatted to 256 byte sectors is
> a very few models of ST225N (N was I think
> the designation for SCSI models). According
> to ICD (years ago), Seagate actually changed the ROMs, and after the change,
> even these
> could not be formatted to 256 bytes. With
> the MIO, you are pretty well limited to MFM
> drives with a SCSI adapter. Adaptec is one
> that is commonly used. There still are lots of
> MFM drives around, although if you want
> to use removables (ZIP, etc) you are going
> to need a Black Box from CSS. ICD said
> at one time that it would only take a ROM
> change in the MIO to read 512 Byte
> sectors, but it was never done. There are
> some IDE interfaces, but they are of the
> "make your own" variety, although there is
> a German one that might be for sale, and a
> Polish unit that is no longer for sale.
> Larry

Are you advocating a PBI IDE device? Basically, an MIOII? Is there a
market for such?

Bob

1684. ORDERING YOUR WORLD OF ATARI VIDEO

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: Mark Santora <santora@earthlink.net>
Message-ID: <35D3C5B9.70122C62@earthlink.net>
Source record: 60800
Cross-posted to: rec.games.video.atari,alt.atari.2600,alt.atari-jaguar,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,alt.emulators.classic-arcade,alt.games.video.classic,rec.games.video.classic

It's never been easier. Go to the link and fill out ther form. It's
that easy!

http://home.earthlink.net/~santora/woav.htm

Live from Las Vegas! For all those who can't make it to the largest
classic video gaming show of the year, I present a 1.5 - 2 hour video
from the show. All the speakers will be represented on the tape as will

the dealer rooms, auctions, direct feeds from software, and more!

Follow the link to learn more.
http://home.earthlink.net/~santora/woav.htm

--
-Mark "Stingray" Santora
http://home.earthlink.net/~santora

1685. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: Graeme Fenwick <gfenwick@BYESPAMprimex.co.uk>
Message-ID: <35d40eb4.0@mercury.nildram.co.uk>
Source record: 60801

Paul Irvine wrote in message <35e34ef0.21268086@news.demon.co.uk>...
>Games like Chimera were speechless on the Atari but not on the C64.
>Remember the C64 was a later machine...

Of course, there was also the reason that there were a lot of 48K Atari 8bits
out there (or so the games companies seemed to think), and a lot of Atari games
were designed to fit into 48K. (Shame they didn't do more enhanced versions of
games for 64K). And remember that samples use a lot of memory on a small machine.

Anyway, another game that had software speech was Mastertronic's 180 (darts game). For some reason the screen went blank when it did this, and when I came to
write my own sample playing routine it didn't work until I did the same thing. (Why?-
this question was also asked in New Atari User a while back..) I know it's possible
to play samples with the screen on, since CodeMaster's Grand Prix Simaulator does
it (albeit fairly crudely).
BTW, the Atari 800 is sometimes quoted as having "8 bit sound" (ie 256
tones), but in terms of volume levels (standard measurement), it only has four bits, which sort of limits the quality, although at low playback rates this shouldn't make such a difference.
(The Amiga had 8 bits which was bloody good in its day, and CD players and most
modern PC soundcards have 16 bits).
Of course, you don't neccessarily need to use samples to get simple speech synthesis...

Graeme Fenwick - gfenwick@BYESPAMprimex.co.uk
(Remove "BYEPSAM" spam filter when replying by mail)

1686. STABLXL

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <903228641@stackbbs.xs4all.nl>
Source record: 60802

Howdy folks

Larry White and Louis Van Eijk said:

Re: Problem with 130XE and BlackBox

Louis: "I have problems with the BB,
when hooking up the BB to the 130XE

Larry: "I had a similar problem with
my set up once. I had upgraded to a
new version of the US+ O/S from CSS,
and my BB?HD would no longer work
reliably. Bob placed a text file on
his BBS called "STABILXL", as I
recall, and it describes two fixes
that can be used to correct some
(timing) problems that afflict some
computer/interface devices. I show
his BBS as 716-247-7157. Hope this
helps."

I had this problem with the 130XE
two. The 65XE and 800XE never had a
problem with the BB/FB. Atari used
bad "Mexican" CPU's. They work on
standard Atari's, but cause problems
if you add memory or PBI devices.

I've changed the CPU. It worked.
But also made the changes suggested
in Bob Puff's STABLXL file. Just to
be sure. It contains THREE
modifications (one to the BB). But
be carefull, sometimes Bob mentions
the wrong pins for a certain
computer. A file, written by me,
containing them (I have it here
somewhere, question is _WHERE?_) is
called MOD_STABLXL. I believe I
uploaded it to CSS-BBS. But people
willing to called the Netherlands
(last time I asked Louis lived here)
can call Thunderdome BBS. It's NOT
online 24 hours a day. The SysOp is
reading this group, so maybe he can

tell you the exact online times and
the phone number. You will find the
STABLXL text there too.

Cu Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1687. Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <903228642@stackbbs.xs4all.nl>
Source record: 60803

Bob Woolley said:

Mathy Van.nisselroy wrote:
>
> Howdy folks
>
> Re: Atari Classics
>
> Maybe you could ask some of the
> EasternEuropean guys to write about
> their demo's....

SNIP

> RED issue (Fall 1996, Vol.5, #2 aka
> the last one that appeared (sp?) up
> till now)
>
> CU Mathy Van Nisselroy
>
The last issue was designated N0.7.
Came out about a year ago... are you
missing one?

I understand about the cost of
mailing over the "pond". How would I
go about organizing the Demo folks
over there? Are you volunteering?

Hmm, can not remember ever getting
anything after the RED issue. If you
could tell me what was inside, maybe
I'll remember. But I don't think
I've got it.

Re: contacting the Demo people

Oops, don't know. Maybe those of us
reading the 8 bit mailing list
(William Moeller is one of them)
could ask them. Or maybe even Fox-1
could help. He's been to an Atari
Meeting in Poland last weekend.

Me volunteering? I don't know these
folks. I'd like to help with other
things, but don't know how. What I
like most about PC's is the fact that
you can switch them OFF. So I'm not
much help there either. I tried to
upgrade from ACROBAT reader 2.0 to
3.0 some time ago. Now I get this
funny error. I found out that you
can trust on sales peoples knowledge
just as you can trust the Microsoft
stuff they sell to run reliably.

But I might write an article for AC.
I just have to start... :-)

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1688. RAMcart

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <903228643@stackbbs.xs4all.nl>
Source record: 60804

Larry Write said:

"At one time there were some ram
carts advertised that as I recall ran
from 8K to maybe 64K. I don't
remember much else about them.
Anyone ever see any plans for such a
device? Or maybe sold in Germany or
Poland?"

Atari Classics had a small article
about the Yorky RAMcart. It had
256kB onboard, but (as far as I know)
were not BlackBox compatible. I
believe the article was printed in
the "Ben Poehland" area.

Didn't some company have 256, 512 and
1024kB cartridges? They advertised
in Analog (atleast between issue 45
and the time Analog was taken over by
idiots (the fonts, the layout, the
contents and the paper made the thing
horrible....Why did I EVER pay that
much money for something like
THAT???).

An external BlackBox compatible
RAMupgrade shouldn't be to hard to
realise. We only have to figure out
how to use PBI device
numbers/devices. I believe it would
be an advantage if the RAMupgrade
would be "invisible" to the computer
unless accessed, just like the
BlackBox is.

Cu Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1689. Flippies/Virus/1020

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-13 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <903228644@stackbbs.xs4all.nl>
Source record: 60805

Howdy folks

Re: formatting the other side of a disk on the XF551.

1) Punch in a extra indexhole and write protect hole. Be very carefull (especially on the indexhole, to only cut the "outside" of the floppy, not the disk itself.
2) Or buy CSS XF enhancer
3) Or try to find "flippies". Yes, some companies produced floppies with indexholes on BOTH sides.

Re: Virus

Atari Classics mentioned one (some time ago). It was found on (of all places) the ICD BBS and deleted files with common extenders.

Re: 1020 pens

If you need new pens (b/w or color) contact ABBUC in Germany. They still have them, pretty cheap. Their (smail mail and Email) address can be found in the FAQ. Or find a link to their InterNet site and order online. The also have e.g. new XEP80's for US$ 12 incl. postage (or something in that neighborhood) worldwide.

B&C Computervisions (also in the FAQ) also seems to have 1020 pens and stuff.

CU Mathy Van Nisselroy

PS The ABBUC is holding their yearly meeting at October 24th at the Buergerhaus Sued in Herten (near Bottrop) in Germany. Entrance if free. Non-members are asked to pay a little fee. See the newest developments in hard and software.

```
Or buy wellknown software for e.g.
US$ 5 (yes FIVE bucks). Or buy
Polish software for TEN bucks.
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1690. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6qvvk9$6lh@bgtnsc02.worldnet.att.net>
Source record: 60806

What?? No mention of TUMBLE BUGS???

We GOT CHA!!!

(and if I remember right, it was the first!!)

Now the BEST speech, was had from the Alien group voice box (mine still works!!)

It could even sing!!!

Too bad there's nothing comparable on these new super computers we now own...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tribe, Lightwave 3D renderings, Wallpaper, Gorilla Falls info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

1691. Re: CC65 libraries

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: chrisw@srv1.thelanlab.com
Message-ID: <35d38137.77653952@news.alterdial.uu.net>
Source record: 60807

On 13 Aug 1998 17:22:28 -0400, cfchiesa@cyber1.servtech.com
(christopher f. chiesa) wrote:

>Ah, boy, does THAT bring back memories! I was around for the original
>introduction of CC65-on-the-Sun-SPARC, and had quite the conversation
>with John Dunning about my trials and tribulations in getting the thing
>to WORK AT ALL on SPARC/SunOS... I didn't know Unix, any of the stan-
>dard tools, or C, at the time, and was having a HELL of a time. I still
>have printouts of the conversation.
>
>I remember I got at least the compiler portion working, and maybe the
>assembler, but never did get around to working with the linker. Then my
>employers got rid of the SPARCstation and it's been years since I saw one.
>Until, as it happens, this past February; as of 2/16 I am working in a
>Sun SPARC environment again, and know a LOT MORE about WHAT I'M DOING,
>this time around! Hadn't thought of trying CC65 again 'til you mentioned
>it, but would be interested in doing so, now that you HAVE! :-)
>
>As for source code... I have NO IDEA what's on the Umich archive; all
>MY stuff came directly from John Dunning (via e-mail, in UUencoded
>form at first). I KNOW I still have the disks, and they MAY include
>source code.
>
>Oh, and as a final fillip, when John Dunning got OUT of the Atari line, he
>sent me his original development disks -- or so he said; they're in XF551
>format and I've never been able to READ them. Anybody have an XF551 for
>sale CHEAP? No telling what I might be able to upload now that the Net is
>in full swing (it wasn't, really, at the time _I_ was involved with John
>and with CC65)!

I would be interested in whatever you want to share. I've got it all
running (from the stuff off umich). I've written a few hello world's,
and a couple of XIO tests which all work fine on "the real hardware."
I purchased an 850 interface, which seems to work, so I'm going to
start on my little project. It's probably not to hard to guess what
my goal is... ;)

I can tar the compiler tools if anyone is interested. It should also
work equally well hosted on a Linux box.

I'm using some of the .obj libraries (like the XIO one) which I don't
think we're written by Dunning, and while they work, that's the source
I'm interested in.

The heyday for a unix hosted cross-compiler for the Atari 8-bit is
probably long gone, but I started out on an old 800 and need some

closure.

regards,
chris

chrisw@srv1.thelanlab.com

1692. Re: 10 8-Bit Atari Games *Nice*

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <8DB8A14CFD1000B9.DBC40F23C66F8680.3A0875C1CAC2BE7B@library-proxy.airnews.net>
Source record: 60808

Phil A. Huddy <mylar@sprynet.com> wrote:
> Hi,

> I have a few Atari 8-Bit Items for sale:
> 1) 10 8-Bit Atari Games *Nice*
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=25334188
> 2) Frogger 8-Bit Atari Game *Rare*
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=25333486

Can somebody explain to me why people put stupid comments like 'nice', 'rare',
'WOW', and '*COOL*' after garbage they're auctioning?

Is Frogger for the 8-bit really 'rare'?

Jason

1693. Re: Looking for GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998081404172000.AAA29092@ladder03.news.aol.com>
Source record: 60809

>I'm looking for these games:
>(long, long list...)

Are you reasonably sure that some of these
were actually produced for the A8? I see
some titles that I don't think were.

Larry

1694. Re: Did Ghostbusters have speech?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdc749$8ba924e0$be374382@vidar>
Source record: 60810

Yes, you did, but the C64 also had speech in game. "He slimed me" he cries
when he's ... slimed :-)

Paul Irvine <mclane@dellos.demon.co.uk> wrote in article
<35d77724.31562245@news.demon.co.uk>...
> The other Day "Gareth" <garethd_@dial.pipex.com> wrote:
>
> >Having quoted it as one I remember which did have speech I'm not so sure
> >now! Can anyone confirm if it did or didn't (disk version)?
> >
> >Gareth.
>
> YES...the full disk version DID have speech...
>
> You get a laughing gruff voice at the title screen that says
> Ghostbusters before it plays the Ghostbusters title music..
>
> Speech (as always) by Berkeley Soft works
>
> Played it loads but tested it 100% 2 secs before the post.
>
> --
> Paul..
>
> "Bum, knob, arse, plop.."
>
> Aha..I bet he posts in the UK PSX group!!!
>
> www.dellos.demon.co.uk for the C64 gamefinding lists.
>
> ICQ No: 105793
>

1695. WTB: Atari 810 Disk drive working

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: Mike <sales@ewtech.com>
Message-ID: <6r0l0leir1@news1.fast.net>
Source record: 60811

Collector looking for 810 Disk drive in great shape that works, and cable to attach to 800.

1696. FA: ATARI 8 bit VIDEO GAMES and BOOKS

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: cosmictoys@mindspring.com
Message-ID: <35d3d56d.18276236@news.mindspring.com>
Source record: 60812

For auction on ebay through Sunday night, August 16

See a photo and a complete description by clicking the links below.
---

9 ATARI 8 bit computer carts

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=25238287

3 ATARI 8 bit computer BOOKS
Mapping the Atari, Compute's 2nd + 3rd books of Atari

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=25237721

Also up for bids,

SEARS Video Arcade II System (Atari 2800)

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=25239305

ATARI 2600 JR complete system + 12 games

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=25232421

Thanks for looking!

1697. Re: FS: Atari 800 and 810 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: Rohan Langley <gamemaster@quake.com.sg>
Message-ID: <35D3E8D1.A361224E@quake.com.sg>
Source record: 60813

I want 'em badly but I'm in Singapore.... It's perhaps going to be an uphill battle shipping them here. Also I'll require a step down from 220v to the probably 110v tolerant US power supplies....

If anyone has experience shipping and taking international money order, pls lemmi know..

Rohan

Rich Rose wrote:
>
> Hi,
>
> These items are obviously old, but are functional.
> Are there any takers?
>
> Best offer + shipping takes them....
>
> My guess is one of you atari fans may be hunting for parts?....
>
> rrose@pb.net

1698. Re: Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: Rohan Langley <gamemaster@quake.com.sg>
Message-ID: <35D3EAFD.7F2E5D2B@quake.com.sg>
Source record: 60814

Don't trash it - post pack it (to me!)

I'll pay postage and help you clear up your storeroom!

Cheers,

Rohan

christine eldridge wrote:
>
> I have a closet full of 8-bit Atari hardware, software and publications.
> Is there a marketplace for it somewhere or should I just trash it?

1699. Re: Low level format w/MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35D418FE.EF0F4899@ix.netcom.com>
Source record: 60815

Bob Woolley wrote:
>
> LWhite6497 wrote:
> >
> > > I'm currently trying to
> > >use a Connor CP30100 drive which responded kind of
> > >unfavorably to all of the programs.
> >
> > Been there & done that... I think that you
> > will find that the only common SCSI drive
> > that can be formatted to 256 byte sectors is
> > a very few models of ST225N (N was I think
> > the designation for SCSI models). According
> > to ICD (years ago), Seagate actually changed the ROMs, and after the change,
> > even these
> > could not be formatted to 256 bytes. With
> > the MIO, you are pretty well limited to MFM
> > drives with a SCSI adapter. Adaptec is one
> > that is commonly used. There still are lots of
> > MFM drives around, although if you want
> > to use removables (ZIP, etc) you are going
> > to need a Black Box from CSS. ICD said
> > at one time that it would only take a ROM
> > change in the MIO to read 512 Byte
> > sectors, but it was never done. There are
> > some IDE interfaces, but they are of the
> > "make your own" variety, although there is
> > a German one that might be for sale, and a
> > Polish unit that is no longer for sale.
> > Larry
> ----
> Are you advocating a PBI IDE device? Basically, an MIOII? Is there a
> market for such?
>
> Bob

Bob,
If it can handle descent size hard drives, EIDE Zip drives, CD ROM
drives and has industry standard RS232 and parallel ports, count me in.
I have one of the old 256K ones and that works pretty well. I like the
on board RAM. I usually boot from it. This time, though, the RS232
should be UART controlled.

--
Robert S Ely --- Communications Systems Technician

rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1700. Re: 10 8-Bit Atari Games *Nice*

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <35d42417.652776@207.97.159.250>
Source record: 60816

On 14 Aug 1998 03:31:04 GMT, Jason Duerstock <jasond@cdc.net> wrote:

>
>Can somebody explain to me why people put stupid comments like 'nice', 'rare',
>'WOW', and '*COOL*' after garbage they're auctioning?
>
>Is Frogger for the 8-bit really 'rare'?
>
>Jason

Because they want to make back what they put into it by plumping it
up. Look at the beanie baby phenomonon (sic) ..... what a bunch of
crap that is! When the trendiness wears away, they will be worth
NOTHING!

yogi

1701. Re: Looking for GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: Jindra Kubec <kubecj@asw.cz>
Message-ID: <35D42F50.9F420CF9@asw.cz>
Source record: 60817

Itay wrote:

> Jindra Kubec wrote:
>
> > Hello!
> >
> > I'm looking for these games:
> >
>
> [... a zillion game titles deleted..]
>
> Umm.. These aren't 8-bit games. The vast majority, anyway. Dream on..

These titles are sold here by some f*****g pirate. They are taken
directly from the list.

Bye,
Jindroush

1702. Re: KAISER-Disk-Image gesucht

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: wysk@gmx.de
Message-ID: <6r1c4c$pj4$1@fermi.tro.net>
Source record: 60818

Oliver Redner <zxmou07@linux16.zdv.uni-tuebingen.de> schrieb:

>Wer hat vom Wirtschaftsspiel KAISER ein Disk-Image im .ATR- oder
>.XFD-Format und kann es mir per e-mail schicken?

Look at: http://home.tronet.de/wysk/archiv.htm

cu,
Joerg

posted & mailed

1703. Re: 10 8-Bit Atari Games *Nice*

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: Graham Thornton <nero@nospam.chicagonet.net>
Message-ID: <01bdc78b$337f3c40$b0f7c9c7@cct-w95-gtho>
Source record: 60819

Jason Duerstock <jasond@cdc.net> wrote in article
<8DB8A14CFD1000B9.DBC40F23C66F8680.3A0875C1CAC2BE7B@library-proxy.airnews.ne
t>...
> Phil A. Huddy <mylar@sprynet.com> wrote:
> > Hi,
>
> > I have a few Atari 8-Bit Items for sale:
> > 1) 10 8-Bit Atari Games *Nice*
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=25334188
> > 2) Frogger 8-Bit Atari Game *Rare*
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=25333486
>
> Can somebody explain to me why people put stupid comments like 'nice',
'rare',
> 'WOW', and '*COOL*' after garbage they're auctioning?
>
> Is Frogger for the 8-bit really 'rare'?
>
> Jason
>

I think it is to differentiate themselves from the 'MUST SELL!!' types :)

Graham.

1704. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6r1fln$86a@cyber1.servtech.com>
Source record: 60820

In article <Pine.LNX.3.95.980813170328.21347A-100000@animal.blarg.net>,
James Hague <jhague@dadgum.com> wrote:
>
>And maybe a bit of a stretch, but the flying phone in Alley Cat said
>"Hiya!"

Is THAT what that sound is? :-) Never realized it was "Hiya!" :-)

Now that you mention Alley Cat, I've always been really impressed with the
"cat" and "dog" sounds in that game because, to my ear, rather than being
SAMPLES of "real" cat/dog sounds, they seem to be cleverly-composed
sequences of simpler "tones." I have great admiration for whoever worked
out these sequences, 'cause *I* can't even produce a realistic "bird
chirp" that way, let alone "cats meow," "dog/cat fight," etc.! :-)
Anybody know more detail about HOW it was done in Alley Cat?

Chris
cfchiesa@servtech.com

1705. Re: CC65 libraries

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: cfchiesa@cyber1.servtech.com
Message-ID: <6r1g1e$8qk@cyber1.servtech.com>
Source record: 60821

In article <35d38137.77653952@news.alterdial.uu.net>,
<chrisw@srv1.thelanlab.com> wrote:
>On 13 Aug 1998 17:22:28 -0400, cfchiesa@cyber1.servtech.com
>(christopher f. chiesa) wrote:
>
>>Ah, boy, does THAT bring back memories! I was around for the original
>>introduction of CC65-on-the-Sun-SPARC, and had quite the conversation
>>with John Dunning [...]
>>...
>>MY stuff came directly from John Dunning (via e-mail, in UUencoded
>>form at first). I KNOW I still have the disks, and they MAY include
>>source code.
>>...
>>Oh, and as a final fillip, when John Dunning got OUT of the Atari line, he
>>sent me his original development disks -- or so he said; they're in XF551
>>format and I've never been able to READ them.
>>...
>
>I would be interested in whatever you want to share. I've got it all
>running (from the stuff off umich).

That's impressive. I'll have to check out what's on UMich. I remember
having a problem where the C compiler generated 6502 assembly source in
LOWERCASE, but the assembler expected it to be in UPPERCASE... Could NOT
figure how John D. had gotten it working at all under such conditions.
Maybe he had case-insensitive I/O or something... :-)

>I've written a few hello world's,
>and a couple of XIO tests which all work fine on "the real hardware."

Cool!

>I purchased an 850 interface, which seems to work, so I'm going to
>start on my little project. It's probably not to hard to guess what
>my goal is... ;)

Er... I don't remember where this thread started, so can't guess. :-/

>I'm using some of the .obj libraries (like the XIO one) which I don't
>think we're written by Dunning, and while they work, that's the source
>I'm interested in.

Ah. I see. Yeah, those DID come from a prior product if I recall
correctly. I'm pretty sure John "said which," though, in that
ongoing conversation "when _I_ was pounding away on the SPARC;" I'll check
my archives and see if I can dredge up the package name. But I'm

constantly "on the hop" and have a lousy memory, so you'll want to KEEP REMINDING me... my e-mail address is all over this newsfeed lately...

>The heyday for a unix hosted cross-compiler for the Atari 8-bit is >probably long gone, but I started out on an old 800 and need some >closure.

Well said. :-)

Chris
cfchiesa@servtech.com

1706. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: Doug Wheeler <dwheeler@isd.net>
Message-ID: <6r22eb$t4k$1@blackice.winternet.com>
Source record: 60822

Graeme Fenwick <gfenwick@BYESPAMprimex.co.uk> wrote in message
35d40eb4.0@mercury.nildram.co.uk...
>Anyway, another game that had software speech was Mastertronic's 180 (darts
>game). For some reason the screen went blank when it did this, and when I
>came to write my own sample playing routine it didn't work until I did the
same
>thing. (Why?- this question was also asked in New Atari User a while
back..) I know it's
>possible to play samples with the screen on, since CodeMaster's Grand Prix
Simaulator
>does it (albeit fairly crudely).

The problem is that ANTIC steals cycles away from the CPU, leaving fewer for the CPU. Also, these cycles are not stolen evenly across/down the screen (i.e., instead of stealing every 8 cycles, for example, it steals more at the start of scan lines than the middle, also, it steals more on the first scan line of text than later lines). All of this is VERY difficult to keep track of and trying to get a consistent playback rate for digitized audio can be nearly impossible. As a result, many programs will disable ANTIC (the screen goes black), and may only work in certain graphics modes.

>BTW, the Atari 800 is sometimes quoted as having "8 bit sound" (ie 256
>*tones*), but in terms of volume levels (standard measurement), it only has
>four bits, which sort of limits the quality, although at low playback rates
>this shouldn't make such a difference.

With some extra work, you can use all four channels together at different levels to get 64 levels (not necessarily linear).

--Doug

1707. Re: ORDERING YOUR WORLD OF ATARI VIDEO

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: FVINAS <FVINAS@dsccc.com>
Message-ID: <35D491DF.72E00633@dsccc.com>
Source record: 60823
Cross-posted to: rec.games.video.atari,alt.atari.2600,alt.atari-jaguar,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,alt.emulators.classic-arcade,alt.games.video.classic,rec.games.video.classic

I just have access to e-mail and not the web. Is there any other way
to order the the tape.

F Vinas Jr.

Mark Santora wrote:
>
> It's never been easier. Go to the link and fill out ther form. It's
> that easy!
>
> http://home.earthlink.net/~santora/woav.htm
>
> Live from Las Vegas! For all those who can't make it to the largest
> classic video gaming show of the year, I present a 1.5 - 2 hour video
> from the show. All the speakers will be represented on the tape as will
>
> the dealer rooms, auctions, direct feeds from software, and more!
>
> Follow the link to learn more.
> http://home.earthlink.net/~santora/woav.htm
>
> --
> -Mark "Stingray" Santora
> http://home.earthlink.net/~santora

1708. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35e18578.6793632@news.demon.co.uk>
Source record: 60824

The other Day James Hague <jhague@dadgum.com> wrote:

>Gareth wrote:
>>If I remember correctly - it was many years ago - the
>>only game I ever came across on the Atari 8 bit to use
>>speech synthesis was Ghostbusters by Activision (disk
>>version.) Were there any others which used speech?
>
>Kennedy Approach
>Poker S.A.M.

Oh Tumblebugs :)

--
Paul..

"Bum, knob, arse, plop.."

Aha..I bet he posts in the UK PSX group!!!

www.dellos.demon.co.uk for the C64 gamefinding lists.

ICQ No: 105793

1709. Re: FS: Atari 800 and 810 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35D4EBE7.1F237C7E@sisna.com>
Source record: 60825

Shipping would be Sea Mail cheapest all arround. International Money Order is fine with all banks in the U.S. Do them all the time. Problem Singapore is in China. Before one sent even a 64k computer there they would have to check on the U.S. Imbargo on Techonology, There were 5 countries that I could not ship to but never had a request from China so am not absolutly sure without checking with U.S. Customs.

bob

1710. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <RzRNlGq.tandrews16@delphi.com>
Source record: 60826

James Hague <jhague@dadgum.com> writes:

>And maybe a bit of a stretch, but the flying phone in Alley Cat said
>"Hiya!"
>

Another stretch was in Castle Wolfenstein. The SS officers shout, "Ack Tung",
although it sounds more like a robot with a cold clearing his throat.

(Those of you who know German, go easy on me. I know absolutely nothing about
German spelling.)

TJ

1711. FS: original 8-bit disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: Frank Traut <save2600@ticon.net>
Message-ID: <6r2vrj$69j$1@news3.alpha.net>
Source record: 60827

Make an offer on *any* or *all* of this stuff,
no reasonable offer will be refused!

Atari 8-bit stuff for sale:

Hardware:

Atari 410 Program Recorder - $
Atari CX85 numeric keypad - $
Atari computer power supply - $
Sams Computer Facts 800XL Technical Service Manual - $

Original Software(loose unless noted):

Cosmic Tunnels disk - $
Dark Chambers boxed! - $6
Dos 2.5 disk - $
Paint boxed! - $
Raid Over Moscow disk - $
Realm of Impossibility disk - $
Reversal disk - $
Robotron cart(hand written label - prototype?) - $
SCXM Sector Copier disk brand new - $
Seven Cities of Gold disk - $
Shamus disk - $
Snake Byte disk - $
Spare Change disk - $
Space Eggs disk - $
Spy Hunter disk - $
Star Raiders II disk - $
Stickybear: ABC disk - $
Stickybear: Opposites disk - $
Summer Games disk - $
Super Boulderdash disk - $
Tail of Beta Lyrae disk - $
The Spy Strikes Back disk - $
Threshold disk - $
Tigers in the Snow disk - $
Track Attack disk - $
Wizzards Crown game and dungeon disks - $
Zork I disk - $
Zork II disk - $

E-mail me if interested!

-Frank

1712. Re: Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-14 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <903204732.23817.0.rover.d4ee0f47@news.demon.nl>
Source record: 60828

Hi,

Please send a list in this group of stuff you have...

I also want to pay the postage if there is some hardware I want to have....

Gtx,
Rene

E-mail: Rene@underground.demon.nl

christine eldridge heeft geschreven in bericht <35CD1C56.5BEE@escape.ca>...
>I have a closet full of 8-bit Atari hardware, software and publications.
>Is there a marketplace for it somewhere or should I just trash it?

1713. Atari 800 XL Spiel als *.Atr

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: Pascal Tesla <TNB@online-club.de>
Message-ID: <6r421bqkj1@clubserv.rp-online.de>
Source record: 60687
Cross-posted to: comp.sys.atari.8bit,t-netz.rechner.atari.8bit,z-netz.alt.rechner.atari.8bit,z-netz.rechner.atari.8-bit

Wer hat als *.Atr format das Spiel Zorro1, Zorro2 oder Bruce Lee.

Pascal Tesla.
PTNB.

1714. XE ROM

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: mast@berlin.snafu.de
Message-ID: <6r4ofekpo1@unlisys.unlisys.net>
Source record: 60688

Any got the 130 XE system rom ?

1715. atari hardware and software

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: Marten N Thieman <blackbug@adnc.com>
Message-ID: <35D5C2E1.5DB68C15@adnc.com>
Source record: 60689
Body handling: Binary attachment payload not displayed: vcard.vcf

Well gents & ladies I have 3 Atari 130's. 1 Atari 1200, 2 Atari
1050's, 2 Monitors, Loads of software, cables for TV hookups, Etc.. It
all works. I have atari 520St (modified to 1040) that bit the dust And
2 Working 1040st with software.

Best offer gets it.

M N Thieman

[One or more binary attachments are retained only in the source text.]

1716. Re: XE ROM

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <903212463.25586.0.rover.d4ee0f47@news.demon.nl>
Source record: 60690

130XE ROM ?

When it's broken then simply use the XL rom (Same as from XFORMER) but when you need the new version which counts/test the extra 64K banks I will take a look because I have it some where...

Gtx,
Sysop*TXG

E-mail: SysopTXG@underground.demon.nl
Marco S. heeft geschreven in bericht <6r4ofekpo1@unlisys.unlisys.net>...
>Any got the 130 XE system rom ?
>

1717. Looking for games

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: votava1@aol.com
Message-ID: <1998081520384100.QAA12869@ladder03.news.aol.com>
Source record: 60691

I've been looking everywhere for the following Atari 8-bit games:

Crystal Castles
Mr. Do!
Mr. Do's Castle
Wizard of Wor
Zaxxon

If you have these games or know where to find them, please let me know and I'll make you an offer for them.

Thanks,

Tom V. (Votava1@aol.com)

1718. FA: Modified Atari 400 with 'REAL KEYS'

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: steverd@cet.com
Message-ID: <steverd.2287.002F609E@cet.com>
Source record: 60692

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=25754641

Just placed this modified Atari 400 up for auction on ebay.
The touch keypad has been replaced with a REAL Keyboard.
ALL keys have been tested and working.
NO Reserve bid on this and starts at just $15.00

Please e-mail me with any questions

thanks
Steve

http://www.cet.com/~steverd/index.hmtl (Classic Video Game Page)
http://prowlers.net/stever (Updated Classic Cartridge page)
E-mail for COMPLETE Price/Trade list
steverd@cet.com

1719. FA: Atari 1050 with 21 Diskettes - TESTED, no reserve

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: steverd@cet.com
Message-ID: <steverd.2288.0044DDAA@cet.com>
Source record: 60693

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=25759662

Atari 1050 Disk drive -

This will include original BOX, Power Supply and I/O Cable
This Disk Drive has been Tested and worked during testing
Included will be 21 Diskettes, I'm including for 'FREE' Since
I didn't test all 21 disk, and don't know what's on some of them
Here's a sample of the diskettes:
MegaFonts II, Database managers, Grade book, the Color Accountant(3 disk)
Bobterm, Compute, microtax '82, Arkavoid, King of the Castle
Superdos 5.0, Copymate, Music Studio, Print'n Draw
4 in 1 Infocom sampler, and MORE!!!!!!

Please e-mail me any questions
Steve

http://www.cet.com/~steverd/index.hmtl (Classic Video Game Page)
http://prowlers.net/stever (Updated Classic Cartridge page)
E-mail for COMPLETE Price/Trade list
steverd@cet.com

1720. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: Nick Chionilos <CHIONILOS@Megahits.com>
Message-ID: <35D65604.5636A1C@Megahits.com>
Source record: 60694

I seem to recall that the Game BERZERK for the Atari 8-bits used to talk, and there
was also an entertaining utility called "S.A.M" or Software Automated Mouth, that contained
libraries of machine language routines which would supposedly allow you to add speach
to your own programs. I remember the accent was kinda thick, and you had to type
the speach phonetically, but it did chatter up a storm!
-Nick

Gareth wrote:

> If I remember correctly - it was many years ago - the only game I ever came
> across on the Atari 8 bit to use speech synthesis was Ghostbusters by
> Activision (disk version.) Were there any others which used speech? Was
> there a reason why the Atari 8 bits used less speech than the C64 and even
> the ZX Spectrum in games? I assume it was a limitation of hardware sound
> capabilities.
>
> Gareth.
> --
> (Please remove _ to reply.)
> ICQ: 16909602.

1721. Re: Best Terminal Program for an 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: nunayur@bidness.com
Message-ID: <6r2n65$2f4_002@ambrosia.flash.net>
Source record: 60829

In article <19980701021214400.WAA11382@ladder01.news.aol.com>, pbjurman@aol.com (PBjurman) wrote:
>I need a good terminal program for an Atari 800xl that supports VT-100 (maybe
>ANSI too?). I have an Atari 1050 disk drive so if someone could send me a disk
>with a good terminal program(s) on it, I'd be happy to pay for shipping plus a
>few $$ for your time. If you have a terminal program that fits the above
>description, let me know!

The best 8-bit term, hands down was/is BobTerm. I think 2.32 was the last release. (It's been a while). It supports VT52, not 100, but it is the best 8-bit term there is.

Oh, and you're using the MPP 100C modem? As long as you have the drivers, BobTerm can handle it. In fact, it can load them seperately.

There is an 80column VT100 term I used called VT10^2. Look around for it. Nice, but a tad slow, but fine for your modem.

-*- Tom -*-

1722. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: atari.stuff@ehrich.com
Message-ID: <AS5B1.543$s35.1489598@news3.voicenet.com>
Source record: 60830

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists for the PC, Amiga, Vic20 C64, TI, COCO
Video Games, Music CD's, Books on Tape, Computer Courses,
and the latest Atari list.

Atari HW & Software Items for Sale
Plus Shipping - PrePaid Only

Atari power supply for 1050 drive..... $12
Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 1020 Printer..... $10
Atari 410 Program Recorder (tape deck) $10
Cables for Atari etc from Chelco (6) ..... $ 4 each
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (4)..... $ 8 each
Paddles (2 sets)..... $12 each set
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50

Diskette Software for Atari Computers
$3.95 each (6 for $18)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
DeBug by Childware
Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes

MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
Reading Skills
Sesame Str Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spnker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

Diskette Software for Atari Computers
$2.50 each (5 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Astro Grover
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Lode Runner
Lucas Films Ballblazer
Match Up
Master of Lamps
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell

Moon Shuttle
My First Alphabet
On Track Racing
Paint Master Diskette
Print Shop
Sea Bandit
Shape Up
Sky Blazer from Broderbund
Spy vs Spy
Summer Games -
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore

Antic Diskettes from Atari
$1.95 each (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 CompAdv Star Raiders Cartridge w/box
Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box

Atari Artist
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)
Sky Writer

Tape Software for Atari Computers
$2.95 each (4 for $9)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
Gulp!!
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing

Atari Books $4.95 each (5 for $19)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

1723. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <CP7B1.581$QT4.2573757@newbabylon.rs.itd.umich.edu>
Source record: 60831
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 538 Aug 12 14:28 ./8bit/incoming/Emulator.blurb
-rw-r--r-- kendric 530394 Aug 12 14:28 ./8bit/incoming/Emulator.zip
-rw-r--r-- kendric 32818 Aug 12 14:28 ./8bit/incoming/copygard.txt
-rw-r--r-- kendric 291 Aug 12 14:28 ./8bit/incoming/dcm2atr.blurb
-rw-r--r-- kendric 32287 Aug 12 14:28 ./8bit/incoming/dcm2atr.zip
-rw-r--r-- kendric 195 Aug 12 14:28 ./8bit/incoming/envision_pc.blurb
-rw-r--r-- kendric 187318 Aug 12 14:28 ./8bit/incoming/envision_pc.tar.gz
-rw-r--r-- kendric 682 Aug 12 14:28 ./8bit/incoming/top9604a.blurb
-rw-r--r-- kendric 1487 Aug 12 14:28 ./8bit/incoming/ramd10.blurb
-rw-r--r-- kendric 53606 Aug 12 14:28 ./8bit/incoming/ramdrv10.arc
-rw-r--r-- kendric 146 Aug 12 14:28 ./8bit/incoming/top9604b.blurb
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

1724. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdc828$7cdac100$a9374382@vidar>
Source record: 60832

Me neither, but I think it's ACHTUNG. Beware or something I think or be on alert!

Thomas J. Andrews <tandrews16@delphi.com> wrote in article <RzRNlGq.tandrews16@delphi.com>...
> James Hague <jhague@dadgum.com> writes:
>
> >And maybe a bit of a stretch, but the flying phone in Alley Cat said
> >"Hiya!"
> >
>
> Another stretch was in Castle Wolfenstein. The SS officers shout, "Ack Tung",
> although it sounds more like a robot with a cold clearing his throat.
>
> (Those of you who know German, go easy on me. I know absolutely nothing about
> German spelling.)
>
> TJ
>

1725. Re: FS: Atari 800 and 810 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: Rohan Langley <rohan@spamout.pacific.net.sg>
Message-ID: <6r3mu2$7fm$1@newton2.pacific.net.sg>
Source record: 60833

C'mon! Check your geography again!

Rohan

Singapore, a heavily US allied small dot in
South East Asia!

BobKlaas wrote in message <35D4EBE7.1F237C7E@sisna.com>...
>Shipping would be Sea Mail cheapest all arround. International Money
>Order is fine with all banks in the U.S. Do them all the time. Problem
>Singapore is in China. Before one sent even a 64k computer there they
>would have to check on the U.S. Imbargo on Techonology, There were 5
>countries that I could not ship to but never had a request from China so
>am not absolutly sure without checking with U.S. Customs.
>
>bob

1726. Re: FS: Atari 800 and 810 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998081511175400.HAA19662@ladder03.news.aol.com>
Source record: 60834

Mr. Bob Klaas, is this a joke?
Did you smoke too much?

Bertrand M. (LEXX)

1727. Re: Low level format w/MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998081511521101.HAA21005@ladder03.news.aol.com>
Source record: 60835

Bob-

>Are you advocating a PBI IDE device? Basically, an MIOII? Is there a
>market for such?

A tough question to answer. The MIO was
(in my opinion) a wonderful device. They
did have some reliability problems. The Black Box is also a fine product, an
"updated MIO" but without the ram disk (and I loved the MIO stand-alone ram
disk). But then
you add the Floppy Board to the equation -
maybe, because Floppy Boards are not
available (unless CSS has started production
recently). So, the question is really, I think,
does the Atari market need an MIO II and the
Black Box. If the MIO II is a IDE interface,
and thats all, and it's inexpensive (say less than
$80 or so), then there might be a market. If it
is really an Multi-I/O device, then it would
have to be full-featured, and there would
probably be a smaller, but probably higher
margin market.

The Atari needs:
Hard drives (got that)
Removables (got that)
Fast Floppies (not so important if using removables, but got that,
maybe)
External or easy internal memory upgrades.
Good 80 column (Almost had that with MIO,
and someone we know of and truly
admire is rumored to have one again.
A 16 bit upgrade (had that, and maybe again.)
Good VGA-class video (for 50+ year old eyes, and this may exist
today)
Accelerator (at least for text mode)
CD Rom support for Hard Drive (supposedly
exists for one of the European IDE's?)
I would buy/support a lot of this stuff in a
heartbeat - if I knew it was available and worked.
Larry

1728. Atari 800XL auf Pc kopieren

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-15 00:00:00 UTC
From: Pascal Tesla <TNB@online-club.de>
Message-ID: <6r421eqkj2@clubserv.rp-online.de>
Source record: 60836

Wer kann mir ein Schaltplan f&#65533;r das Interface geben damit ich von Alten
Atari 800 XL kasseten spiele auf den PC zum *.atr format kopieren kann
mailen? Und ein Programm dazu wenns geht wenn nicht dann nur den Schaltplan.
Danke.

```
Pascal Tesla.
PTNB.
```

1729. 850 driver locates at???

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-16 00:00:00 UTC
From: chrisw@srv1.thelanlab.com
Message-ID: <35d623a4.225534963@news.alterdial.uu.net>
Source record: 60695

I disassembled the AUTORUN.SYS which loads the 850 driver into memory and got it running from inside the C program I'm working on, but I'm wondering where the driver is actually getting loaded in memory. I've set the base for my app to $3800, and I don't seem to have any conflicts, but I'd like to move it back down around $2000 which I think is the default origin for the C compiler I'm using. (CC65). Obviously I'd like to avoid getting stepped on when the 850 handler gets loaded in. I need to break down and buy the 850 techincal reference manual I suppose, but I think it's going for about the same price as I paid for the 850 itself!

regards,
chris

chrisw@srv1.thelanlab.com

1730. page updated

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-16 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <35d63168.47535320@news.wwa.com>
Source record: 60696

I updated my page a bit. There is some of the 850 manual there. I will get around to finishing it sooner than later I hope..

By the way, I worked on OCR'ing some of De Re Atari a couple of months back, and somebody else even posted a couple of chapters. I seem to have lost mine, if anybody has them please post or email them to me so that I can finish it and put it on my page er something.

Eric
http://miso.wwa.com/~ericcron/atari8.htm
ericcron@wwa.com

1731. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-16 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10401d695adbefe19896a6@news.midwest.net>
Source record: 60697

Oops.. didn't see the earlier posts where Whomper Stomper was already
mentioned! :)

--
Ron
rlaski@midwest.net

1732. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-16 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10401c639acadd669896a5@news.midwest.net>
Source record: 60698

In article <01bdc828$7cdac100$a9374382@vidar>, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> says...
> Me neither, but I think it's ACHTUNG. Beware or something I think or be on
> alert!
>
> Thomas J. Andrews <tandrews16@delphi.com> wrote in article
> <RzRNlGq.tandrews16@delphi.com>...
> > James Hague <jhague@dadgum.com> writes:
> >
> > >And maybe a bit of a stretch, but the flying phone in Alley Cat said
> > >"Hiya!"
> > >
> >
> > Another stretch was in Castle Wolfenstein. The SS officers shout, "Ack
> Tung",
> > although it sounds more like a robot with a cold clearing his throat.
> >
> > (Those of you who know German, go easy on me. I know absolutely nothing
> about
> > German spelling.)
> >
> > TJ
> >
>
Also, Whomper Stomper says in the intro "Welcome to Whomper Stomper" (i
also assume that digitized samples are a 'go' for this thread..)
and, in Castle Wolfenstein, not only was Acktung! said, but,
Schweinhundt! Komerade! and a couple of others i can't remember... (i
don't spell German either) :)
3rd: a friend of mine bought Ghostbusters and i don't remember it
talking..(i'd have to check, i cracked his original and still have a copy
somewhere) but, my out-n-out pirated version DOES speak not only at the
beginning, but everytime you hit the space bar during the intro song...

--
Ron
rlaski@midwest.net

1733. Re: Low level format w/MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-16 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10401e7c6af4dc59896a7@news.midwest.net>
Source record: 60699

In article <1998081511521101.HAA21005@ladder03.news.aol.com>,
lwhite6497@aol.com says...
> Bob-
>
> >Are you advocating a PBI IDE device? Basically, an MIOII? Is there a
> >market for such?
>
> A tough question to answer. The MIO was
> (in my opinion) a wonderful device. They
> did have some reliability problems. The Black Box is also a fine product, an
> "updated MIO" but without the ram disk (and I loved the MIO stand-alone ram
> disk). But then
> you add the Floppy Board to the equation -
> maybe, because Floppy Boards are not
> available (unless CSS has started production
> recently). So, the question is really, I think,
> does the Atari market need an MIO II and the
> Black Box. If the MIO II is a IDE interface,
> and thats all, and it's inexpensive (say less than
> $80 or so), then there might be a market. If it
> is really an Multi-I/O device, then it would
> have to be full-featured, and there would
> probably be a smaller, but probably higher
> margin market.
>
> The Atari needs:
> Hard drives (got that)
> Removables (got that)
> Fast Floppies (not so important if using removables, but got that,
> maybe)
> External or easy internal memory upgrades.
> Good 80 column (Almost had that with MIO,
> and someone we know of and truly
> admire is rumored to have one again.
> A 16 bit upgrade (had that, and maybe again.)
> Good VGA-class video (for 50+ year old eyes, and this may exist
> today)
> Accelerator (at least for text mode)
> CD Rom support for Hard Drive (supposedly
> exists for one of the European IDE's?)
> I would buy/support a lot of this stuff in a
> heartbeat - if I knew it was available and worked.
> Larry
>

Ok, I've heard people ask how to hook up a SCSI Zip drive to a black box,
and i'm hearing people say indirectly that it works.... What I haven't
heard yet is... HOW DO I GET THE DARNED THING TO WORK? :)

--
Ron "Who listens w/ his eyes!" :)
rlaski@midwest.net

1734. FT: Atari 8-bit Infocom games in MINT condition!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-16 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <6r65du$k3h$1@mark.ucdavis.edu>
Source record: 60700
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

I have the following Atari 8-bit Infocom disk games available for trade.
These are all in MINT condition, containing ALL of the contents and extras
to all of these games in MINT condition! All the boxes are mint/excellent
condition - only Hollywood Hijinx has a very slight bend in the front box
cover. All these games require at least 48K of RAM.

Ballyhoo
Cutthroats
Deadline
Hitchhiker's Guide to the Galaxy, The
Hollywood Hijinx
Infidel
Leather Goddess of Phobos
Lurking Horror, The
Moonmist
Planetfall
Plundered Hearts
Starcross
Stationfall
Suspect
Suspended
Zork III (Zork I, II & III)

I'm only looking for 2600/8-bit cartridges I don't have -
my have list is at: www.pribish.com/atari.html

Thanks, Reinhard

Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com
Graphic and Web Site Designer | "Art as expression - Not as market
Atari 2600 Game Cart Collector | campaigns - Will still capture our
Drummer for Missile Command | imaginations" - Neil Peart

1735. Re: Looking for GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-16 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yiujshl35.fsf@co.umist.ac.uk>
Source record: 60701

Itay <itayc@hotspam.com> writes:

> Jindra Kubec wrote:
>
> > Hello!
> >
> > I'm looking for these games:
> >
> [... a zillion game titles deleted..]
>
> Umm.. These aren't 8-bit games. The vast majority, anyway. Dream on..

I recognise some of those games (and even wrote one of them). A lot
of those titles look like being of European origin. As to where they
can be found, if they're not on one of the archive sites, then *shrug*

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

1736. Atari XC12 Program Recorder FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-16 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6r751bksd1@mohawk.hwcn.org>
Source record: 60702

I have a new in the box, Atari XC12 Program recorder I picked up at ABBUC JHV 97 as a curiosity. However, I have decided that I no longer want to keep it around. It has never been used, and is assumed to work. I am asking $20 US funds plus shipping.

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

1737. Sound Capabilities

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-16 00:00:00 UTC
From: Brian Whitman <bwhitman@wpi.edu>
Message-ID: <Pine.OSF.3.96.980816174508.8434M-100000@wpi.WPI.EDU>
Source record: 60703

Looking for info or a web that describes the sound chip in the 8-bits
pretty well. I know we've got 4 voices accessible through the SOUND
command in basic, but are there registers I can poke (a la C64) to
accomplish the same effect? What kind of waveforms do we get?

Any info would be greatly appreciated. Thank you all!

-brian

Brian Whitman - bwhitman@wpi.edu
http://www.netspace.org/users/bwhitman
"..."

1738. Re: Fair Pricing Index for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-16 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <6r7k44$s4m$1@supernews.com>
Source record: 60704

Hello. After reading this post, I thought I could provide some information that might help the original poster, as well as perhaps others.
First, eBay prices fluctuate on the very same item and the exact same set-up is often not offered, therefore making your calculated average price being based on too many variables. I would suggest you check out other auction sites and attempt to find old posts from this newsgroup in www.dejanews.com. I buy and sell old computers myself and have read various newsgroups for over 1.5 years and try to keep in mind a fair value on items. I usually ask $15 - $20 for basic set-ups on non-rare platforms such as the Atari 400, Commodore 64, Texas Instruments TI-99/4A, Tandy CoCo, and Apple IIe. For example, I am currently negotiating a deal with someone who is to buy an Atari 65XE and power supply for $15 and an Atari 400 without power supply for $10. Items such as RF converters, manuals, cartridges or disks, disk drives, tape drives, etc. will of course add to the total price. Some items are harder to find than others and the prices people have paid pretty much reflect that. Some people are able to luck up and find package deals at yard sales and thrift stores that do not reflect what the items usually sell for. Also, please consider whether sale prices are from dealer to dealer, dealer to user, user to dealer, user to user, or other.

Thank you,
Jason Whorton (clicking on plain text instead of rich text)

peter <71farago@extra.net> wrote in message <35D611AB.68212762@extra.net>...
In an attempt to compute fair purchase prices for Atari 800 computers, I have collected the following from 3 months worth of auction sales at ebay. Here are the results. If anyone has a better notion of how I might come up with a better index please let me know. I would like to start collecting and need to compute fair prices.
I believe that a regular audit of sales would produce the most legitimate index but ebay is the only market I have found. Will report on what I find at the Atari Show in Las Vegas soon.

Best

Peter Farago
peter@farago.com

Atari 800 Home Computer $13.25
Atari 800 Home Computer & BASIC Cartridge $22.50
Atari 800 computer w/carts $50.75
Atari 800 Computer $25.10
Atari 800 Computer, 810 disk drive + extras! $25.00
Original Atari 800 computer $11.50
Original Atari 800 computer $10.50
Atari 800 w/48K RAM in ORIGINAL BOX! $60.00

Atari 800 Computer w/Data Recorder $61.00
Total
$279.60
Average
$31.07

1739. Re: Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-16 00:00:00 UTC
From: christine eldridge <eldridge@escape.ca>
Message-ID: <35D761D0.14AC@escape.ca>
Source record: 60705

christine eldridge wrote:
>
> I have a closet full of 8-bit Atari hardware, software and publications.
> Is there a marketplace for it somewhere or should I just trash it?

Some have suggested an auction on this site. Is that acceptable
practice?
Fred and Chris Eldridge

1740. Autoduelling

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <6r7tc5$s26$1@nnrp1.dejanews.com>
Source record: 60706

So, I've tried to get my autoduel images to run on real atari hardware (1200XL, 800XL, and 130XE) using APE and also using real disks with no luck. Everytime I choose to practice in the arena, the game accesses the disk and freezes. I am guessing that the images in the archive are corrupted? I gave up my originals quite a while ago and would really like to play this again. Please let me know if you have had similar problems or if you managed to get it to work. Thanks -Dan

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1741. Re: Autoduelling

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: Nick Chionilos <CHIONILOS@Megahits.com>
Message-ID: <35D7C470.B39DEC2@Megahits.com>
Source record: 60707

I've had exactly the same trouble trying to run with AtariWin 2.3 (and earlier versions) and yet people tell me its working. Can anyone give the address of a KNOWN working ATR set for Autoduel? I would love to get this guy working again too!

-Nick

danver@halcyon.com wrote:

> So, I've tried to get my autoduel images to run on real atari hardware
> (1200XL, 800XL, and 130XE) using APE and also using real disks with no luck.
> Everytime I choose to practice in the arena, the game accesses the disk and
> freezes. I am guessing that the images in the archive are corrupted? I gave
> up my originals quite a while ago and would really like to play this again.
> Please let me know if you have had similar problems or if you managed to get
> it to work. Thanks -Dan
>
> ------== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1742. Definitive Known Software Lists (cartridge and CD) [08/17/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <35de1355.1356534@nntp.ix.netcom.com>
Source record: 60708

The Video Game Advantage Definitive Known Software List Collection

If you are looking for the most complete, detailed software lists available you have found them. And the best part is that they are all in a standardized format, so you can change system files without having to learn a new style or format! Currently 32 of the 40 planned files are on-line (2600, Intellivision, NES, Odyssey2, Sega CD, SMS, SNES, and TG-16 all still need some work, and will be on-line as soon as possible).

32 bit and 64 bit video game systems:

3DO REAL Interactive Multiplayer
Amiga (?Commodore?) CD32
Atari Jaguar / Jaguar CD
Nintendo 64
Nintendo Virtual Boy
Sega 32X
Sega Saturn
Sony Playstation
Tiger Game.Com

16 bit video game systems:

Philips CD-i
Sega CD
Sega Genesis
SNK Neo Geo / Neo Geo CD
Super Nintendo

8 bit video game systems:

Atari Lynx
Nintendo Entertainment System (NES)
Nintendo Game Boy
Sega Game Gear
Sega Master System (SMS)
Turbographx-16, CD, & Duo

Classic video game systems:

Atari 2600
Atari 5200
Atari 7800
Bally Astrocade
Colecovision
Emerson Arcadia 2001

Fairchild Channel F
GCE Vectrex
Magnavox Odyssey2
Mattel Intellivision
Milton Bradley Microvision
RCA Studio II

Classic computers:

Atari 8-bit computers
Coleco Adam computer -- see Colecovision
Commodore 64 / 128 computers
Commodore Vic-20 computer
IBM PC Jr. computer
Mattel Aquarius computer
Radio Shack Color Computer
Texas Instruments TI 99/4A Computer
Tomy Tutor 16-Bit Graphic Computer

*****

If this is of interest to you, the URL is:
http://www.io.com/~vga2000/

and the link is in the "Collectors Corner" section.

And before anyone else asks; if the game isn't on one of my FS/T
lists, it isn't FS/T :)

Michael

P.S. My old e-mail accounts all still work, but I'd prefer it if
people would begin to use the *new* account. Thank you!

NOTE: If rec.game.video.classic holds true to form someone
will follow up my announcement with lies and/or attacks. I left
that newsgroup approximately 2 years ago, and except for 2 days
in August 1997, I haven't read or posted there since (unless it was
to cross-post an occasional web site addition announcement or,
when I still did so, to occasionally cross-post four -- not 6 -- FS/T
lists).

However, I still receive e-mail from people who tell me that some
there are STILL talking about me. Very touching, now grow up!

For the record, I will continue to cross-post these types of
announcements there because the vast majority of the people
on RGVC probably enjoy video game related activities more
than the RGVC tradition of seeing how far you can stick the
"verbal knives" into someone.

If you are tired of wading through the lies and attacks here on
Usenet, and you would like to know my real position (on anything),
as opposed to what some with tell you is my position, then you

should either pay attention to what I say (or have said), or you
can ask me. I'll be happy to detail my TRUE position for you. :)

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1743. Re: Sound Capabilities

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35D82021.2A386C41@ix.netcom.com>
Source record: 60709

Brian Whitman wrote:
>
> Looking for info or a web that describes the sound chip in the 8-bits
> pretty well. I know we've got 4 voices accessible through the SOUND
> command in basic, but are there registers I can poke (a la C64) to
> accomplish the same effect? What kind of waveforms do we get?
>
> Any info would be greatly appreciated. Thank you all!
>
> -brian
>
> Brian Whitman - bwhitman@wpi.edu
> http://www.netspace.org/users/bwhitman
> "..."

Brian,
Yes and no. Yes there are memory locations. No in that the C64 uses the
SID and the Atari uses simple clock division to pick the frequency and a
noise masking technique for other sound effects.
The memory locations are:
Audio Control 53760-53767 bits: 7 6 5 4 3 2 1 0
53760=audc1 Distortion Volume Volume
53761=audf1 (noise) only level
53762=audc2 0 0 0 0 0 0 0 0 lowest
53763=audf2 0 0 1 0 0 0 1
53764=audc3 etc. to:
53765=audf3 1 1 1 1 1 1 1 1 higest
53766=audc4 (forced
53767=audf4 output)

Bits: 7 6 5 distortion
0 0 0 five bit, then 17 bit, polys
0 0 1 five bit poly only
0 1 0 five bit, then 4 bit, polys
0 1 1 five bit poly only
1 0 0 17 bit poly only
1 0 1 no poly counters (pure tone)
1 1 0 four bit poly only
1 1 1 no poly counters (pure tone)

Audio Control 53768 7 makes the 17 bit poly counter into 9-bit poly
6 Clock channel one with 1.79MHz
5 Clock channel three with 1.79MHz
4 Join channels two and one (16 bit sound)
3 Join channels four and three (16 bit sound)

2 Insert high pass filter into channel one, clocked by channel two
1 Insert high pass filter into channel two, clocked by channel four
0 Switch main clock to base from 64KHz to 15KHz

beeps 64,65 64 counter for tape beeps during the OPEN command
65 I/O Disk beep. 0 turns off >0 turns on

buzz 61530 CLOAD beep in cassette handler

keyboard speaker 53279 Used to control the tone of the console
speaker click/buzz
(400/800)
margins 63

Hope this helps. For full details see "Mapping the Atari" by Ian
Chadwick (Compute Books ISBN 0-87455-004-1). Also see the Atari hardware
manuals, Atari's De Re Atari book and may others.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1744. Re: FS: Atari 800 and 810 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35D85963.D38D17CE@sisna.com>
Source record: 60710

Yes it was a Joke reply, an no I didn't somoke anything!...Nice to see
the responses though it did change the subject a little?

bob

1745. Re: Fair Pricing Index for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35D85AB1.A42EFDFF@sisna.com>
Source record: 60711

Does the price list you posted include shipping?

bob

1746. Need Help with SIO2PC, Atari800win, ATR!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: Kevin A Haley <khaley@mich.com>
Message-ID: <Pine.LNX.4.00.9808171231230.10337-100000@zelgadis.mich.com>
Source record: 60712

I recently downloaded the Atari800Win Emulator for my PC, it works great! In fact, I was so impressed that a friend and I built an SIO2PC cable to transfer my software and programs from the Atari to the PC.

HOWEVER, I have several questions and problems, and I'm hoping some Atari folk out here can resolve these issues.

1. As I understand it, the ATR disk image is a read-only disk image format, due to the fact that it is not in a valid Atari disk format. Hence, any disk write operation within an Atari emulator, be it from DOS or BASIC, will fail. This has been the case for me, as I get an error 160 or error 165.

Unfortunately, this renders much software useless from within an emulator. Anything that writes to disk (such as an RPG game, word processor, etc) isn't going to work in an emulator. Further, the possibility of actually saving anything from within an emulator is unlikely.

I've seen people talk about playing Seven Cities of Gold within an emulator, but it's not working for me. How do you create a world disk when it can't even write to the disk image? How do you select a writeable disk?

Are these assumptions correct? From my experience, this is what is happening. If anyone knows a way around this, I would appreciate the info.

2. A friend and I built the SIO2PC cable and hooked it up. It works quite well, the Atari can see the disk image on the PC, files can be copied from the PC to the Atari... BUT not from the Atari to the PC!

The SIO2PC instructions say that once the software is running on the PC side, you can format a new disk image and start copying files from the Atari to the PC. I have the software running on the PC side, I create a new disk image, setting it as Drive #2. Then, from the Atari DOS, I format drive #2. Works perfectly, formats the PC image successfully.

So now I have D1:, an Atari disk drive, and D2: the PC disk image which has just been formatted by the Atari, which can see both.

So I try to copy a file from D1: to D2: using the DOS Copy command. Error 160 or 165 again! Files simply cannot be copied from the Atari drive to the PC using MyDOS 4.5 or

Atari DOS 2.5 without the operation failing.

What is going on? Why can the Atari format a disk image on the PC but cannot even copy a file to the same disk image? I must be missing something, as I thought the whole point of this was to be able to copy files from the Atari to the PC.

Any assistance with this would be greatly appreciated.

TIA,
Kevin

1747. Sweet 16 Atari FA

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6r9h5u$ei1$1@mohawk.hwcn.org>
Source record: 60713

I have a Sweet 16 computer I have decided to sell by auction......

I would sell it separately, but it is currently installed and working in an upgraded 800xl (256k).....

When I installed the Sweet 16, I broke the bottom part of one of the feet of the chip....it looks like this...

```
[ ]
[ ]
[ ]
-----
[
[
[
```

I dont know what this type of socket is called, but they are circular.....and the bottom part of the chip foot fits into a hole on the socket......forutunately, when the entire Sweet 16 is plugged into these circular sockets, the foot with the broken bottom makes contact with the top part of the socket and works......I was considering soldering the connection, but I thought I would leave well enough alone.....

So, it would probably be best just to leave it in and as is........

I am looking for a minimum bid of $100 US funds plus shipping for the Atari 800XL with 256k and Sweet 16 installed.....it is an NTSC machine.

One other caveat.....this Sweet 16 upgraded computer stopped working with my Black Box with FLOPPY BOARD when it was installed.....it still however, works with a Black Box.....however, it would not when I had the FB on it.....I had three black Boxes at one time, and did some testing......and it WOULD work with only a Black Box.....your mileage may vary.....

So, if there is interest, I am willing to take public bids in this newsgroup.....highest bidder which meets the 100 dollar US minimum wins.....simple....please dont bid if you are not going to send the money...

Also....I live in Canada....please take that into consideration with regards to shipping....shipping and insurance are extra....
Payment is by INTERNATIONAL money order ONLY.....for those in the USA, this is easy.....just go to the post office and ask for an "International Postal Money Order".....you will notice the domestic money orders say that they can only be cashed in the USA.....they are no good in Canada....

Anyhow, if you have any questions, please feel free to ask...

Willy

1748. QUESTRON!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: "Jeffrey T. Mason" <jmason@nauticom.net>
Message-ID: <35d87b48.0@news.nauticom.net>
Source record: 60714

I was the first on the block to have a computer...it was 1984, and it was an Atari 800XL. I had the keyboard (with cartridge port), disk drive, and printer. This machine is still existant in my father's attic...I have no idea if it even functions anymore!

There is a game that I would KILL to find again...since I lost it sometime in the late 80's. QUESTRON was an adventure game, with questionable graphics...but for the time...incredible stuff. It was interactive...combining a location map, casinos, jails, battles, etc... It was on 2 double-sided floppys.

If anyone knows where I can find this game, I would be grateful. And obviously, I'd like to know if it was ever made for a PC.

Thanks!

- MASON
Nights, B94/Pittsburgh

1749. FS: WARGAME CONSTRUCTION $10

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: markreed@ptd.net
Message-ID: <Gk%B1.528$ua4.1757372@nnrp2.ptd.net>
Source record: 60715

I have one copy (5.25 disk) in original box with manual of Strategic Simulations, Inc. "Wargame Construction Set". 48K req. Also includes Scenario disk. For sale only $10.00 plud 3.00 shipping. If interested, contact me at : markreed@postoffice.ptd.net
Thank you, Mark.

1750. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: Rick <rickajho@+_|_|_|+banet.net>
Message-ID: <35d88a07.0@news3.ibm.net>
Source record: 60716
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Darren Spiteri wrote:
>
> On Mon, 10 Aug 1998 13:01:01 GMT, Michael J. Novak Jr. wrote:
> > The Video Game Advantage Definitive Known Software List Collection
> <snip>
>
> Even though I stuck up for VGA in an earlier flame, does anybody agree that
> this particular posting is beginning to resemble SPAM?
> --
> +-___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
> : / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
> |:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
> `(____/|_|><|_||_|><><__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'

Well considering it's being cross posted to multiple groups (7 on my
server) and it's from a commercial site then I guess it qualifies as
SPAM.

I don't know why he states that 'Less than 1% of this web site is
devoted to actual "commercial" content' since that seems to be the major
point of it - stuff is for sale.

Rick
--
My e-mail address may be SPAM blocked!
To send me mail remove the plus ++ signs
and anything between them from my e-mail
address.

1751. Re: Low level format w/MI

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <903389073@stackbbs.xs4all.nl>
Source record: 60717

-=> Quoting Rlaski@midwest.net to All <=-

Rl> Ok, I've heard people ask how to hook up a SCSI Zip drive to a black
Rl> box, and i'm hearing people say indirectly that it works.... What I
Rl> haven't heard yet is... HOW DO I GET THE DARNED THING TO WORK? :)

Maybe you should ask this question with the right subject header.
I know someone who succeeded in connecting a ZIP drive to his BB.
His name is Mathy van Nisselroy.

Bo.
___ Blue Wave/386 v2.30

1752. Re: Speech synthesis on A

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <903389074@stackbbs.xs4all.nl>
Source record: 60718

-=> Quoting Cfchiesa@cyber1.servtech. to All <=-

Cf> Now that you mention Alley Cat, I've always been really impressed with
Cf> the "cat" and "dog" sounds in that game because, to my ear, rather than
Cf> being SAMPLES of "real" cat/dog sounds, they seem to be
Cf> cleverly-composed sequences of simpler "tones." I have great
Cf> admiration for whoever worked out these sequences, 'cause *I* can't
Cf> even produce a realistic "bird chirp" that way, let alone "cats meow,"
Cf> "dog/cat fight," etc.! :-) Anybody know more detail about HOW it was
Cf> done in Alley Cat?

The "meow" in this game stunned me! That's for sure.
It sounded "real" to me anyway. And I love cats...
hmmm, that's maybe one of the reasons this game is one of my favourites.

Bo.
___ Blue Wave/386 v2.30

1753. Re: Need Help with SIO2PC, Atari800win, ATR!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: Peter Prevos <pprevos@tip.nl>
Message-ID: <6ra6qq$k63$1@news.worldonline.nl>
Source record: 60719

>an error 160 or error 165.
Error 160 means that a wrong drive number is specified, 165 means that the
file name spec. has illegal characters. Nothing to do with write protection
I think (error 144).
All works fine for me with the same approach you described. Make sure the
ATR is loaded in the right bay in the emulator.

Peter

1754. Atari 8 stuff & junk - you pick up, you get :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: x@x.x
Message-ID: <MPG.104298bff094947d989680@news>
Source record: 60720

There are only 3 games that I like enough to keep an Atari around:
Star Raiders, Mule, and Seven Cities of Gold.
Since I haven't really played any of these in 4+ years, and since
my wife would truly appreciate if I got rid of all the clutter in
the basement, I'm giving away my remaining Atari eq to anyone who
wants it and can pick it up within a week.
I'm not shipping this stuff (well, ok, maybe to one or two
of the people I remember from the 8bit scene, and even then they'd
have to pay for the shipping).
What I have left: various joysticks, paddles, etc mostly
working. 2 800's in good shape (should be working). Some extra
800 memory modules. One of the 800's has a 32k ram card in it.
Some atari chips and a bunch of 256k drams. About 20 cartridges,
including an rtime-8, basic xl, and basic XE I think. Several
disk drives (1050, indus, 2xXF551) with some mods on them.
(The indus is dead - power problems, I'm not sure about the others.)
A bunch of diskettes of games. Lots of documentation (I think I
have copies or originals of schematics of all the Atari's that
were widely sold), a bunch of books, some original Atari-internal
800 documentation on the CTIA and POKEY chip. A bunch of Atari
related magazines (Antic, Analog, etc). And whatever else
I happen to have lying around.

If someone wants the stuff and can pick it up in the
Torrington, CT, USA (grin) area, email me. This is essentially
first come first serve, but I want to get rid of all of the stuff
in one shot - there will be no picking through the stuff to get
the goodies. :)
If we've ever spoken/emailed before and you're really dying
to have all this stuff, I'm willing to mail it but the mailing costs
would probably be over $100.

(For those curious as to who I am, my main claim to fame is
the docs for adding a 2nd PIA, and my second claim to fame is to
never having bought or owned any ST-related piece of equipment
on the justification that I couldn't stand Commodore crap before
Tramiel bought Atari so I wasn't going to put up with it afterwards. :)

L8r,
Charles Hughes (once ordania-dm@cup.portal.com)

1755. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: x@x.x
Message-ID: <MPG.10429b40d0f4d36b989681@news>
Source record: 60721

In article <35d40eb4.0@mercury.nildram.co.uk>, gfenwick@BYESPAMprimex.co.uk says...
> Anyway, another game that had software speech was Mastertronic's 180 (darts
> game). For some reason the screen went blank when it did this, and when I
> came to write my own sample playing routine it didn't work until I did
> the same thing. (Why?- this question was also asked in New Atari User a
> while back..) I know it's possible
> to play samples with the screen on, since CodeMaster's Grand Prix Simaulator
> does it (albeit fairly crudely).

Long ago, in a far away galaxy...grin...It's been a while, can you tell?

Anyway, the reason the Atari can't handle digitized speech very well when the screen is on is because of the interrupts. With some really fancy programming you can get it to sound somewhat intelligible with the screen on, but you get *much* better results turning all the interrupts off while doing the speech. That is pretty much the limit of my memory these days, or I'd be more explicit.

Seeya,
Charles Hughes

1756. Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-17 00:00:00 UTC
From: Brian Whitman <bwhitman@wpi.edu>
Message-ID: <Pine.OSF.4.02A.9808172237140.2816-100000@wpi.WPI.EDU>
Source record: 60722

I've been going nutty trying to remember this. I recently pulled my 130 out of storage and have been playing around with it. I lost my favorite game cartridge in the move though and can't remember what it was called to go look for a new one. Nor can I remember much about the game. Well, here goes:

There were a bunch of planets that your ship had to land on. Once oyu landed, you had to get out of your ship and go look for a certain object. Of course, the only object I remember that oyu had to get was called a "Candleabra." And landing on each planet was no small task -- it was a lunar lander type affair-- if you came down too fast, you'd crash, and so on. I remember finsihing the game up to the last planet or whatever and crashing on the landing pad. Arrgh.

Anyway, any clues? Again, i had this on Cartridge. Don't know if it was on disk or not. Have a vauge recollection of buying it at a Kay-bee for a small amount of money (during the productive years of the 8-bit, so it must not have been a well-known game.)

Brian Whitman - bwhitman@wpi.edu
http://www.netspace.org/users/bwhitman
"..."

1757. Re: 130XE keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6rbt22$a7c$1@nets3.rz.RWTH-Aachen.DE>
Source record: 60637

>Jim Schmidt <jschmidt@cisco.com> wrote

>> Hello folks,
>> I have 2, 130XE's with only about half the keys working. There does not
>> appear to be a logical pattern to the failure. I've taken them apart and
>> saw they were Mitsumi keyboards. I suspect the failure is do to the
>> plastic film insert under the mechanical keys. Do any of you harware
>> wizards have a possible cure for me?? Thanks,
>> Jim
>>
>
>It is more than likely you are correct it *IS* the plastic film insert.
>
>There was a design flaw in the 130XE which allowed too much current flowed
>in the tracks connecting the keys, the job of the plastic insert. This flaw
>made the tracks in the plastic get too hot, which in turn made them Oxidize
>(basically rust away). There will not be any apparent pattern to failure
>the bits that are hottest of for longest will fail first. I thing the
>option key went on mine first, luckily it was still in warranty.
>
>You can either try to find a supplier of the plastic sheets or buy a second
>hand computer, and salvage the keyboard. However, this computer may have
>the same fault:(.

>Dave

Best Electronics sell replacements for the Mitsumi and the Sugiyama/Action Technologies keyboard Mylars (plastic film inserts). The Mitsumi are single sheet (Best had a company make him BETTER sheets, the stuff Atari had seemed to be crap), the other one (two companies, ONE sheet) is a big sheet folded over a smaller sheet (with those you only have to replace the big sheet).

Both the Mitsumi and the Sugiyama/Action Technologies (S/AT) sheets cost 22 dollars.

Sometimes wiggling the part of the sheet that's inside the connector will help, if you have problems with the XE's START, SELECT and OPTION keys. But there comes a time when nothing helps. My 130XE has a new Mitsumi sheet. Works great. I've ordered a new S/AT sheet for my 800XE. Keys in several rows (or should I say collumns) started to fail.

CU Mathy Van Nisselroy

1758. Re: Which OS should I get for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6rbuab$ap7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 60638

In article <35D203FC.C85BFEB3@ena-east.ericsson.se>, hutch@ena-east.ericsson.se says...
>
>Hi,
>
>I have a 600XL, 800XL, and a 130XE is on the way.
>
>I have all stock OS's in these machines. I have looked at the
>FAQ and know only a little about them.
>
>I'd like to hear from those that have upgraded their OS so
>I can figure out which one (ones) I'd like to try.
>
>I may not put the same OS in all machines so I have a mix
>of systems/OSs to play with.
>
>Thanks,
>
>Brian

Well, I've got the UltraSpeed Plus OS in two of my XE's (130 and 65, the 800XE doesn't have one yet and the XEGS is a major problem when it comes to replacing the OS). I like it. It's made by CSS (Bob Puff). Faster keyboard, built in RAMdisk handlers, boot off any disk (1 to 9), faster and better selftest, built in FIXXL (400/800 OS), built in XL/XE OS, reversed OPTION key, screen on/off toggle, automatic highspeed/ultraspeed diskaccess (if you drive can do so), BASIC on/off, cold reset without turning the power off or losing the contents of your RAMdisk (unless your software starts formatting it as part of it's routine. MyDOS 4.53 will let you cancel that). That's what I can remember right now (I'm only 10-12 miles from home, but my arms at THAT long.) A yes, there is a GameDOS (MACH TEN if I remember correctly) in the FIXXL.

CU Mathy Van Nisselroy

1759. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_903442920@rtfm.mit.edu>
Source record: 60639
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

1760. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <6rc214$l60@newsops.execpc.com>
Source record: 60640
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

In article <6rafj7afd1@news.inc.net>, DJ Herison <djh@itol.com> wrote:
>Not to tote his site, just the main page is mostly ads. The
>rest of his site IS very informative especially the carts sections,
>which by the way is all he is stating in these posts. For someone
>just starting out, his posts are a virtual life saver in finding out
>just what is available for game and computer systems.

The thing is he steals other people's lists, reformats them, and then claims them as his own. I too have based a few of my lists on existing work (my NES list for example). However I give credit to the original author(s), and I always have a "value added" incentive. For example, I added cart numbers and copyrights to my NES list.

A lot of my and others hard work has been plagarized into (IMHO) really ugly looking lists, and MJNJ acts like he did all this hard work. His actions are as low as they can get for Netiquette and I'd recommend you boycott doing business with him.

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

1761. Re: Atari 800 XL Spiel als *.Atr

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: Rohan Langley <rohan@spamout.pacific.net.sg>
Message-ID: <6rc6gf$d5s$1@newton2.pacific.net.sg>
Source record: 60641
Cross-posted to: comp.sys.atari.8bit,t-netz.rechner.atari.8bit,z-netz.alt.rechner.atari.8bit,z-netz.rechner.atari.8-bit

Hi Pascal,

You'll find Zorro and Bruce Lee in *.ATR at this schick New Zealand site
http://shell.ihug.co.nz/~aaronat/atari.html

Not sure about Zorro2 though...

Rohan

Pascal Tesla wrote in message <6r421bqkj1@clubserv.rp-online.de>...
>Wer hat als *.Atr format das Spiel Zorro1, Zorro2 oder Bruce Lee.
>
>Pascal Tesla.
>PTNB.
>
>

1762. Re: Need Help with SIO2PC, Atari800win, ATR!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: Kevin A Haley <khaley@mich.com>
Message-ID: <Pine.LNX.4.00.9808181227220.18856-100000@zelgadis.mich.com>
Source record: 60642

> > HOWEVER, I have several questions and problems, and I'm hoping some
> > Atari folk out here can resolve these issues.
> >
> > 1. As I understand it, the ATR disk image is a read-only disk image
>
> I don't think this is true.

The behavior seems to indicate otherwise:

1. Start up Atari800Win.
2. Set D1: to DOS_25.ATR, Set D2: to DEMOS.ATR (any ATR will do)
3. Reboot (Shift-F5 I think).
4. Go into DOS.
5. Copy: D1:RAMDISK.COM,D2:
6. Results in Error. (usually 160 or 165, sometimes a different one).
7. Exit to BASIC:

LOAD "D1:ATARI800.BAS"

READY
SAVE "D2:ATARI800.BAS"

ERROR- 160 (again, or 165, sometimes something else)

8. Now, Change D2: to DOS_25.XFD (XFD disk image) still in BASIC

SAVE "D2:ATARI800.BAS"

READY (operation successful!)

9. Go to DOS
10. Select copy- D1:RAMDISK.COM,D2:
11. Operation successful!

Hence, the ATR disk image appears to be read-only from within the
Atari. The Atari ROMS/Disk Operating System cannot process the
format of the ATR file, which is different from a normal Atari
disk. On the other hand, the XFD image is a "valid" Atari
disk, and can write to it with no problems. what else would
explain this behavior?

Unfortunately, XFD is useless on SIO2PC because it only
uses ATR format.

If this is incorrect, something is royally messed up here. I
have the normal set of options enabled in Atari800Win, the
only potential trouble spot could be the SIO Patch enable/
disable checkbox (does this matter?)

> I used APE to set up a 10248 sector dd disk. Mounted it as D2. Booted mydos
> and configured D2 to match the size I set up. Formatted D2. Then wrote dos
> files to D2. This 2.5 meg atr file is now bootable in either the emulator or
> through APE. I originally thought I would have to use the atari to start
> transferring files but the emulator works great on it's own. I have been
> copying individual files from my other atr images into this 'disk' so I only
> have to mount 1 file in APE to get to all my favorite games. I have also saved
> basic programs.

Copying from the Atari to the ATR works fine? It doesn't work for me,
something is messed up somewhere. I'm running SIO2PC410 from
DOS (not in Win95), I followed the instructions, the disk can
be seen from the Atari, but it just refuses to write to it. ARGH!

> D1:*.*,D2: Are you forgetting the comma? No quotations? Wait it doesn't use
> quotes does it? I can't remember.

Yep, that should be the correct syntax.

> In my case there is no difference weather I'm using the emulator or my 800xl.
> Well the emu disk access is faster :) But it just doesn't cut it for playing
> games.

The games I downloaded work great in the emulator. I just can't get my
original software transferred over.

Kevin

1763. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: graciem@canisius.edu
Message-ID: <6rct6s$sdo@klaatu.canisius.edu>
Source record: 60643
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

>The thing is he steals other people's lists, reformats them, and then claims
>them as his own. I too have based a few of my lists on existing work (my NES
>list for example). However I give credit to the original author(s), and I
>always have a "value added" incentive. For example, I added cart numbers and
>copyrights to my NES list.

My personal favorite is his policy on game instruction manuals. First he claims that reproducing the manual accurately is more important than "feeding egos," so he strips out the "typed by" line at the beginning of most of them... and then adds a huge advertisement for his business, justifying it by calling it an EOF marker. What a wanker.

A close second, in terms of pure stupidity, would be his attempts to copyright screenshots.

--Matt

1764. Re: Atari 8bit on the Internet!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <35DA543A.A160188A@net66.com>
Source record: 60644

wizbandit@my-dejanews.com wrote:
>
> I have contacted a few Atari hobbyists (I have not forgotten about you) about
> the possibility of creating the ultimate Atari on-line resource center. I
> have registered AtariWorld.com for such a place. I'm looking for a group to
> build this site. A site for Atari users by Atari users. I find myself
> falling farther behind in building the site because of work and family. If
> you or anyone would like to start on this site I will provide FTP access to
> the server and all the emails@atariworld.com you want. I need a core group
> to oversee the basic layout (about 4 people max) and many contributers for
> content. If you are interested please contact wiz@atariworld.com
>
> Thanks!
>

You know you've got me.....

Nice to see your back up & kickin...

Mark Statzer
mstatz@net66.com

> > @ @ @ ------------------------------------ @ @ @
> > @ @ @ James King - Atari Fanatic! @ @ @
> > @ @ @ ------------------------------------ @ @ @
> > Atari 8bit Hobbyist by choice, IT Professional by Accident!
> > To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
> >
> >
>
> ------== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1765. Atari Logo and Manuals f/s

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DA2E03.680006E3@sisna.com>
Source record: 60645

1 Atari Logo Cartridge, Atari Logo Reference Manual, and Atari Logo Introduction to Programing through Turtle Graphics. $8.00 shipping included.

1766. Atari Repair/ Exchange?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DA44D7.A4CACF67@sisna.com>
Source record: 60646

Atari 130 XE, Mother board exchanged..stock board, comes with shield, remove your old mother board and send it to me. Price $10.00 shipping UPS $6.41 total $16.41 Guranteed for 30 days +

Atari 130XE Keyboards, used checked out exchange price $10.00 shipping $6.41 UPS anywhere in the U.S. applies to above with shipping. International/Canada extra.

Atari 800XL Stock computer mother board..checked out guranteed 30 days comes with Shield..price $10.00 shipping $6.41 anywhere in the U.S. Old board in exchange..

You send old board/keyboard in and receive used in good condition board/keyboard back...price same on 800XL Keyboard..

For those of you that are using old printer ribbons, cotton or nylon type not the write once type. Will re-ink for $2.00 each if you send 6 will prepay return postage.

Other items for Repair? Will fix your broken Atari Items, with used/new parts for $15.00 per item you pay postage/shipping both ways..I do not work on Printers!

bob

1767. BBS Express! Professional (tm)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DA4627.F9EAC441@sisna.com>
Source record: 60647

This version was released about 2 years ago. It is now available for $10.00 plus $4.00 shipping. Total $14.00.

This is the Multiline version, can handle up to 7 different modems and users calling in at the same time if you have a MUX system from CSS with the addtional slaves.

Those of you that have the older versions and want to upgrade price the same but need your Node number to update your records.

This version has all the goodies, multiline, Pro_term (phone call out) Networking (high speed compaction), Completely IBM ANSI compatable.

Can run on 4 double density disk drives with limited ability, reccomended that you have a hard drive available on you system.

bob

1768. Re: Need Help with SIO2PC, Atari800win, ATR!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: "Steven E. Posey" <stevenposey@usa.net>
Message-ID: <6rejgg$c5a@enews2.newsguy.com>
Source record: 60648

Kevin A Haley wrote in message ...

>Hence, the ATR disk image appears to be read-only from within the
>Atari. The Atari ROMS/Disk Operating System cannot process the
>format of the ATR file, which is different from a normal Atari
>disk. On the other hand, the XFD image is a "valid" Atari
>disk, and can write to it with no problems. what else would
>explain this behavior?
>
>Unfortunately, XFD is useless on SIO2PC because it only
>uses ATR format.
>
>If this is incorrect, something is royally messed up here. I
>have the normal set of options enabled in Atari800Win, the
>only potential trouble spot could be the SIO Patch enable/
>disable checkbox (does this matter?)

ATR files are read/write, not read-only. One thing I can think of is that maybe you've got the file attributes set as read-only. You can check this under Windows by right-clicking on the file and choosing Properties. On the Properties window at the bottom are your file attributes. Make sure that read-only is not checked.

Another possibility is that your SIO2PC cable is not set up correctly. You may have the read pins wired correctly but not the write pins. Still, this doesn't explain why the ATR's won't work on an emulator on the PC.

Rest assured, though, that the ATR format is definitely read/write. I have been using my 800 and 130XE connected to my PC for over a year now, and ATR is my format of choice.

One other thing to note is that SIO2PC can create images that aren't always allowed by DOS 2.5. I've had varied results trying to get SIO2PC to create a workable image that I can format, so I chose an alternate route. I got DiskCommunicator set up on a MyDOS 4.5 image by copying the file from my H: drive to D1: (DiskCommunicator is available on the UMich archive). Then I got one of the MegaImages from ftp.hackerz.com, and unlocked and deleted all the files from the image, so that I had a clean 1MB image to work with. I set my real drive to D4: (D3: will work also), the MyDOS image to D1: and the (blank) MegaImage to D2:. I then booted MyDOS and ran DiskCommunicator to copy from D4: to D2:, supplying a name for the DCM file (extension needs to be DCM for this to work). I could copy many disks to the MegaImage at one time before transferring them to the H: drive one at a time. Once each DCM file was on the H: drive, I switched over to the PC and ran DCM2ATR on each DCM file to make it into an ATR. Worked beautifully every time. Yeah, it's a roundabout way of doing it, but it solved several problems I was

having with transferring files, and once I got used to it, I never wanted to do it any other way.

Lastly, when using SIO2PC, I recommend booting to DOS (reboot, at "Starting Windows 95" message press F8, then choose "DOS prompt only" from the menu). Even with a very fast PC, I still don't trust Windows to give SIO2PC the most accurate timings.

I hope some of this helps, and good luck!
Steven

1769. Re: Atari 8 stuff & junk - you pick up, you get :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DA48D5.D3D69728@sisna.com>
Source record: 60649

Charles:

Will give you $125.00 for it all shipped.??

bob

1770. Atari 8-Bit Hard Back And Restore

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DA4965.5B810554@sisna.com>
Source record: 60650

Original Disks and manuals. I bought the rights from Keith and Chris

$5.00 s/h $3.00 total $8.00

This item intended for the Atari 8-bit with a Hard Drive.

bob

1771. DK-Utilites by Dan Knauff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DA4A23.7E413715@sisna.com>
Source record: 60651

Bought the rights from Dan several years ago, DK-Utilities for the Black Box and the MIO for use stand alone or with the BBS Express! Professional version..both, .com and .CMD files..price $5.00 s/h $3.00.

bob

I have the source code if anyone is intrested in going into a joint venture for upgrade.

bob

1772. Mega Dissambler.

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DA4AE0.314F68CC@sisna.com>
Source record: 60652

I bought the rights to this program from Dan Knauff have the source code, the version he produced has known bugs in it but if the bugs are known to the programer it can be bypassed and useful..Anyone intrested in persueing the project on a joint venture, have all source code.

I have no intention to releasing this code to just anyone. Must be seiorous Atari 8-Bit programer with indepth knowledge.

bob

1773. Virtual disk images

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: Marc Rademakers <marcr@iae.nl>
Message-ID: <6reu85$5v9$1@news.IAEhv.nl>
Source record: 60653

How do I make a virtual disk image of an ATR> file. I think it was described
in the docs with XL-it 0.16 , but I can't get it to work. Please help !!
Marc

1774. Collectors Item?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DA54ED.99A2A09B@sisna.com>
Source record: 60654

Atari 835 modem with Smart Terminal Cartridge and power supply.. Price $15.00 shipping is included in price.

bob

1775. Need Help with SIO2PC, At

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <903462694@stackbbs.xs4all.nl>
Source record: 60655

Although I'm not Nick Kennedy (author of .ATR images),
I'll try to answer a few of the questions...
-=> Quoting Khaley@mich.com to All <=-

Kh> I recently downloaded the Atari800Win Emulator for my PC, it
Kh> works great! In fact, I was so impressed that a friend and I
Kh> built an SIO2PC cable to transfer my software and programs from
Kh> the Atari to the PC.
Good for you.

Kh> HOWEVER, I have several questions and problems, and I'm hoping some
Kh> Atari folk out here can resolve these issues.
Ok, will try.

Kh> 1. As I understand it, the ATR disk image is a read-only disk image
Kh> format, due to the fact that it is not in a valid Atari disk format.
Wrong. If you load an .ATR image into SIO2PC (or APE for that matter),
you can change the contents of the disk.
It's a regular disk, allbeit an image.

Kh> Hence, any disk write operation within an Atari emulator, be it from
Kh> DOS or BASIC, will fail. This has been the case for me, as I get
Kh> an error 160 or error 165.
I guess your SIO2PC interface does not work according to specs then.
Do you have a friend who has a working SIO2PC interface? Try that one first.
If not, order a working version (from B&C or ABBUC or anyone who is willing
to build one for you in this newsgroup).
If everything fails, I'm willing to buy one for you when the ABBUC
has his JHV this october 24th in Herten (Germany), and send it to you
(asssuming you pay the cost of the interface and the shipping).

Kh> Unfortunately, this renders much software useless from within an
Kh> emulator. Anything that writes to disk (such as an RPG game,
Kh> word processor, etc) isn't going to work in an emulator. Further,
Kh> the possibility of actually saving anything from within an
Kh> emulator is unlikely.
SIO2PC just behaves like a "regular" Atari 810 or 1050 drive.
Your Atari computer (800XL or similar), thinks it "talks" to a real drive.
So you should be able to read/write to the (imaginary) disk!
Since it doesn't do this, I presume your SIO2PC interface is not working
correctly.

Kh> I've seen people talk about playing Seven Cities of Gold within an
Kh> emulator, but it's not working for me. How do you create a world
Kh> disk when it can't even write to the disk image? How do you select
Kh> a writeable disk?

Kh> Are these assumptions correct? From my experience, this is what
Kh> is happening. If anyone knows a way around this, I would
Kh> appreciate the info.
Ok, try this checklist:
a. Connect the SIO2PC interface to your pc and Atari. Load the most
recent version of the SIO2PC software (I think it is 4.13 or later).
Load an .ATR disk image containing DOS 2.5 or MYDOS 4.53.
Boot up your Atari with OPTION key pressed.
Do you get the DOS menu?
If not:
b. Try this on another computer.
Still the same?
c. Try another SIO2PC interface.
Still the same?
d. Try another Atari.
Still the same?
You get the picture by now. Try to look for the piece of hardware
which fails to work.

Kh> 2. A friend and I built the SIO2PC cable and hooked it up. It
Kh> works quite well, the Atari can see the disk image on the PC,
Kh> files can be copied from the PC to the Atari... BUT not from the
Kh> Atari to the PC!
Ah, ok, then it seems your interface is partially working, or
the cables are faulty.

Kh> The SIO2PC instructions say that once the software is running
Kh> on the PC side, you can format a new disk image and start
Kh> copying files from the Atari to the PC. I have the software
Kh> running on the PC side, I create a new disk image, setting
Kh> it as Drive #2. Then, from the Atari DOS, I format drive #2.
Kh> Works perfectly, formats the PC image successfully.
If you can format the "disk", you should be able to write to it too
as far as I know...

Kh> So now I have D1:, an Atari disk drive, and D2: the PC disk image
Kh> which has just been formatted by the Atari, which can see both.

Kh> So I try to copy a file from D1: to D2: using the DOS
Kh> Copy command. Error 160 or 165 again! Files simply cannot
Kh> be copied from the Atari drive to the PC using MyDOS 4.5 or
Kh> Atari DOS 2.5 without the operation failing.
Put the disk in D1, Load the (formatted) disk image in D2 on your pc.
Turn off your Atari, and REBOOT. Go to the DOS menu, and
try copying the files now from D1 to D2. Does this work?

Kh> What is going on? Why can the Atari format a disk image on the
Kh> PC but cannot even copy a file to the same disk image? I must
Kh> be missing something, as I thought the whole point of this
Kh> was to be able to copy files from the Atari to the PC.

Kh> Any assistance with this would be greatly appreciated.

Kh> TIA,
Kh> Kevin

Let me know if anything I was babbling about helped you in any way...
Bo.
___ Blue Wave/386 v2.30

1776. Auctions, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <903462695@stackbbs.xs4all.nl>
Source record: 60656

Just a few remarks about auctions and "For Sale" adverts in this ng.
<Flame on>
Sometimes stuff is offered for outrageous prices.
Of course collectors won't mind that, but for the "beginners" amongst us
(and I'm not one of them) it will seem those prices are "normal".
And they aren't.
My advice it to look around on flea markets, garage sales, etc. first,
before spending a lot of time in these (overpriced) auction areas.
Or visit your local Atari 8bit usergroup, or set one up.
I can remember S*P*A*C*E meetings in the Seattle area and software/hardware
auctions over there who were fun, and the prices were right.
Software for just $.025 or less. Hardware for laughable prices.
Over here in Holland I got an Atari with Tape drive for a mere $1,
sold the Tape drive for $1 (someone on that flea market asked me if that
tape drive was for sale), and ended up wit having a free Atari.

Together with some Atari friends we purchased some remaining Atari
inventory. We sold a lot of Atari software and hardware REAL CHEAP.
But then agai, we were not looking for profits, but just trying to
help the Atari community. The ABBUC gave away free XEP80's to their
members, once again just to help the Atari community.

Am I against auctions? No, this is the a place were collectors can
expand their collection for sure (for a price).
Are some people asking unreasonable prices? Yes, definitely.
Are some people willing to pay them? Most certainly are.
Everything's worth what a fool is willing to pay for it.

Lately it seems like that if someone has something with an Atari logo on it,
he/she thinks it is "rare", "special", "funny" and worth a lot of money
to say the least.
If it is really that "rare" it would have been auctioned at Sotheby's.
If it is really that "funny", why part from it.

Ok, ok, I'm rambling here.
Just wanted to get this of my chest.
<Flame off>

Do yourself a favor if you're a beginner (or advanced user for that matter :)
if you really want to support the Atari, buy some stuff from your local
Atari usergroup and join them.
Sign up for an Atari newsletter (if they still exist).
Buy some new (Polish) software.
Buy some new hardware (BB or IDE interface from Germany).
Post something about your Atari experiences in this ng.
Build SIO2PC interfaces, and sell them for a reasonable price.

And for auctions, well, bid laughably low and try to get away with it ;)
Let me know what you think.

Bo.
Working on Pooldisk Too CDrom (to be released on October 24th).
___ Blue Wave/386 v2.30

1777. FS: Star Gemini 10X Printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6rau56$m11$1@nnrp1.dejanews.com>
Source record: 60723

This one is cheap and in great shape. For the collector.

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26099579

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1778. FS: 8 Bit Compute! Books

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6rau9d$m6r$1@nnrp1.dejanews.com>
Source record: 60724

Great value!

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26100664

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1779. FS: Atari 850 Interface / Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6rauco$m8g$1@nnrp1.dejanews.com>
Source record: 60725

Cheap in good shape!

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26103777

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1780. FS: 19 Mid to Late Issue Antic Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6raugdmfs1@nnrp1.dejanews.com>
Source record: 60726

In great condition! A collectors item!

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26102680

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1781. FS: Atari 1040ST / Monitor / Mouse

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6rauo6mrh1@nnrp1.dejanews.com>
Source record: 60727

In great shape! Going cheap.

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26097685

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1782. FS: Too much to auction individually!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6ravv5ogd1@nnrp1.dejanews.com>
Source record: 60728

I am selling the following Atari stuff. All of it works and is in good shape!

Atari 130 XE Computer: $50.00 (w/power supply)
Atari 800 XL Computer: $25.00 (no power supply)
Atari 1050 Disk Drive: $25.00 (w/power supply)
Atari 1010 Tape Drive: $10.00 (in box with everything it came with)
Indus GT Disk Drive: $50.00 (w/power supply)
Indus GT Disk Drive: $50.00 (w/power supply)
Atari CX85 Keypad: $ 5.00 (w/programming manual)
Atari Deluxe Trackball: $ 8.00 (new in box)
6 Atari 3ft SIO Cables: $12.00 (quantity of 6, $2.00 each)
20 or so DSDD disks: $10.00 (hard to find, these are new)
Misc Software as follows:$20.00
Atari Writer Plus (normal/130XE version with disks and manual)
Atari Assembler Editor (cartridge with manual)
Atari DOS 2.5 (disk and manual)
Indus/OSS DOS XL (disk and manual with synchromesh)
Tons of game and demo software on diskette
User assembled documentaion in Atari 3 ring binder

All for $265. Will consider piecing it out if I am left with enough for a complete system to sell as one. Would really like to sell it all as one big package. Make a reasonable offer and I may sell it to you at that. Anything not sold will got to eBay for clearance so act now!

Buyer pays shipping. Shipping to US only unless prepaid. Funds in US$ only. Cashiers check, money order or COD.

Thanx!
Please reply to 'wade.ripkowski@DIESPAMpsc.bellhowell.com' and remove the DIESPAM from the address.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1783. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <3a2br6.qg6.ln@bucket>
Source record: 60729
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

```
On Mon, 17 Aug 1998 18:49:49 -0500, DJ Herison wrote:
> Not to tote his site, just the main page is mostly ads. The
> rest of his site IS very informative especially the carts sections,
> which by the way is all he is stating in these posts. For someone
> just starting out, his posts are a virtual life saver in finding out
> just what is available for game and computer systems.

There is some cool stuff at his site, but does his post have to be so long?
Just a URL and quick note would suffice in this case. Not that VGA would be
reading this of course...
--
+-\___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><\__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'
```

1784. Re: Atari 8 stuff & junk - you pick up, you get :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: charles.hughes@bigfoot.com
Message-ID: <6rbrprsfr1@nnrp1.dejanews.com>
Source record: 60730

In article <MPG.104298bff094947d989680@news>,
x@x.x wrote:
> There are only 3 games that I like enough to keep an Atari around:
> Star Raiders, Mule, and Seven Cities of Gold.
> Since I haven't really played any of these in 4+ years, and since
> my wife would truly appreciate if I got rid of all the clutter in
> the basement, I'm giving away my remaining Atari eq to anyone who
> wants it and can pick it up within a week.
> I'm not shipping this stuff (well, ok, maybe to one or two
> of the people I remember from the 8bit scene, and even then they'd
> have to pay for the shipping).

I normally don't post from the account I posted this with, and just
to protect myself from the idiot spammers I filled out the email info
with junk. Really dumb huh? Anyway, my correct email address is
charles.hughes@bigfoot.com (also the reply-to on this post). Sorry
about that.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1785. FA: Atari trakballs, 2600 Supercharger, Atari Age magazines, 2600 Spider droid cart, much more

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: Steve Skrzyniarz <stevesk@inreach.com>
Message-ID: <rX8C1.7267$uA4.6733945@news.inreach.com>
Source record: 60731
Cross-posted to: alt.atari.2600vcs,alt.games.atari,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Visit my auctions to view info or bid on the following packages:

Atari 5200 trakball, in original box w/ instructions
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26031460
Atari 2600/7800/computer trakball, in box w/ instructions
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26031024
Atari 2600 Spider Droid cartridge (Froggo Games)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26040808
Starpath Supercharger for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26039762

Atari Age + 2600 Connection magazines package
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26043304
Atari Age magazines (from Atari, covering Atari 2600)
Jan/Feb 1983 (2 copies) Crazy Climber cover
Mar/Apr 1983 (2 copies) Realsports cover
May/Jun 1983 (2 copies) Atari Video Cube cover
July/Aug 1983 (2 copies) Pole Position cover
Sep/Oct 1983 - Announcing video games master cover
Nov 1983 / Feb 1984 - video games master cover
Mar/Apr 1984 - Battlezone cover
bonus: Phoenix 2600 poster
2600 Connection magazine, issues 11 - 21 (July 1992 - April 1994)

3Com Megahertz 56k PCMCIA modem
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26046653

Win98 shrinkwrapped
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26026594
Win98 in box (opened)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26026959

PC Games:

Incoming PC CD
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26028738
MotoRacer PC CD-Rom
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26029975
XWing collectors PC CD-Rom
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26032571

Console Systems + Games:

Multi-Game Hunter 16Mb Super Nintendo / Genesis game backup unit
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26035627
Genesis system (x2)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26038735 and
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26038984
Super Smash TV SNES cartridge
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26037376

Nintendo Entertainment System cartridges:
Archon (with box, instructions)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26041238
Elevator Action
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26041935
M.U.L.E. (with box, instructions)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26041634

Colecovision system (loaded!) with controllers + cartridges
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26045172
Hardware:
Colecovision base unit w/ Power Supply
Two standard colecovision controllers
Two super-action controllers

Games:
Super Action Baseball (Coleco)
BC Quest for Tires (Sierra)
Beamrider (Activision)
Cabbage Patch Kids (Coleco)
Carnival (Coleco)
Centipede (Atari)
Congo Bongo (Colecto)
Donkey Kong (Coleco)
Donkey Kong Jr. (Coleco)
FaceMaker (Spinnaker)
Gorf (Coleco)
Ken Uston Blackjack (Coleco)
Keystone Kapers (Activision)
Lady Bug (Coleco)
Lancelot (Xonox)
Looping (Coleco)
Miner 2049er (Micro Fun)
Monkey Academy (Coleco)
Mouse Trap (Coleco)
Mr. Do (Coleco)
Nova Blast (Imagic)
Omega Race (Coleco)
Pepper II (Coleco)
Pitfall! (Activision)
Popeye (Parker Bros)
QBert (Parker Bros)
Quest for Quintana Roo (Sunrise)
Smurf Rescue (Coleco)

Space Fury (Coleco)
Space Panic (Coleco)
Squish 'Em Sam (Interphase)
Star Wars (Parker Bros)
Subroc (Sega)
Tarzan (Coleco)
Time Pilot (Coleco)
Turbo (Coleco)
Up n Down (Sega)
Venture (Coleco)
Victory (Exidy)
WarGames (Coleco)
War Room (Probe 2000)
Zaxxon (Coleco)

Original Colecovision instructions + catalogues
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26045811

including:
Burgertime instructions
Centipede instructions
Donkey Kong instructions
Galaxian instructions
James Bond 007 instructions
Mouse Trap instructions
Mr. Do instructions
Popeye instructions
Q*bert instructions
River Raid instructions
Star Wars instructions
War Games instructions
Zaxxon instructions
Colecovision owner's manual
Colecovision catalog
Color tuning instructions
Parker Brothers Colecovision catalog
Coleco handhelds catalog
Warranty cards
...all in a James Bond 007 box

To view current bids on all my auctions, click the following link:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=stevesk

Thanks! Email me with any questions!
stevesk@inreach.com

1786. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdca73$9fd61860$59374382@vidar>
Source record: 60732

Sounds a bit like Journey to the Planets.

Brian Whitman <bwhitman@wpi.edu> wrote in article
<Pine.OSF.4.02A.9808172237140.2816-100000@wpi.WPI.EDU>...
>
> I've been going nutty trying to remember this. I recently pulled my 130
> out of storage and have been playing around with it. I lost my favorite
> game cartridge in the move though and can't remember what it was called
to
> go look for a new one. Nor can I remember much about the game. Well, here
> goes:
>
> There were a bunch of planets that your ship had to land on. Once oyu
> landed, you had to get out of your ship and go look for a certain object.
> Of course, the only object I remember that oyu had to get was called a
> "Candleabra." And landing on each planet was no small task -- it was a
> lunar lander type affair-- if you came down too fast, you'd crash, and so
> on. I remember finsihing the game up to the last planet or whatever and
> crashing on the landing pad. Arrgh.
>
> Anyway, any clues? Again, i had this on Cartridge. Don't know if it was
on
> disk or not. Have a vauge recollection of buying it at a Kay-bee for a
> small amount of money (during the productive years of the 8-bit, so it
> must not have been a well-known game.)
>
>
>
> Brian Whitman - bwhitman@wpi.edu
> http://www.netspace.org/users/bwhitman
> "..."
>
>
>

1787. Re: Atari 8bit on the Internet!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: wizbandit@my-dejanews.com
Message-ID: <6rc0qp$24h$1@nnrp1.dejanews.com>
Source record: 60733

I have contacted a few Atari hobbyists (I have not forgotten about you) about the possibility of creating the ultimate Atari on-line resource center. I have registered AtariWorld.com for such a place. I'm looking for a group to build this site. A site for Atari users by Atari users. I find myself falling farther behind in building the site because of work and family. If you or anyone would like to start on this site I will provide FTP access to the server and all the emails@atariworld.com you want. I need a core group to oversee the basic layout (about 4 people max) and many contributers for content. If you are interested please contact wiz@atariworld.com

Thanks!

> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>
>

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1788. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35D96072.B45171DD@ix.netcom.com>
Source record: 60734

Steven J. Tucker wrote:
>
> "Peter Prevos" (pprevos@tip.nl) writes:
> > Hello, my name is Spam.
>
> Please dont post binaries in the csa8 newsgroup, try e-mail.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

Steve,
I think we all pretty much agreed that as long as the files were 90K or
less it would be OK to post binaries that will benefit most readers.
There was a discussion a while back about this. They are generally few
and far between, as well. However, you are correct, in that, files
specific to one or only a couple of readers should be kept to e-mail.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1789. Re: Need Help with SIO2PC, Atari800win, ATR!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6rc7ckbsg1@nnrp1.dejanews.com>
Source record: 60735

In article <Pine.LNX.4.00.9808171231230.10337-100000@zelgadis.mich.com>,
Kevin A Haley <khaley@mich.com> wrote:
>
> HOWEVER, I have several questions and problems, and I'm hoping some
> Atari folk out here can resolve these issues.
>
> 1. As I understand it, the ATR disk image is a read-only disk image

I don't think this is true.

> 2. A friend and I built the SIO2PC cable and hooked it up. It
> works quite well, the Atari can see the disk image on the PC,
> files can be copied from the PC to the Atari... BUT not from the
> Atari to the PC!

I just got my SIO2PC cable last week. Took a little bit to figure it all out
but it works perfect. I also have the new dos 800 emulator.

> running on the PC side, I create a new disk image, setting
> it as Drive #2. Then, from the Atari DOS, I format drive #2.
> Works perfectly, formats the PC image successfully.

I used APE to set up a 10248 sector dd disk. Mounted it as D2. Booted mydos
and configured D2 to match the size I set up. Formatted D2. Then wrote dos
files to D2. This 2.5 meg atr file is now bootable in either the emulator or
through APE. I originally thought I would have to use the atari to start
transferring files but the emulator works great on it's own. I have been
copying individual files from my other atr images into this 'disk' so I only
have to mount 1 file in APE to get to all my favorite games. I have also saved
basic programs.

> So now I have D1:, an Atari disk drive, and D2: the PC disk image
> which has just been formatted by the Atari, which can see both.

I wouldn't think of it as a PC image. think of it as a virtual atari disk

> So I try to copy a file from D1: to D2: using the DOS
> Copy command. Error 160 or 165 again! Files simply cannot
> be copied from the Atari drive to the PC using MyDOS 4.5 or
> Atari DOS 2.5 without the operation failing.

D1:*.*,D2: Are you forgetting the comma? No quotations? Wait it doesn't use
quotes does it? I can't remember.

> What is going on? Why can the Atari format a disk image on the
> PC but cannot even copy a file to the same disk image? I must
> be missing something, as I thought the whole point of this

> was to be able to copy files from the Atari to the PC.
>
> Any assistance with this would be greatly appreciated.

In my case there is no difference weather I'm using the emulator or my 800xl. Well the emu disk access is faster :) But it just doesn't cut it for playing games.

Hope this is a little help.
Mark

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1790. Re: Arm Your Atari??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <6rbs1v$9cc$2@nets3.rz.RWTH-Aachen.DE>
Source record: 60736

>weyoun7@aol.com (Weyoun7) wrote:

>>ok so I see these Super Armatrons from Radio Shack on sale for $14.99 and
buy
>> two of them, thinking it should be a no brainer to hackem and slapem on a
>> little robot.

>>
>> Thanks for your help,
>> Justin R. Ratliff
>
>There was a two part article in ANALOG on doing this. It required some
>solenoids and fishing line to do the job of the joystick. I'll try to
>dig up the Issue for you.
>

>Ryan 'Gozar' Collins rlcolli@ibm.net

Howdy Justin (not related to Matthew J. Ratcliff are ye'?) and Ryan.

Issues 44 and 45 of Analog Computing. The first one I saw (and bought and
still have) was 45. I always regretted not being able to buy issue 44 because
of the Armatron article.

Cu Mathy Van Nisselroy

1791. Re: Need Help with SIO2PC, Atari800win, ATR!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Nick Chionilos <CHIONILOS@Megahits.com>
Message-ID: <35DB9747.E5E60279@Megahits.com>
Source record: 60587

I have been able to read and write files from AtariWin 2.3.
Crash Crumble and Chomp is an entertaining Basic game with an anoyingly long winded intro screen. I edited the code to speed things along a bit, and could not save the new file because of an error 165. I found that the files that I was trying to modify were locked from within Atari Dos. I unlocked the files using a Dos Atr and then was able to save files just fine.
In fact, I have a few atr disk images called "blank.atr" that I copy to and then rename as they
get full. Useful for the characters in mail-order monsters and such. Hope that helps!
-Nick

Raphael James Espino wrote:

> Kevin A Haley <khaley@mich.com> writes:
>
> [snip]
> > 1. Start up Atari800Win.
> > 2. Set D1: to DOS_25.ATR, Set D2: to DEMOS.ATR (any ATR will do)
> > 3. Reboot (Shift-F5 I think).
> > 4. Go into DOS.
> > 5. Copy: D1:RAMDISK.COM,D2:
> > 6. Results in Error. (usually 160 or 165, sometimes a different one).
> > 7. Exit to BASIC:
> >
> > LOAD "D1:ATARI800.BAS"
> >
> > READY
> > SAVE "D2:ATARI800.BAS"
> >
> > ERROR- 160 (again, or 165, sometimes something else)
> [snip]
> > Hence, the ATR disk image appears to be read-only from within the
> > Atari. The Atari ROMS/Disk Operating System cannot process the
> > format of the ATR file, which is different from a normal Atari
> > disk.
>
> The ATR format is writable. A couple of thing to check:
>
> Make sure the ATR file is not write protected. From MS-DOS (not Atari
> DOS) type, in the correct directory:
> DIR /AR *.ATR
> You shouldn't see any files displayed, if any are then they are write
> protected, use ATTRIB to unprotect them.
>

> Make sure the ATR has not been opened somewhere else by another
> program, causing a sharing violation.
>
> Make sure that your ATR image is formated and has been formated with
> the same DOS and in the same density as those that you're using to
> save the file with. (i.e. if you formated it originaly with DOS 2.5 in
> medium density, then try using DOS 2.5, not MYDOS in DD, or whatever).
>
> If all else fails, try creating a brand new ATR, format it, and save
> something to the file straight away. See if that works.
>
> --
> Raphael Espino - rje@co.umist.ac.uk -
> http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
> http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

1792. You should've ordered you World of Atari Video by now!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Mark Santora <santora@earthlink.net>
Message-ID: <35DB9756.62C6C716@earthlink.net>
Source record: 60588
Cross-posted to: rec.games.video.atari,alt.atari.2600,alt.atari-jaguar,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.atari.8bit,alt.emulators.classic-arcade,comp.sys.atari.st.tech,alt.games.video.classic,rec.games.video.classic

ANNOUNCING THE OFFICIAL WORLD OF ATARI VIDEO!

It's the only one that can sue the name, show you the speakers, get you behind the scenes, and more! That's right, this is the video to own. If you can't make it to the show, than this will give you the experience(compressed down to two hours - think of it as a Blipvert). If you are going, than this is the perfect way to remember the show. Here's what you need to know.

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The BattleSphere Tournement will be on the tape.

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AND MUCH, MUCH, MORE!

How does one get tehir hands on this tape? Easily! Just go here http://home.earthlink.net/~santora/woav.htm and fill out the form. It's that easy! After you receive a confirmation, send off your check or money order to the address you will be given tand then that's it. Soon afterwards you will find yourself in posesion of the only World of Atari Video!

ORDER YOURS TODAY!

http://home.earthlink.net/~santora/woav.htm

--
-Mark "Stingray" Santora
http://home.earthlink.net/~santora

1793. The Official World of Atari Video(minus typos).

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Mark Santora <santora@earthlink.net>
Message-ID: <35DBB303.5706330E@earthlink.net>
Source record: 60589
Cross-posted to: rec.games.video.atari,alt.atari.2600,alt.atari-jaguar.discussion,alt.atari-jaguar,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech,alt.emulators.classic-arcade,alt.games.video.classic,rec.games.video.classic

ANNOUNCING THE OFFICIAL WORLD OF ATARI VIDEO!

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The BattleSphere Tournament will be on the tape.

Extras like direct feeds from the new games and software being displayed
at the fair.

AND MUCH, MUCH, MORE!

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and fill out the form. It's that easy! After you receive a
confirmation, send off your check or money order to the address you will
be given and then that's it. Soon afterwards you will find yourself in
possession of the only World of Atari Video!

ORDER YOURS TODAY!

http://home.earthlink.net/~santora/woav.htm

--
-Mark "Stingray" Santora
http://home.earthlink.net/~santora

1794. (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Darkwing <darkwing@ica.net>
Message-ID: <35DB9E94.48DF82C4@ica.net>
Source record: 60590

I have Atari 130xe and would like to copy one of cartridges on to a disk so that i can run it of my PC with emulator.I also have atari 800. Can someone tell me if it is posible to copy cartridge and use that program with emulator and if so how can i do that!!

Thanks!!

1795. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: starsabre@oui.com
Message-ID: <3200708606.46069972@oui.com>
Source record: 60657

> For someone just starting out, his posts are
>a virtual life saver in finding out
>just what is available for game and computer systems.

Oh, his info is useful (but not definitive). He just has some problems getting along with people. He seems to freely offend people, including potential and former customers. He also has been known to lie publicly to defend his ego.

And when he gets caught lying, he makes viscious and maliscious claims against those who caught him. If this were the real world, he would have been sued out of business long ago. I'm surprized no one has pursued him for what he says in cyberspace.

jt

1796. A plethora of Classic Games at Vegas Show this weekend

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Les Caron <btl10519@turboline.be>
Message-ID: <35DA6939.42599F31@turboline.be>
Source record: 60658
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.games.lynx,alt.atari.2600

NOTE: The text for this article may be found at:
http://www.icwhen.com/articles/plethora.html

FOR IMMEDIATE RELEASE

Contact: Mr. Keita Iida, keita@mindspring.com or
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½Mr. Rich Tsukiji, woa98@jps.net,
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½916-422-7424 (voice), 916-422-4548 (fax)

A PLETHORA OF CLASSIC GAMES AT VEGAS SHOW THIS WEEKEND
ï¿½ï¿½ By Keita Iida (keita@mindspring.com), Edited by Donald A.
Thomas, Jr. (curator@icwhen.com)

--At the "World of Atari '98" show this Saturday and Sunday,
attendees will get a rare opportunity to play memorable games
that once were and some that are yet to be. An assortment of
coin-op, console and computer games will be spread out among
the vast convention floor at the Holiday Inn Boardwalk Hotel
and Casino directly on the Vegas strip. With a intriguing blend
of the historic, rare and prototypical offerings, this weekend's
exposition will undoubtedly be one of the most diverse
presentations in the history of video gaming.

One of the highlights of the arcade games on display will be
the first coin-operated game title ever produced. "Computer
Space" was designed by Nolan Bushnell of Nutting & Associates
who later co-founded Atari. Not far away will stand Atari's
original "Pong" which is considered as the first commercially
successful coin-op video game. Also on display will be two
never-released prototypes. The "Freeze" machine is the only one
of two in existence today. It was produced by Atari Games in
1993. "Neutron Star" was the last pinball game made by Atari,
and only one was ever built before Atari decided not to release
the game in arcades. Other playable exhibits include Atari's
"Star Wars", "Battlezone", "Tempest", "Centipede", "S.T.U.N.
Runner", "Gauntlet", "RoadBlasters", "Peter Packrat", "Marble
Madness" and "Road Runner". From Bally/Midway will be "Wizard
of Wor" and from Williams will be "Robotron: 2084".

Among the platform systems on display will be the 5200
SuperSystem, Atari's successor to its wildly successful Video
Computer System (VCS, also known as the 2600). "Tempest",
"Asteroids", "Behind Jaggi Lines", "Final Legacy" and "Super
Pac-Man" will be demonstrated for the first time and "Black
Belt" -- only two are believed to still exist today -- will also

be shown.

Atari's 64-bit Jaguar system roars back into action for this event with the world premiere of the released version of "BattleSphere", 4Play's eagerly anticipated multiplayer space combat game. "Native", by Duranik Software, was never completed but the horizontal shooting game will be demonstrated at the Classic Gaming Show for retro-gaming aficionados everywhere. "JagMania", "Jagmarble" and "Painter" are games developed by amateur developers to round out the stellar repertoire of Jaguar titles to be shown at World of Atari '98.

Attendees will also get to take a sneak peek at several new Atari Lynx games in development. "SFX" and "Ponx" are designed by Carl Forhan. "Hyperdrome" -- a recently announced Telegames title -- will be shown in finished form. "TNT-Terry", a Bomberman-esque multiplayer extravaganza, comes courtesy of Laurens Simonis, and "S.I.M.I.S." is a multigame cartridge consisting of several homebrew Lynx games and demos.

Additionally, game stations will be set up so that players can take a shot at world record scores in games for the Atari 2600, Vectrex, Atari 5200 and other machines. In association with Twin Galaxies, World of Atari '98 will enable players to achieve immortal status. High scores that are confirmed and which top the scores in the Twin Galaxies record book will be entered in next year's edition of the authoritative publication chronicling video games' high scores. Attendees who wish to make an attempt at a record on a specific game should bring their own cartridge as just about every game in history is covered in the Twin Galaxies record book.

"We have a lot of other systems such as Intellivision, Colecovision and Odyssey", states a smiling Mr. Keita Iida, co-promoter and co-editor of Atari Gaming Headquarters (http://www.atarihq.com), "This year, we toast the company that launched 'a thousand chips'."

For more information about World of Atari '98, visit: http://www.atarihq.com/atari98 on the World Wide Web.

END

1797. Info on XF551 replacement

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <NGT1CRN@tos.pl.net>
Source record: 60659

I am not fully famaliar with the 8-bit but am trying to help a club member. One person says that you can replace the mechanism with the commonly available drives from old PCs. I understand these are HD drives.

Now some tell me you can't put that in an XF551, - that it accepts only the DD mechanism - others say I can.

What is the situation?

Does someone know how to use the HD mechanism or what changes are necessary so it can be used as a replacement in the XF551?

Does it involve some electronics? Or is it like the situation with the Atari ST where the HD 3 1/2 drive can be used with a few simple fixes, but just operates as a DD drive?

All and any details on this matter would be appreciated.

--
Mario Becroft	Tariland, Atari user group in New Zealand
mb@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

1798. games in *.aan , *.a2n , *.11k and *.22k also *dcp format

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Janusz Dec <nikto@softnet.pl>
Message-ID: <01bdcb62$cca5e6a0$LocalHost@janusz>
Source record: 60660

I have very many the Atari 8-bit disk games in *.aan , *.a2n , *.11k and *.22k also *dcp format for emulators (This is propability one dysk - one games). I dont know -what this is ,archive format ? I would like play -I can`t. If You know haw unpak this games to *.atr or *.xdf format - help mi pleace !!!
I find (search) game "Castle Wolfenstein" in *.atr or *.xdf format.

--
Pozdrowienia
Janusz Dec
nikto@softnet.pl

1799. Re: Info on XF551 replacement

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35DAB5A5.2D5F7D38@ix.netcom.com>
Source record: 60661

Mario Becroft wrote:
>
> I am not fully famaliar with the 8-bit but am trying to help a club
> member. One person says that you can replace the mechanism with the
> commonly available drives from old PCs. I understand these are HD drives.
>
> Now some tell me you can't put that in an XF551, - that it accepts only
> the DD mechanism - others say I can.
>
> What is the situation?
>
> Does someone know how to use the HD mechanism or what changes are
> necessary so it can be used as a replacement in the XF551?
>
> Does it involve some electronics? Or is it like the situation with the
> Atari ST where the HD 3 1/2 drive can be used with a few simple fixes, but
> just operates as a DD drive?
>
> All and any details on this matter would be appreciated.
>
> --
> | Mario Becroft | Tariland, Atari user group in New Zealand |
> | mb@tos.pl.net | tariland@tos.pl.net |
> | http://www.pl.net/~mario/ | http://www.pl.net/~mario/tariland/ |

Mario,
The XF551 uses a 360K DSDD Low Power mechanism. It can be replaced with
a similar PC mechanism, as long as you observe the power limitations of
the XF551's power supply. A higher power usage mechanism can be used if
seperate power for the mechanism is supplied. The reason that you can't
use an HD (1.2MB) mechanism is that the head gap is much finer than the
360K gead gap. This means that if you write disks with the HD drive,
they most likely won't be readable on a stock Atari drive. Physically,
the 1.2MB mechanism will work, but compatibility with other equipment is
lost.
Hope this helps.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1800. Re: Need Help with SIO2PC, Atari800win, ATR!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ybtphw450.fsf@co.umist.ac.uk>
Source record: 60662

Kevin A Haley <khaley@mich.com> writes:

[snip]
> 1. Start up Atari800Win.
> 2. Set D1: to DOS_25.ATR, Set D2: to DEMOS.ATR (any ATR will do)
> 3. Reboot (Shift-F5 I think).
> 4. Go into DOS.
> 5. Copy: D1:RAMDISK.COM,D2:
> 6. Results in Error. (usually 160 or 165, sometimes a different one).
> 7. Exit to BASIC:
>
> LOAD "D1:ATARI800.BAS"
>
> READY
> SAVE "D2:ATARI800.BAS"
>
> ERROR- 160 (again, or 165, sometimes something else)
[snip]
> Hence, the ATR disk image appears to be read-only from within the
> Atari. The Atari ROMS/Disk Operating System cannot process the
> format of the ATR file, which is different from a normal Atari
> disk.

The ATR format is writable. A couple of thing to check:

Make sure the ATR file is not write protected. From MS-DOS (not Atari
DOS) type, in the correct directory:
DIR /AR *.ATR
You shouldn't see any files displayed, if any are then they are write
protected, use ATTRIB to unprotect them.

Make sure the ATR has not been opened somewhere else by another
program, causing a sharing violation.

Make sure that your ATR image is formated and has been formated with
the same DOS and in the same density as those that you're using to
save the file with. (i.e. if you formated it originaly with DOS 2.5 in
medium density, then try using DOS 2.5, not MYDOS in DD, or whatever).

If all else fails, try creating a brand new ATR, format it, and save
something to the file straight away. See if that works.

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

1801. fs: Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: abc@nospam.com
Message-ID: <6rel9n$8rb@batph8.bnr.ca>
Source record: 60663
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,comp.sys.atari.8bit

Please send replies to johny@pipeline.com

Atari 600XL Computer

Power Adaptor

TV hookup box

Mnauals and orignal Box

In excellent condition

$40

Buyer Pays the shipping

Salim Khan
Alpharetta, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

1802. Re: Need Help with SIO2PC, Atari800win, ATR!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Kevin A Haley <khaley@mich.com>
Message-ID: <Pine.LNX.4.00.9808191133040.28290-100000@zelgadis.mich.com>
Source record: 60664

>
> ATR files are read/write, not read-only. One thing I can think of is that
> maybe you've got the file attributes set as read-only. You can check this
> under Windows by right-clicking on the file and choosing Properties. On the
> Properties window at the bottom are your file attributes. Make sure that
> read-only is not checked.
>
> Another possibility is that your SIO2PC cable is not set up correctly. You
> may have the read pins wired correctly but not the write pins. Still, this
> doesn't explain why the ATR's won't work on an emulator on the PC.

My problems are resolved.

After de-selecting "SIO Patch (fast disk access)" in the Atari800win,
I have no problems writing to ATR files. Works great.

Also, SIO2PC now works. I was selecting "Double Density" disk for
a disk image, 133K, when it suddenly dawned on me that it is really
Enhanced Density, not true Double Density. DOS was probably croaking
on the disk format. I select Single Density 133K (enhanced density),
and I can write to the PC no problem.

Thanks to all those who offered insight and suggestions.

Kevin

1803. Re: 410 help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Tom Boucher <trekkie@nospam.kc.net>
Message-ID: <W6GC1.37$rx6.46135@newsfeed.slurp.net>
Source record: 60665

At least your father didn't put it in the garage and then drop a 350 V8 on the thing and crush it big time.

Course at the time I thought I'd get an 810 disk drive, but now I just have my Atari 800 and 20 game carts. Hopefully if an auction goes well I'll get a 1050 finally after 10 years 8-)

Tom

1804. Re: Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Tom Boucher <trekkie@nospam.kc.net>
Message-ID: <I9GC1.39$rx6.48126@newsfeed.slurp.net>
Source record: 60666

do it at www.ebay.com, lots of Atari stuff on auction there and it's all
automated and fair.

Tom

christine eldridge wrote in message <35D761D0.14AC@escape.ca>...
>christine eldridge wrote:
>>
>> I have a closet full of 8-bit Atari hardware, software and publications.
>> Is there a marketplace for it somewhere or should I just trash it?
>
>Some have suggested an auction on this site. Is that acceptable
>practice?
>Fred and Chris Eldridge

1805. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <35db384e.10409841@nntp.ix.netcom.com>
Source record: 60667
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Mon, 17 Aug 1998 15:48:37 -0700, Rick <rickajho@+_|_|_|+banet.net>
wrote:

>Darren Spiteri wrote:
>>
>> On Mon, 10 Aug 1998 13:01:01 GMT, Michael J. Novak Jr. wrote:
>> > The Video Game Advantage Definitive Known Software List Collection
>> <snip>
>>
>> Even though I stuck up for VGA in an earlier flame, does anybody agree that
>> this particular posting is beginning to resemble SPAM?
>> --
>> +-___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
>> : / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
>> |:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
>> `(____/|_|><|_||_|><><__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'
>
>
>Well considering it's being cross posted to multiple groups (7 on my
>server) and it's from a commercial site then I guess it qualifies as
>SPAM.
>
>I don't know why he states that 'Less than 1% of this web site is
>devoted to actual "commercial" content' since that seems to be the major
>point of it - stuff is for sale.
>
>Rick

You asked for it, you've got it. I'M BACK!

1) the announcements *were* crossposted. As of 08/17/98
(a.m., two days before I read this message) that changed.

2) useful FREE information is not SPAM. You've got to have better
things to do than attack someone for posting 1 announcement
message a week, don't you?

3) there is commercial content on my site. Add it up, divide it by
the total content and its less than 1% (253KB on a 110MB site,
HTML not included, but it wouldn't make any difference if it was).
There is no charge to access *any* part of my site, and nobody
is forced to hit that ONE bullet on the main page and look at the
FS/T lists.

4) the main point of my site is my hobby -- VIDEO GAMES, and
the dissemination of related material. I am now, and will always
be, a collector first. If I stopped running VGA today I would still
collect (the opposite is not true).

Michael
(I stop reading Usenet and only post occasional announcements
for two years and they STILL attack me. You people are f'n sad!)

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1806. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <35dc3cbb.11543702@nntp.ix.netcom.com>
Source record: 60668
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Mon, 17 Aug 1998 18:49:49 -0500, "DJ Herison" <djh@itol.com> wrote:

>Not to tote his site, just the main page is mostly ads. The
>rest of his site IS very informative especially the carts sections,
>which by the way is all he is stating in these posts. For someone
>just starting out, his posts are a virtual life saver in finding out
>just what is available for game and computer systems.
>
>My .02 worth
>
>dj

Actually, there is only ONE bullet on the main page that links to
my FS/T list section. This can easily be skipped. There are
no other ads, unless you are counting the Link Exchange banner!?!
The actual commercial content of the site is 253KB on a 110MB
site (ie, less than 1%).

Anyway, thanks for the other comments. I'm very glad that you
found the lists useful.

Michael

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1807. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <35dd3da5.11777116@nntp.ix.netcom.com>
Source record: 60669
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Tue, 18 Aug 1998 15:09:23 +1000, Darren Spiteri
<Spit@spam-free.UUCP> wrote:

>On Mon, 17 Aug 1998 18:49:49 -0500, DJ Herison wrote:
>> Not to tote his site, just the main page is mostly ads. The
>> rest of his site IS very informative especially the carts sections,
>> which by the way is all he is stating in these posts. For someone
>> just starting out, his posts are a virtual life saver in finding out
>> just what is available for game and computer systems.
>
>There is some cool stuff at his site, but does his post have to be so long?
>Just a URL and quick note would suffice in this case. Not that VGA would be
>reading this of course...

You asked for it, you've got it. I'M BACK!

1) thank you, and yes, as you know the actual commercial
content is less than 1% (253KB on a 110MB site).

2) yes, it does, because people seem to like to attack me and
lie about me on Usenet (because they are totally gutless and
wouldn't dare do it face to face).

3) I *really* wasn't, but I am now :)

Michael
(I stop reading Usenet and only post occasional announcements
for two years and they STILL attack me. You people are f'n sad!)

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
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Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1808. Re: BBS Express! Professional (tm)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <903551131.15216.0.spot.d4ee0f47@news.demon.nl>
Source record: 60670

Hi Bob,

Now the price has dropped on this version, when will the GOLD version be
released ?

Gtx,
SYsop*TXG

BobKlaas heeft geschreven in bericht <35DA4627.F9EAC441@sisna.com>...
>This version was released about 2 years ago. It is now available for
>$10.00 plus $4.00 shipping. Total $14.00.
>
>This is the Multiline version, can handle up to 7 different modems and
>users calling in at the same time if you have a MUX system from CSS with
>the addtional slaves.
>
>Those of you that have the older versions and want to upgrade price the
>same but need your Node number to update your records.
>
>This version has all the goodies, multiline, Pro_term (phone call out)
>Networking (high speed compaction), Completely IBM ANSI compatable.
>
>Can run on 4 double density disk drives with limited ability,
>reccomended that you have a hard drive available on you system.
>
>bob

1809. Re: DK-Utilites by Dan Knauff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <903551132.15216.1.spot.d4ee0f47@news.demon.nl>
Source record: 60671

DK utils ?
What can you do with it ?

BobKlaas heeft geschreven in bericht <35DA4A23.7E413715@sisna.com>...
>Bought the rights from Dan several years ago, DK-Utilities for the Black
>Box and the MIO for use stand alone or with the BBS Express!
>Professional version..both, .com and .CMD files..price $5.00 s/h $3.00.
>
>bob
>
>I have the source code if anyone is intrested in going into a joint
>venture for upgrade.
>
>bob

1810. VGA/SVGA or Older Atari/NES/SEGA

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <6rf43s$2mh8@news.tds-gn.lmco.com>
Source record: 60672

Looks Like AIMS Labs have come up with a product called
JAM which allows Composite Video oe S-Video input and outputs
to VGA/SVGA:

http://www.aimslab.com/Products/JAM!!/jamhome.htm

--
~~~~~~
~~~~~~
Robert M. Malay
Lockheed Martin Mission Systems
9255 Wellington Road
Manassas, VA 20110-4121

bob.malay@lmco.com
703.367.2403
~~~~~~
~~~~~~

1811. Desktop TV in early 80's (or before)?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: esc@Xenon.Stanford.EDU
Message-ID: <6rf4p4$8qh$1@nntp.Stanford.EDU>
Source record: 60673
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.misc,comp.sys.zenith

[time warp ON...]

Does anybody know of any desktop TV apps dating back to the early 80's?
I'm looking for something which would have displayed a TV program
schedule and allowed the user/viewer to select what to watch.

In particular, which of the early computers (TRS-80, Apple][, Atari,
Amiga...) was the first to provide such a capability?

Any info much appreciated!

1812. WTB: The Last Star Fighter

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Tom Boucher <trekkie@nospam.kc.net>
Message-ID: <6wGC1.64$rx6.64962@newsfeed.slurp.net>
Source record: 60674

Hello -

Years ago, when my little Atari 800 was the screamer of the bunch with 48k of RAM, a local guy had dubbed a copy of 'The Last Starfighter' onto cassette (wow) for me.

You turned on the machine while holding down start, it loaded from the tape.

Anyone got a copy / make a copy for me? Will pay reasonable fee for the disk transfer, (IE <5) since I know there wasn't an original released to manufacturing.

Thanks

Tom

1813. Re: WTB: The Last Star Fighter

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <1998081918513400.OAA28240@ladder03.news.aol.com>
Source record: 60675

You can buy a prototype version on cartridge from Best Electronics for $15.
Their phone number is (408) 243 - 6950.

1814. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <35de3e9c.12024578@nntp.ix.netcom.com>
Source record: 60676
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On 18 Aug 1998 09:10:43 -0500, krieg@earth.execpc.com (Andrew Krieg)
wrote:

>In article <6rafj7afd1@news.inc.net>, DJ Herison <djh@itol.com> wrote:
>>Not to tote his site, just the main page is mostly ads. The
>>rest of his site IS very informative especially the carts sections,
>>which by the way is all he is stating in these posts. For someone
>>just starting out, his posts are a virtual life saver in finding out
>>just what is available for game and computer systems.
>
>The thing is he steals other people's lists, reformats them, and then claims
>them as his own. I too have based a few of my lists on existing work (my NES
>list for example). However I give credit to the original author(s), and I
>always have a "value added" incentive. For example, I added cart numbers and
>copyrights to my NES list.
>
>A lot of my and others hard work has been plagarized into (IMHO) really ugly
>looking lists, and MJNJ acts like he did all this hard work. His actions are
>as low as they can get for Netiquette and I'd recommend you boycott doing
>business with him.

You asked for it, you've got it. I'M BACK!

1) that is a lie. I did lists for several systems that NEVER had
them, and when I did use a list as a template I gave credit (hell,
I went one better than that and mentioned Dean Dierschow in
EVERY list, not just the ones he had done). And my LARGE
collection is the real basis for my lists. I gave up all my free time
to do this project, REALLY! I sat for HOURS and HOURS typing
information from my carts, CDs, boxes and manuals. Not to mention
catalogs, magazines and yes even some on-line information. I even
looked at the DP (Digital Press guide) *occasionally*.

2) And for the record, I did an NES list 3 f'n years ago (based
on my 600+ cartridge NES collection, and complete with
cartridge #'s and copyright dates) and never released it. Why?
Because assholes like you wouldn't stop attacking me at the time
(or since for that matter). Well, I am re-editing my NES list into
the new format, and if you say that I stole that one, we will have a
problem, Andrew! Not that we don't already (see above, and below).

3) you are entitled to your opinion, no matter how wrong you
may be, on how my lists look (personally, I find lists that crunch
information into one line "really ugly").

4) you just stepped over the line, Andrew. Accusing me of
plagiarism (you spelled it wrong) AND calling for a boycott of
my business, all in the same message! Who do you think you
are, Paul Smith? I spent much more time than I can remember
putting something together that I felt people could use. Oh, there
are other lists out there, even other collections of lists, and most
are very good, but nobody has done lists for as many systems
AND all in the same standard format (which I made sure included
the information *I* would want in lists if I were starting out
collecting today -- note they are not meant as rarity or price guides,
but rather for TRUE collectors who simply want to know what is
available).

5) if anyone has violated Netiquette, Andrew, its the guy you see
in the mirror when you shave.

Michael
(I stop reading Usenet and only post occasional announcements
for two years and they STILL attack me. You people are f'n sad!)

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1815. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <35df4599.13813881@nntp.ix.netcom.com>
Source record: 60677
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On 18 Aug 1998 21:54:36 GMT, graciem@canisius.edu wrote:

> My personal favorite is his policy on game instruction manuals. First he
>claims that reproducing the manual accurately is more important than
>"feeding egos," so he strips out the "typed by" line at the beginning of
>most of them... and then adds a huge advertisement for his business,
>justifying it by calling it an EOF marker. What a wanker.
>
> A close second, in terms of pure stupidity, would be his attempts to
>copyright screenshots.
>
>--Matt

You asked for it, you've got it. I'M BACK!

1) someone who hasn't bothered to read the "about" file of that
section shouldn't go around shooting his mouth off. The part
I added to the front of each file is so that those people visiting
my site through an unauthorized link (ie, theft of service, since
I pay for my web site and it is NOT intended to be used as
storage for other sites) would know who was paying for said
storage, and the part I added at the end of each file *IS* an EOF
(end of file) marker. Why people don't just put the manual files
on their own sites I don't know. I have no hold on that activity.
And if you don't like what I did, tough.

2) those who type in manuals, or books, or make copies of
tapes, CD's, DVDs or disks have NO say in how that *pirated*
work is used. That will also go for the manuals I intend to
scan in, when time permits. Why will I do so? Because I feel
that people who have a legally obtained, original copy of a
piece of software and no documentation should have
access to the manual. This or course does NOT include
you "ROM Boyz!"

3) someone who hasn't bothered to read the copyright laws of
the United States (and I even put up links to make it easy for you)
shouldn't go around shooting his mouth off about those who have
done so! The difference, moron, is that those are original work.
Now, if I put screen shots on-line of EVERY possible thing that
could happen in a game, at EVERY possible point, and by
EVERY possible character, then maybe you would have another
point to match the one on the dunce cap you wear. Of course,
I don't know of anyone short of Bill Gates who could pay for the

web site storage. As it stands now, those screen shots reflect
my personal collection and in most cases there is only one for
each game, so your opinion doesn't jibe with the facts.

Michael
(I stop reading Usenet and only post occasional announcements
for two years and they STILL attack me. You people are f'n sad!)

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on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1816. Problem booting from disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Nathan Lee <keeper@food4u.com>
Message-ID: <35DB322F.C2150F43@food4u.com>
Source record: 60678
Body handling: Binary attachment payload not displayed: vcard.vcf

Hi there. I'm a novice when it comes to my retro Atari 800 XL. When I try to start from a floppy, it gives me "boot error" with lots of buzzing noises. Is there a way for me to load programs directly from BASIC, so that I don't have to start up with the disk? Please e-mail your replies. Bye.

[One or more binary attachments are retained only in the source text.]

1817. Re: WTB: The Last Star Fighter

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Tom Boucher <trekkie@nospam.kc.net>
Message-ID: <xTHC1.143$rx6.134637@newsfeed.slurp.net>
Source record: 60679

Cool, didn't know they'd done that.

Thanks

Tom

Swozniak wrote in message
<19980819185134000.OAA28240@ladder03.news.aol.com>...
>You can buy a prototype version on cartridge from Best Electronics for $15.
>Their phone number is (408) 243 - 6950.

1818. Re: Virtual disk images

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: "Steven E. Posey" <stevenposey@usa.net>
Message-ID: <6rfcrr$kbu@enews4.newsguy.com>
Source record: 60680

Marc Rademakers wrote in message <6reu85$5v9$1@news.IAEhv.nl>...
>How do I make a virtual disk image of an ATR> file. I think it was
described
>in the docs with XL-it 0.16 , but I can't get it to work. Please help !!
>Marc
>

More info, please... What are you wanting to do? Create a blank ATR to use
with XL-It, or are you just trying to load an ATR into XL-It?

By definition, an ATR _is_ a virtual disk image, so please let us know what
you're really trying to do.

Thanks,
Steven

1819. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: graciem@canisius.edu
Message-ID: <6rfh8v$lor@klaatu.canisius.edu>
Source record: 60681
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

>You asked for it, you've got it. I'M BACK!

Funny, I don't seem to recall asking.

>1) someone who hasn't bothered to read the "about" file of that
>section shouldn't go around shooting his mouth off. The part
>I added to the front of each file is so that those people visiting
>my site through an unauthorized link (ie, theft of service, since
>I pay for my web site and it is NOT intended to be used as
>storage for other sites) would know who was paying for said
>storage, and the part I added at the end of each file *IS* an EOF
>(end of file) marker. Why people don't just put the manual files
>on their own sites I don't know. I have no hold on that activity.
>And if you don't like what I did, tough.

I do put the manual files in my own web space, thanks. Fortunately, I've
managed to find most of the sites you stole them from, so I don't even
have to strip out your ads. Lucky me.

>2) those who type in manuals, or books, or make copies of
>tapes, CD's, DVDs or disks have NO say in how that *pirated*
>work is used. That will also go for the manuals I intend to
>scan in, when time permits. Why will I do so? Because I feel

When exactly will time permit? That "I have a lot of stuff I'm gonna
scan" note has been up on your site for at least a year and a half, now.

>that people who have a legally obtained, original copy of a
>piece of software and no documentation should have
>access to the manual. This or course does NOT include
>you "ROM Boyz!"

Just to clarify, I'm not a "ROM boy" by any means. Thanks for the
pointless flame, though. It makes me feel all gooshy inside.

>3) someone who hasn't bothered to read the copyright laws of
>the United States (and I even put up links to make it easy for you)
>shouldn't go around shooting his mouth off about those who have
>done so! The difference, moron, is that those are original work.

I'd bother saying something about your pathetic retreat to name-calling,
but it's just not worth the effort. Believe as you like.

>Now, if I put screen shots on-line of EVERY possible thing that
>could happen in a game, at EVERY possible point, and by

>EVERY possible character, then maybe you would have another
>point to match the one on the dunce cap you wear. Of course,
>I don't know of anyone short of Bill Gates who could pay for the
>web site storage. As it stands now, those screen shots reflect
>my personal collection and in most cases there is only one for
>each game, so your opinion doesn't jibe with the facts.

Aren't you going to drag out your tired quote about how nobody is
entitled to their own facts? I just didn't get enough of it on your page.

I, personally, have no real problem with you. True, I think it's rather
underhanded of you to take files that other people have spent time typing
up for the good of the collecting community and plastering ads for your
second-rate business all over it. Sure, it bothers me a bit that you've
got so little respect for netiquette that you pule and whine about how the
images you put on your site are really copyrighted, and belong to you. And
finally, it annoys me that someone whom I have *never* seen post on
r.g.v.c. in my relatively short time of subscription sees fit to make
blanket accusations and denunciations. So feel free to sit in a corner,
reveling in your paranoid delusions and believing that everyone is out to
cheat you of your precious Snappy pictures. Whatever makes you happy.

--Matt

1820. Any emulators support the .PRO file type?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Frank Rachel <frachel@rcn.com>
Message-ID: <6rft0pilu1@winter.news.erols.com>
Source record: 60682

APE (and Prosystem) can create images of protected disks.. they use the .PRO extension instead of .ATR. Do any of the emulators work with these?

-Frank

Up to disk #310 in my conversion from floppy to ATR...!

1821. Old Atari Artifacts need a good Home

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Chris <tiberius@pangea.ca>
Message-ID: <6rfv1qtju1@pumpkin.pangea.ca>
Source record: 60683

I have some old Atari stuff that I have neither the financial nor technical where-with-all to maintain. I would hate to see these wonderful relics go to waste and wondered if anyone would be interested in taking them (400, 800, 800XL, 520ST, 1050 disk drive, software, and other artifacts (ie: baby backup etc.)) off of my hands. The 1050 has crapped out and the ST's pcboard is cracked where the mouse plugs in, but, as far as I know, everything else works (I've replaced some chips in the 800 from time to time).
Please e-mail serious offers to me at tiberius@pangea.ca.

1822. Indus Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <hXVMIFS.tandrews16@delphi.com>
Source record: 60684

Must be time to clean and lube my Indus drive. It's starting to sound more and more like a 1050, groaning and clunking...

TJ

1823. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Nick Chionilos <CHIONILOS@Megahits.com>
Message-ID: <35DB9551.BAE7DD05@Megahits.com>
Source record: 60685

I think that you are looking for a game called "Journey to the Planets".
It was one of the first games I ever played on an Atari computer. Once
you land on the planet, you leave your ship and solve different puzzles on
each planet to get the object. Hope that helps!
-Nick

Brian Whitman wrote:

> I've been going nutty trying to remember this. I recently pulled my 130
> out of storage and have been playing around with it. I lost my favorite
> game cartridge in the move though and can't remember what it was called to
> go look for a new one. Nor can I remember much about the game. Well, here
> goes:
>
> There were a bunch of planets that your ship had to land on. Once oyu
> landed, you had to get out of your ship and go look for a certain object.
> Of course, the only object I remember that oyu had to get was called a
> "Candleabra." And landing on each planet was no small task -- it was a
> lunar lander type affair-- if you came down too fast, you'd crash, and so
> on. I remember finsihing the game up to the last planet or whatever and
> crashing on the landing pad. Arrgh.
>
> Anyway, any clues? Again, i had this on Cartridge. Don't know if it was on
> disk or not. Have a vauge recollection of buying it at a Kay-bee for a
> small amount of money (during the productive years of the 8-bit, so it
> must not have been a well-known game.)
>
> Brian Whitman - bwhitman@wpi.edu
> http://www.netspace.org/users/bwhitman
> "..."

1824. Re: Crank call is the last straw! (was Re: Definitive Known Software Lists...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-19 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <35DB9040.97B44884@net66.com>
Source record: 60686
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Michael J. Novak Jr. wrote:
> I have the tape, and if I ever find out who it was, you will regret
> doing it. I personally guarantee that! And if that person happens
> to be reading this... SAY IT TO MY FACE, YOU GUTLESS JERK!
> Please!!!

Defend yourself as much as you want - via email.

I've seen your site - neat. But I'm sick and tired of the huge waste of bandwidth you have foisted on us in the name of (1) advertising your site and (2) whining about others.

You have a website. As far as I can see, a good one. You have plenty of bandwidth to play with on your own. I, for one, would appreciate a smaller message with a link to the lists on your site instead of having to download the whole thing to my screen.

Multiple huge posts, followed by screaming flames (including this 9-line .sig in each) is not a very effective way to get people to visit your site. I'd rather talk calmly with the few Atari fans left than be forced to wade through your combination flames & Spam.

We don't need the extra grief, and the few who 'attack' you don't need the endorsement a screaming fit from you gives.

Please just chill, and think before you type once in awhile, hah?

Mark Statzer

> Michael
> (I stop reading Usenet and only post occasional announcements
> for two years and they STILL attack me. You people are f'n sad!)
>
> Buying/Selling/Trading video game systems Michael J. Novak Jr.
> and software, almost everything ever made, Video Game Advantage
> including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
> and many more (also older computers) for Parma Hts., OH 44130
> over 4 years on the Internet! Visit us 1-440-843-8815 Voice
> on the WWW at http://www.io.com/~vga2000/
> The Video Game Advantage Definitive Known Software List Collection,
> Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
> The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1825. Re: Atari 8bit on the Internet!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6rfsp6$en@freenet-news.carleton.ca>
Source record: 60591

(wizbandit@my-dejanews.com) writes:
> I have contacted a few Atari hobbyists (I have not forgotten about you) about
> the possibility of creating the ultimate Atari on-line resource center. I
> have registered AtariWorld.com for such a place. I'm looking for a group to
> build this site. A site for Atari users by Atari users. I find myself
> falling farther behind in building the site because of work and family. If
> you or anyone would like to start on this site I will provide FTP access to
> the server and all the emails@atariworld.com you want. I need a core group
> to oversee the basic layout (about 4 people max) and many contributers for
> content. If you are interested please contact wiz@atariworld.com

Will there be advertising sold on this site?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1826. Crank call is the last straw! (was Re: Definitive Known Software Lists...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35dbac9a.200219@nntp.ix.netcom.com>
Source record: 60592
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

I was recently made aware of the fact that my absence has not
lessoned the attacks and lies that *some* of you enjoy posting
about me. As if those pastimes weren't enough for you!

I don't know which one of you sycophants did it, but the message
that was on my answering machine today was going way too far!
It went well beyond vulgar. Well beyond!

I have the tape, and if I ever find out who it was, you will regret
doing it. I personally guarantee that! And if that person happens
to be reading this... SAY IT TO MY FACE, YOU GUTLESS JERK!
Please!!!

[NOTE: To those of you that had nothing to do with this...never
mind.]

Michael
(I stop reading Usenet and only post occasional announcements
for two years and they STILL attack me. You people are f'n sad!)

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1827. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: Paul Binns <drbinns@idirect.com>
Message-ID: <01bdcbdf$4fb74bc0$57e3a1d1@ns.idirect.com>
Source record: 60593
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Moderators,

Please shut this thread/guy down. It is *so* amatuerish and boring,
harkening back to the old unmoderated Fidonet days. Please !!!!.......

Michael J. Novak Jr. <VideoGameAdvantage@DittosRush.com> wrote in article
<35df4599.13813881@nntp.ix.netcom.com>...
> On 18 Aug 1998 21:54:36 GMT, graciem@canisius.edu wrote:
>
> > My personal favorite is his policy on game instruction manuals. First
he
> >claims that reproducing the manual accurately is more important than
> >"feeding egos," so he strips out the "typed by" line at the beginning of
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> >
> > A close second, in terms of pure stupidity, would be his attempts to
> >copyright screenshots.
> >
> >--Matt
>
>
> You asked for it, you've got it. I'M BACK!
>
> 1) someone who hasn't bothered to read the "about" file of that
> section shouldn't go around shooting his mouth off. The part
> I added to the front of each file is so that those people visiting
> my site through an unauthorized link (ie, theft of service, since
> I pay for my web site and it is NOT intended to be used as
> storage for other sites) would know who was paying for said
> storage, and the part I added at the end of each file *IS* an EOF
> (end of file) marker. Why people don't just put the manual files
> on their own sites I don't know. I have no hold on that activity.
> And if you don't like what I did, tough.
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> 2) those who type in manuals, or books, or make copies of
> tapes, CD's, DVDs or disks have NO say in how that *pirated*
> work is used. That will also go for the manuals I intend to
> scan in, when time permits. Why will I do so? Because I feel
> that people who have a legally obtained, original copy of a
> piece of software and no documentation should have
> access to the manual. This or course does NOT include
> you "ROM Boyz!"

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> 3) someone who hasn't bothered to read the copyright laws of
> the United States (and I even put up links to make it easy for you)
> shouldn't go around shooting his mouth off about those who have
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> Now, if I put screen shots on-line of EVERY possible thing that
> could happen in a game, at EVERY possible point, and by
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> I don't know of anyone short of Bill Gates who could pay for the
> web site storage. As it stands now, those screen shots reflect
> my personal collection and in most cases there is only one for
> each game, so your opinion doesn't jibe with the facts.
>
>
> Michael
> (I stop reading Usenet and only post occasional announcements
> for two years and they STILL attack me. You people are f'n sad!)
>
> Buying/Selling/Trading video game systems Michael J. Novak Jr.
> and software, almost everything ever made, Video Game Advantage
> including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
> and many more (also older computers) for Parma Hts., OH 44130
> over 4 years on the Internet! Visit us 1-440-843-8815 Voice
> on the WWW at http://www.io.com/~vga2000/
> The Video Game Advantage Definitive Known Software List Collection,
> Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
> The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com
>
>

1828. Major Atari Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6rg4e5$5uj$1@nnrp1.dejanews.com>
Source record: 60594

I am selling the following Atari stuff. All of it works and is in good shape!

Atari 130 XE Computer: $50.00 (w/power supply)
Atari 800 XL Computer: $25.00 (no power supply)
Atari 1050 Disk Drive: $25.00 (w/power supply)
Atari 1010 Tape Drive: $10.00 (in box with everything it came with)
Indus GT Disk Drive: $50.00 (w/power supply)
Indus GT Disk Drive: $50.00 (w/power supply)
Atari CX85 Keypad: $ 5.00 (w/programming manual)
Atari Deluxe Trackball: $ 8.00 (new in box)
6 Atari 3ft SIO Cables: $12.00 (quantity of 6, $2.00 each)
20 or so DSDD disks: $10.00 (hard to find, these are new)
Misc Software as follows:$15.00
Atari Writer Plus (normal/130XE version with disks and manual)
Atari DOS 2.5 (disk and manual)
Indus/OSS DOS XL (disk and manual with synchromesh)
Tons of game and demo software on diskette
User assembled documentaion in Atari 3 ring binder

All for $260. Will consider piecing it out if I am left with enough for a complete system to sell as one. Would really like to sell it all as one big package. Make a reasonable offer and I may sell it to you at that. Anything not sold will got to eBay for clearance so act now!

Buyer pays shipping. Shipping to US only unless prepaid. Funds in US$ only. Cashiers check, money order or COD.

Thanx!
Please reply to 'wade.ripkowski@DIESPAMpsc.bellhowell.com' and remove the DIESPAM from the address.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1829. 850 Interface for sale cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6rg4nr$62j$1@nnrp1.dejanews.com>
Source record: 60595

Cheap in good shape!

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26103777

Item 26103777

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1830. Classic Compute! books for sale cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6rg4r6$636$1@nnrp1.dejanews.com>
Source record: 60596

Great value! Classic books! 8 Bit MUST haves!

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26100664

Item number 26100664

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1831. Antic Magazines for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6rg505$6f5$1@nnrp1.dejanews.com>
Source record: 60597

In EXCELLENT condition! A collectors item! For the serious enthusiast (8 bit and ST)!

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26102680

Item number 26102680

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1832. Classic printer for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6rg56d$6fv$1@nnrp1.dejanews.com>
Source record: 60598

This one is cheap and in great shape. For the collector.

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26099579

Item number 26099579

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1833. Re: 850 Interface for sale cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: vairxpert@killspam.hotmail.com
Message-ID: <35db985e.5263494@news.netnitco.net>
Source record: 60599

sripkowski@my-dejanews.com wrote:

>Cheap in good shape!
>
>Check the eBay auction at:
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26103777
>

First off, its NOT for sale. Its FOR AUCTION.
Second, how can you call it CHEAP when you don't even know what it
will sell for!

George Torch

Collector and restorer of early to mid 60's classic cars
Also into Snowmobiling, Motorcycles, S&W 9MM Guns, Video Games and R/C Trucks.

Remove killspam. to reply

1834. Re: Problem booting from disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35DC085A.86E93E29@ix.netcom.com>
Source record: 60600

Nathan Lee wrote:
>
> Hi there. I'm a novice when it comes to my retro Atari 800 XL. When I
> try to start from a floppy, it gives me "boot error" with lots of
> buzzing noises. Is there a way for me to load programs directly from
> BASIC, so that I don't have to start up with the disk? Please e-mail
> your replies. Bye.
>
> --
>
> Nathan Lee <keeper@food4u.com>
> Mr. Executive
> C.P. JONES Dept. of Stuff
>
> Nathan Lee
> Mr. Executive <keeper@food4u.com>
> C.P. JONES Dept. of Stuff HTML Mail
> 46 Vermont Avenue Fax: (513) 761-2177
> Wyoming Home: (513) 761-6717
> OH Netscape Conference Address
> 45215 Netscape Conference DLS Server
> United States of America
> Additional Information:
> Last Name Lee
> First Name Nathan
> Version 2.1

Nathan,
You can't start the machine w/o a DOS boot disk and then try to load files from the floppies. What is probably wrong is that you need a working DOS boot disk. Also check your cables and be sure the power to the floppy drive is on. These are the common problems when you get a boot error.
If you don't have one, post back and we'll see what can be done for you.

Do you have A.P.E. and the SIO2PC Cable? If so. locate one of the web/FTP sites and download a DOS bootable .ATR image or .DCM file. If you get the .DCM file you will need DOSCOMM32.COM to extract the disk information to a floppy. The floppy MUST be in a valid Atari drive. If you have a working .ATR image all you need to do is connect the SIO2PC cable between a PC and your Atari, run the Atari Peripheral Emulator and format a floppy on the Atari floppy drive.

A.P.E. is available at:
* * * Author of Imagic and APE - The Atari Peripheral Emulator! *
* *
* * * Turn your 8-bit Atari into a powerhouse with APE! *
* *
* * * Ape Homepage: http://www.nacs.net/~classics *
* *

I'm not sure if the SIO2PC cables (premade) are available from him but
instructions to build one should be.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1835. Re: Virtual disk images

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35DC0A49.EE6A66B0@ix.netcom.com>
Source record: 60601

Marc Rademakers wrote:
>
> How do I make a virtual disk image of an ATR> file. I think it was described
> in the docs with XL-it 0.16 , but I can't get it to work. Please help !!
> Marc

Marc,
Are you trying to make an Atari floppy from an ATR disk image ot trying
to boot an emulator from an ATR image or trying to boot your Atari
Computer with an ATR?
If you are trying to use an emulator (XL-It, as you mentioned), check
the command line syntax or menu instructions for using ATR disk images.
I don't have XL-It running here, so I can't give instructions on that
emulator. Some emulators (PC Xformer) uses a command line (c:\XFormer\>
xformer dos25.atr) structure to install an ATR image as a boot disk. In
the line above, DOS25.ATR would be D1: and boot with Atari DOS 2.5.
Atari800Win uses a requestor window to select which ATR image(s) you
waht to load and on which drive ID (d1:, d2:, ...)

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1836. Re: 410 help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: Tom Boucher <trekkie@nospam.kc.net>
Message-ID: <MtXC1.620$vB6.604630@newsfeed.slurp.net>
Source record: 60602

uhm, in the hay-day of the use of my 410 some tapes wouldn't work after about 15 days, let alone years....I don't remember how many times I bounced a tape off a wall after spending days typing in the latest 'Compute!' game only to have it be roasted when I'd save it due to a tape problem.

Tom

8bitz@my-dejanews.com <8bitz@my-dejanews.com> wrote in message <6qdrf3$ke9$1@nnrp1.dejanews.com>...
>Hi all Just dug the 410 out of the closet and hooked it to the 800xl and >tried loading something from the tape thats in it and no luck. Nothing loads.
>Am I missing something? I type cload and it buzzes for a bit and then I get >one of like 3 different errors. I know there is stuff on the tape I saved >years ago. Any help with the 410 and an 800xl would be greatly appreciated.
>Thanks Mark
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1837. Re: 850 Interface for sale cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: Tom Boucher <trekkie@nospam.kc.net>
Message-ID: <sMXC1.625$vB6.617435@newsfeed.slurp.net>
Source record: 60603

I never knew what this 850 was used for anyway, what did you use it for?
Just curious, I still have my Atari 800 and it works great, just wondering
what the 850 is for.

Thanks

Tom

1838. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <ExzsEH.BDL@cix.compulink.co.uk>
Source record: 60604

In article <01bdcbdf$4fb74bc0$57e3a1d1@ns.idirect.com>,
drbinns@idirect.com (Paul Binns) wrote:

> Moderators,
>
> Please shut this thread/guy down. It is *so* amatuerish and boring,
> harkening back to the old unmoderated Fidonet days. Please !!!!.......

Ermm, there are no moderators in this newsgroup. AGree with the sentiment
though.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1839. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: Stephen Platt <steve@nstl.com>
Message-ID: <35DC3639.6061@nstl.com>
Source record: 60605
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Michael J. Novak Jr. wrote:
>
> On Tue, 18 Aug 1998 15:09:23 +1000, Darren Spiteri
> <Spit@spam-free.UUCP> wrote:
>
> >On Mon, 17 Aug 1998 18:49:49 -0500, DJ Herison wrote:
> >> Not to tote his site, just the main page is mostly ads. The
> >> rest of his site IS very informative especially the carts sections,
> >> which by the way is all he is stating in these posts. For someone
> >> just starting out, his posts are a virtual life saver in finding out
> >> just what is available for game and computer systems.
> >>
> >There is some cool stuff at his site, but does his post have to be so long?
> >Just a URL and quick note would suffice in this case. Not that VGA would be
> >reading this of course...
>
> You asked for it, you've got it. I'M BACK!
>
> 1) thank you, and yes, as you know the actual commercial
> content is less than 1% (253KB on a 110MB site).

A useless figure. It is not a question of how much is sitting
on your web site, but how it is used. If those 253K of ads
are used on each and every page, your actual commercial content
(that is, the percent of bytes actually shipped to the user)
will be well in excess of the .25% you quote.

>
> 2) yes, it does, because people seem to like to attack me and
> lie about me on Usenet (because they are totally gutless and
> wouldn't dare do it face to face).
>
> 3) I *really* wasn't, but I am now :)
>
> Michael
> (I stop reading Usenet and only post occasional announcements
> for two years and they STILL attack me. You people are f'n sad!)
>
> Buying/Selling/Trading video game systems Michael J. Novak Jr.
> and software, almost everything ever made, Video Game Advantage
> including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
> and many more (also older computers) for Parma Hts., OH 44130
> over 4 years on the Internet! Visit us 1-440-843-8815 Voice

> on the WWW at http://www.io.com/~vga2000/
> The Video Game Advantage Definitive Known Software List Collection,
> Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
> The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1840. Re: Desktop TV in early 80's (or before)?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <ExztDE.Dzp@cix.compulink.co.uk>
Source record: 60606

In article <6rf4p4$8qh$1@nntp.Stanford.EDU>, esc@Xenon.Stanford.EDU
> Does anybody know of any desktop TV apps dating back to the early 80's?
> I'm looking for something which would have displayed a TV program
> schedule and allowed the user/viewer to select what to watch.
>
> In particular, which of the early computers (TRS-80, Apple][, Atari,
> Amiga...) was the first to provide such a capability?
In the UK we have had Teletext since the mid 70's. This provides several hundreds of pages of info across different channels including news, weather, TV listings, humour etc. Some programs have subtitles for the deaf much like Closed caption in the US.

Teletext is like pages of colour ascii text with some basic graphics shapes and different character sizes. It's embedded in the first few TV scan lines as a data-stream. Some VCRs can pick up on the data and reprogram timer events if a program has slipped due to a newsflash or something.

All you needed was a teletext enabled TV - usually £100 more than a standard one but later on pretty much all TVs had teletext built in.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1841. Re: boulderdash const. kit file format

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <6rheqg$gp5$1@kohl.informatik.uni-bremen.de>
Source record: 60607

Jari Karppinen wrote in message <6qnnaoaig1@ousrvr3.oulu.fi>...
>here i go following up my own posting... oh well... i took a bit deeper
>look into the files that i'm wondering about.

About 10 years ago I wrote a small TurboBasic XL program that would print a
Boulder Dash level on my 9-dot matrix printer. I think I still have the
disk, but no Atari to read it on.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

1842. FA: Atari trakballs, 2600 Supercharger, Atari Age magazines, 2600 Spider droid cart, much more

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: Steve Skrzyniarz <stevesk@inreach.com>
Message-ID: <0CZC1.921$g9.705379@news.inreach.com>
Source record: 60608
Cross-posted to: alt.atari.2600vcs,alt.games.atari,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Visit my auctions to view info or bid on the following packages:

Atari 5200 trakball, in original box w/ instructions
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26031460
Atari 2600/7800/computer trakball, in box w/ instructions
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26031024
Atari 2600 Spider Droid cartridge (Froggo Games)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26040808
Starpath Supercharger for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26039762

Atari Age + 2600 Connection magazines package
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26043304
Atari Age magazines (from Atari, covering Atari 2600)
Jan/Feb 1983 (2 copies) Crazy Climber cover
Mar/Apr 1983 (2 copies) Realsports cover
May/Jun 1983 (2 copies) Atari Video Cube cover
July/Aug 1983 (2 copies) Pole Position cover
Sep/Oct 1983 - Announcing video games master cover
Nov 1983 / Feb 1984 - video games master cover
Mar/Apr 1984 - Battlezone cover
bonus: Phoenix 2600 poster
2600 Connection magazine, issues 11 - 21 (July 1992 - April 1994)

3Com Megahertz 56k PCMCIA modem
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26046653

Win98 shrinkwrapped
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26026594
Win98 in box (opened)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26026959

PC Games:

Incoming PC CD
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26028738
MotoRacer PC CD-Rom
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26029975
XWing collectors PC CD-Rom
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26032571

Console Systems + Games:

Multi-Game Hunter 16Mb Super Nintendo / Genesis game backup unit
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26035627
Genesis system (x2)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26038735 and
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26038984
Super Smash TV SNES cartridge
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26037376

Nintendo Entertainment System cartridges:
Archon (with box, instructions)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26041238
Elevator Action
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26041935
M.U.L.E. (with box, instructions)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26041634

Colecovision system (loaded!) with controllers + cartridges
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26045172
Hardware:
Colecovision base unit w/ Power Supply
Two standard colecovision controllers
Two super-action controllers

Games:
Super Action Baseball (Coleco)
BC Quest for Tires (Sierra)
Beamrider (Activision)
Cabbage Patch Kids (Coleco)
Carnival (Coleco)
Centipede (Atari)
Congo Bongo (Colecto)
Donkey Kong (Coleco)
Donkey Kong Jr. (Coleco)
FaceMaker (Spinnaker)
Gorf (Coleco)
Ken Uston Blackjack (Coleco)
Keystone Kapers (Activision)
Lady Bug (Coleco)
Lancelot (Xonox)
Looping (Coleco)
Miner 2049er (Micro Fun)
Monkey Academy (Coleco)
Mouse Trap (Coleco)
Mr. Do (Coleco)
Nova Blast (Imagic)
Omega Race (Coleco)
Pepper II (Coleco)
Pitfall! (Activision)
Popeye (Parker Bros)
QBert (Parker Bros)
Quest for Quintana Roo (Sunrise)
Smurf Rescue (Coleco)

Space Fury (Coleco)
Space Panic (Coleco)
Squish 'Em Sam (Interphase)
Star Wars (Parker Bros)
Subroc (Sega)
Tarzan (Coleco)
Time Pilot (Coleco)
Turbo (Coleco)
Up n Down (Sega)
Venture (Coleco)
Victory (Exidy)
WarGames (Coleco)
War Room (Probe 2000)
Zaxxon (Coleco)

Original Colecovision instructions + catalogues
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26045811

including:
Burgertime instructions
Centipede instructions
Donkey Kong instructions
Galaxian instructions
James Bond 007 instructions
Mouse Trap instructions
Mr. Do instructions
Popeye instructions
Q*bert instructions
River Raid instructions
Star Wars instructions
War Games instructions
Zaxxon instructions
Colecovision owner's manual
Colecovision catalog
Color tuning instructions
Parker Brothers Colecovision catalog
Coleco handhelds catalog
Warranty cards
...all in a James Bond 007 box

To view current bids on all my auctions, click the following link:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=stevesk

Thanks! Email me with any questions!
stevesk@inreach.com

1843. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: Tyler Book <tyler_book@hotmail.com>
Message-ID: <IDZC1.1077$Zi.817424@news2.randori.com>
Source record: 60609
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

I say just leave the dude alone. He has every right to promote his business as we all do. It's not like his posts DON'T pertain to the news topics or anything...It's totally relavant. If you don't want to read his posts, then DONT CLICK ON THEM. Hell, I post that I have something for sale EVERY FOUR DAYS until I get it sold or traded....No one seems to bitch about that. Let him do his business in whatever way he feels is appropriate...It's honestly not hurting any of us.

-Tyler

PS> I have never bought, sold, or traded ANYTHING with this joker, but i have respect for his business.

1844. Re: 410 help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6rhvuo$2ju$1@nnrp1.dejanews.com>
Source record: 60610

In article <W6GC1.37$rx6.46135@newsfeed.slurp.net>,
"Tom Boucher" <trekkie@nospam.kc.net> wrote:
> At least your father didn't put it in the garage and then drop a 350 V8 on
> the thing and crush it big time.
>
> Course at the time I thought I'd get an 810 disk drive, but now I just have
> my Atari 800 and 20 game carts. Hopefully if an auction goes well I'll get
> a 1050 finally after 10 years 8-)
>
> Tom

In this case I was the father :) I had a USD 1050 when I picked up the 410
for my younger brother in laws. About 6 months later I got a happy 1050 and 2
other usd1050's and gave the kids a 1050.

I finally gave up on the 410 because the drive belts are worn and the cause of
all the problems. And I'm not in the mood to size rubber bands :) Besides I
just got a SIO2PC cable and quite a few atr files :)

Sigh. classic game overload :)
Mark

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1845. Re: 410 help needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6ri0i5$38d$1@nnrp1.dejanews.com>
Source record: 60611

If I ever get around to finding rubber bands that fit the drive belt I'll get
it working again. They are kinda stretched. So I gave up.

M

In article <MtXC1.620$vB6.604630@newsfeed.slurp.net>,
"Tom Boucher" <trekkie@nospam.kc.net> wrote:
> uhm, in the hay-day of the use of my 410 some tapes wouldn't work after
> about 15 days, let alone years....I don't remember how many times I bounced
> a tape off a wall after spending days typing in the latest 'Compute!' game
> only to have it be roasted when I'd save it due to a tape problem.
>
> Tom
>
> 8bitz@my-dejanews.com <8bitz@my-dejanews.com> wrote in message
> <6qdrf3$ke9$1@nnrp1.dejanews.com>...
> >Hi all Just dug the 410 out of the closet and hooked it to the 800xl and
> >tried loading something from the tape thats in it and no luck. Nothing
> loads.
> >Am I missing something? I type cload and it buzzes for a bit and then I get
> >one of like 3 different errors. I know there is stuff on the tape I saved
> >years ago. Any help with the 410 and an 800xl would be greatly appreciated.
> >Thanks Mark
> >
> >-----== Posted via Deja News, The Leader in Internet Discussion ==-----
> >http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
>
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1846. Re: Desktop TV in early 80's (or before)?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <753.7536T1286T372@canit.se>
Source record: 60612
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.misc,comp.sys.zenith

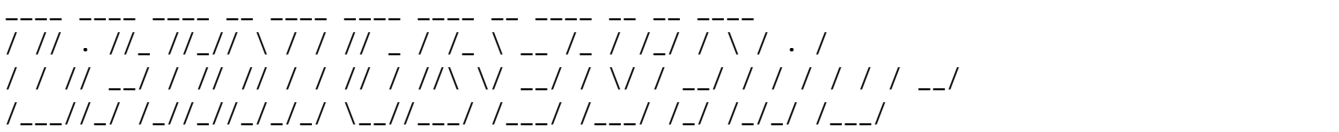
Den 19-Aug-98 19:16:04 nedtecknade escape (esc@Xenon.Stanford.EDU) f�ljande:
>[time warp ON...]

>Does anybody know of any desktop TV apps dating back to the early 80's?
>I'm looking for something which would have displayed a TV program
>schedule and allowed the user/viewer to select what to watch.

>In particular, which of the early computers (TRS-80, Apple][, Atari,
>Amiga...) was the first to provide such a capability?

Isn't that rather TV on demand?

--



1847. 800 XL boot disk problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: keeper411@aol.com
Message-ID: <1998082021085400.RAA24852@ladder03.news.aol.com>
Source record: 60613

Yes, I'm trying to boot a disk with DOS on it. I've done it before, but all of a sudden, I can't boot from any of my disks (which all had startup files before). Also, when I try to load programs from BASIC, I get an error #130.
Bye.

1848. sio2pc question

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: William Honecker <bjajh@buffnet.net>
Message-ID: <35DCB407.7310EB7D@buffnet.net>
Source record: 60614

for some reason the cable i made seems to only work in 1 direction. i can load the included cassette image that comes with ape into the atari but i can't get the atari to read or boot from the pc. i've checked all my connections at least 3 times so i'm sure there's nothing wrong there. i also replaced the diode with just a wire cause i'm not using any other drives or anything like that with the sio2pc. so it must be something i'm doing wrong. is there some special setting i have to use or have enabled to get the atari to boot from the pc? do i have to have the atari on when i start ape or do i have to have it off when i start ape? any help will be greatly appreciated. andy

1849. Re: (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-20 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6ri1if$q1u@dailyplanet.wam.umd.edu>
Source record: 60615

Darkwing (darkwing@ica.net) wrote:
: I have Atari 130xe and would like to copy one of cartridges on to a disk
: so that i can run it of my PC with emulator.I also have atari 800. Can
: someone tell me if it is posible to copy cartridge and use that program
: with emulator and if so how can i do that!!

There are some PD/freeware programs out there that copies cart to disk,
but this is providing the carts aren't copy protected. Also, it takes
some tricky wiggling the cartridge in while the computer is on and the
program is running. It just takes some trial and error and patience, as
it's easy to crash the computer until you get the hang of it.

There are also some commercial based products that copies most cartridges
(except the kind with bank-switching, if memory serves).

Then all you have to do is upload the files to your PC and run it off the
emulator....

1850. Re: QUESTRON!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: Frank Rachel <frachel@rcn.com>
Message-ID: <6rl4jt$6jr$1@winter.news.erols.com>
Source record: 60487

I have Questron, but its a .PRO image..

Mike wrote in message <35dd9f93.127113781@news.snip.net>...
>On Mon, 17 Aug 1998 14:52:01 -0400, "Jeffrey T. Mason"
><jmason@nauticom.net> wrote:
>
>>I was the first on the block to have a computer...it was 1984, and it was
an
>>Atari 800XL. I had the keyboard (with cartridge port), disk drive, and
>>printer. This machine is still existant in my father's attic...I have no
>>idea if it even functions anymore!
>>
>>There is a game that I would KILL to find again...since I lost it sometime
>>in the late 80's. QUESTRON was an adventure game, with questionable
>>graphics...but for the time...incredible stuff. It was
>>interactive...combining a location map, casinos, jails, battles, etc...
It
>>was on 2 double-sided floppys.
>>
>>If anyone knows where I can find this game, I would be grateful. And
>>obviously, I'd like to know if it was ever made for a PC.
>
>Questron had one of the best endings of any game. I played it, and
>may still have it. I'll have to look around for it.
>

1851. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <35DE380C.51317B35@net66.com>
Source record: 60488
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Michael J. Novak Jr. wrote:
> 3) I'm glad to see that the trend on Usenet of commenting on
> something/someone that you don't even know and have not
> even checked out continues. It makes winning these little
> debates you people start all the time that much easier. :)

I'm heartened to see that despite your busy schedule of pulling the wings off flies and bitch-slapping retirees you are able to *make the time* to respond to rather mild complaints and amateurish flames with land mines, napalm and automatic weapons.

According to my calculations (flawed, I'm sure) at your current rate in a few weeks you will have pissed on/pissed off/generally abused the few score remaining 8-bit Atari enthusiasts, thereby negating the need to blanket us with your lengthy web-site advertisments.

By All Means, Proceed.

Mark Statzer

--
"Bother," said Pooh, "Eeyore, ready two photon torpedoes and lock phasers on the Heffalump, Piglet, meet me in transporter room three"

1852. It's Time To Order Your World of Atari Video!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: Mark Santora <santora@earthlink.net>
Message-ID: <35DD3662.8E4D10E4@earthlink.net>
Source record: 60616
Cross-posted to: rec.games.video.atari,alt.atari.2600,alt.atari-jaguar,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,alt.emulators.classic-arcade,alt.games.video.classic,rec.games.video.classic

I'm on my way to the show tommorrow and wanted to put this up one last
time until I get back. For all those who ordered today(that's
thursday), I will confirm your orders on Monday.

ANNOUNCING THE OFFICIAL WORLD OF ATARI VIDEO!

It's the only one that can USE the name, show you the speakers, get you
behind the scenes, and more! That's right, this is the video to own.
If you can't make it to the show, than this will give you the
experience(compressed down to two hours - think of it as a Blipvert).
If you are going, than this is the perfect way to remember the show.
Here's what you need to know.

All the speakers will be present on the tape.

Auctions, dealer rooms, and the Atari Archives Museum will be on the
tape.

The BattleSphere Tournement will be on the tape.

Extras like direct feeds from the new games and software being displayed
at the fair.

AND MUCH, MUCH, MORE!

How does one get their hands on this tape? Easily! Just go here
http://home.earthlink.net/~santora/woav.htm
and fill out the form. It's that easy! After you receive a
confirmation, send off your check or money order to the address you will
be given and then that's it. Soon afterwards you will find yourself in
possesion of the only World of Atari Video!

ORDER YOURS TODAY!

http://home.earthlink.net/~santora/woav.htm

--
-Mark "Stingray" Santora
http://home.earthlink.net/~santora

1853. Re: sio2pc question

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35DD5BF5.C86BF4D1@ix.netcom.com>
Source record: 60617

William Honecker wrote:
>
> for some reason the cable i made seems to only work in 1 direction. i
> can load the included cassette image that comes with ape into the atari
> but i can't get the atari to read or boot from the pc. i've checked all
> my connections at least 3 times so i'm sure there's nothing wrong
> there. i also replaced the diode with just a wire cause i'm not using
> any other drives or anything like that with the sio2pc. so it must be
> something i'm doing wrong. is there some special setting i have to use
> or have enabled to get the atari to boot from the pc? do i have to have
> the atari on when i start ape or do i have to have it off when i start
> ape? any help will be greatly appreciated. andy

William,
I'd like to hear the answer to this as well. My system does exactly the
same thing.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1854. Re: 800 XL boot disk problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35DD5D64.FB9489ED@ix.netcom.com>
Source record: 60618

Keeper411 wrote:
>
> Yes, I'm trying to boot a disk with DOS on it. I've done it before, but all of
> a sudden, I can't boot from any of my disks (which all had startup files
> before). Also, when I try to load programs from BASIC, I get an error #130.
> Bye.

Keeper411,
Sounds like a bad connection in the SIO link. It could be a bad SIO
cable or SIO jack (probably at the drive end). This happens frequently
on XF 551 drives. The solder connections on the SIO port connectors in
the drive need to be CAREFULLY resoldered. This circuit board has very
thin traces that are easily broken or burnt off. All you need to do is
gently heat each pin of both SIO connectors and add just a small amount
of solder to each one. Don't worry about voiding any warranty. They are
all long out. Make sure you know where all connectors go to before you
remove any. Obviously, you have to disassemble the drive to do this
repair, then reassemble it.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1855. Re: VGA/SVGA or Older Atari/NES/SEGA

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.10474a94e89ee69a9896ca@news1.ibm.net>
Source record: 60619

In article <6rf43s$2mh8@news.tds-gn.lmco.com>, Bob Malay - Lockheed Martin <malay@tds-gn.lmco.com> stated:

> Looks Like AIMS Labs have come up with a product called
> JAM which allows Composite Video oe S-Video input and outputs
> to VGA/SVGA:
>
>
> http://www.aimslab.com/Products/JAM!!/jamhome.htm

From the description and appearance, this looks like the Instant TV product with the TV tuner removed (not a bad idea, provided is results in a significantly lower price; they seem to be a bit shy about mentioning that on the site).

==========
lmcclure@ibm.net

1856. Re: sio2pc question

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: "Steven E. Posey" <stevenposey@usa.net>
Message-ID: <6rjtr3$1o8@enews2.newsguy.com>
Source record: 60620

Robert S Ely wrote in message <35DD5BF5.C86BF4D1@ix.netcom.com>...
>William Honecker wrote:
>>
>> for some reason the cable i made seems to only work in 1 direction. i
>> can load the included cassette image that comes with ape into the atari
>> but i can't get the atari to read or boot from the pc
<snip>
>> there. i also replaced the diode with just a wire cause i'm not using
>> any other drives or anything like that with the sio2pc.
<snip>
>
>
>William,
> I'd like to hear the answer to this as well. My system does exactly the
>same thing.

Huh? If you can't boot from the pc, and you aren't using any other drives,
then how are you loading the cassette image? Or do you mean you can boot
from an image, but not from direct hard drive access?

Slightly confused,
Steven

1857. Does any emulator run Eastern Front? - easternf.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: editor@juno.com
Message-ID: <35dd896d.3098813@news.pond.com>
Source record: 60621

I cannot get "Eastern Front 1941"
to run right on the emulators I
have tried. The best one (David
Firth's, as I recall) comes
close, but doesn't detect the
fire-button/spacebar combination
the game uses to clear the
previously programmed move of
the unit under the cursor. I've
attached "EASTERNF.ATR" for
anyone willing to help.

As a second request, does anyone
have a working FTP site where I
can get the "POKEY" emulator?
The author's site found via the
usual search engines and
referal/review pages has
disappeared.

Thanks in advance for you help,
and I apologize for my naivete'
on the entire topic of Atari
emulation.

1858. Re: Does any emulator run Eastern Front? - easternf.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: Tom Boucher <trekkie@nospam.kc.net>
Message-ID: <N8jD1.132$L67.67956@newsfeed.slurp.net>
Source record: 60622

My Atari800Win emulator in 320XE mode ran it fine, though I didn't know what
to do but my joystick moved stuff around.

Tom

Bruce Morgen wrote in message <35dd896d.3098813@news.pond.com>...
>I cannot get "Eastern Front 1941"
>to run right on the emulators I
>have tried. The best one (David
>Firth's, as I recall) comes
>close, but doesn't detect the
>fire-button/spacebar combination
>the game uses to clear the
>previously programmed move of
>the unit under the cursor. I've
>attached "EASTERNF.ATR" for
>anyone willing to help.
>
>As a second request, does anyone
>have a working FTP site where I
>can get the "POKEY" emulator?
>The author's site found via the
>usual search engines and
>referal/review pages has
>disappeared.
>
>Thanks in advance for you help,
>and I apologize for my naivete'
>on the entire topic of Atari
>emulation.
>

1859. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <6rk2c0$qfd@newsops.execpc.com>
Source record: 60623
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

In article <35de3e9c.12024578@nntp.ix.netcom.com>,
Michael J. Novak Jr. <VideoGameAdvantage@DittosRush.com> wrote:

>1) that is a lie. I did lists for several systems that NEVER had
>them, and when I did use a list as a template I gave credit (hell,
>I went one better than that and mentioned Dean Dierschow in
>EVERY list, not just the ones he had done). And my LARGE
>collection is the real basis for my lists. I gave up all my free time
>to do this project, REALLY! I sat for HOURS and HOURS typing
>information from my carts, CDs, boxes and manuals. Not to mention
>catalogs, magazines and yes even some on-line information. I even
>looked at the DP (Digital Press guide) *occasionally*.

Perhaps you did. I just looked at the lists that overlapped with mine, and
for those, that is not true.

>2) And for the record, I did an NES list 3 f'n years ago (based
>on my 600+ cartridge NES collection, and complete with
>cartridge #'s and copyright dates) and never released it. Why?
>Because assholes like you wouldn't stop attacking me at the time
>(or since for that matter). Well, I am re-editing my NES list into
>the new format, and if you say that I stole that one, we will have a
>problem, Andrew! Not that we don't already (see above, and below).

Still waiting until you can find a complete list, eh?

>3) you are entitled to your opinion, no matter how wrong you
>may be, on how my lists look (personally, I find lists that crunch
>information into one line "really ugly").

Ah, so you have seen my lists! Wow, what a surprise!

>4) you just stepped over the line, Andrew. Accusing me of
>plagiarism (you spelled it wrong) AND calling for a boycott of
>my business, all in the same message! Who do you think you
>are, Paul Smith? I spent much more time than I can remember
>putting something together that I felt people could use. Oh, there
>are other lists out there, even other collections of lists, and most
>are very good, but nobody has done lists for as many systems
>AND all in the same standard format (which I made sure included
>the information *I* would want in lists if I were starting out
>collecting today -- note they are not meant as rarity or price guides,
>but rather for TRUE collectors who simply want to know what is
>available).

HA HA HA HA HA HA HA HA

Let the people decide. Here is my Atari 8-bit list that has been on the
'Net for years and years.

http://www.execpc.com/~krieg/links/8bit.carts

Here is MJNJ's list which magically appeared months ago.

http://www.io.com/~vga2000/vgadkslc/vga-a8bt.lst

You're actually a couple revs behind Mikey. Better do your "research" and
get up to date.

I used to be a customer of yours until I found out how you steal lists,
manuals and screenshots from other sites with no credit given. It is my
right to boycott and to recommend others do so as well. Your ethics are not
the same as mine.
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

1860. Re: Does any emulator run Eastern Front? - easternf.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: editor@juno.com
Message-ID: <35ddb585.723801@news.pond.com>
Source record: 60624

"Tom Boucher" <trekkie@nospam.kc.net> wrote:

>My Atari800Win emulator in 320XE mode ran it fine, though I didn't know what
>to do but my joystick moved stuff around.
>
All the ones I tried got that
far, Tom. I'm looking for
one that handles the fire-
button/spacebar combination.
I'll try 320XE mode on the
ones I have and see if that
does anything. Thanks!

>Tom
>
>
>Bruce Morgen wrote in message <35dd896d.3098813@news.pond.com>...
>>I cannot get "Eastern Front 1941"
>>to run right on the emulators I
>>have tried. The best one (David
>>Firth's, as I recall) comes
>>close, but doesn't detect the
>>fire-button/spacebar combination
>>the game uses to clear the
>>previously programmed move of
>>the unit under the cursor. I've
>>attached "EASTERNF.ATR" for
>>anyone willing to help.
>>
>>As a second request, does anyone
>>have a working FTP site where I
>>can get the "POKEY" emulator?
>>The author's site found via the
>>usual search engines and
>>referal/review pages has
>>disappeared.
>>
>>Thanks in advance for you help,
>>and I apologize for my naivete'
>>on the entire topic of Atari
>>emulation.
>>
>
>

1861. Re: QUESTRON!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: mhop@snip.net
Message-ID: <35dd9f93.127113781@news.snip.net>
Source record: 60625

On Mon, 17 Aug 1998 14:52:01 -0400, "Jeffrey T. Mason"
<jmason@nauticom.net> wrote:

>I was the first on the block to have a computer...it was 1984, and it was an
>Atari 800XL. I had the keyboard (with cartridge port), disk drive, and
>printer. This machine is still existant in my father's attic...I have no
>idea if it even functions anymore!
>
>There is a game that I would KILL to find again...since I lost it sometime
>in the late 80's. QUESTRON was an adventure game, with questionable
>graphics...but for the time...incredible stuff. It was
>interactive...combining a location map, casinos, jails, battles, etc... It
>was on 2 double-sided floppys.
>
>If anyone knows where I can find this game, I would be grateful. And
>obviously, I'd like to know if it was ever made for a PC.

Questron had one of the best endings of any game. I played it, and
may still have it. I'll have to look around for it.

1862. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: mhop@snip.net
Message-ID: <35dda0cf.127429980@news.snip.net>
Source record: 60626

On Mon, 17 Aug 1998 22:41:37 -0400, Brian Whitman <bwhitman@wpi.edu>
wrote:

>
>I've been going nutty trying to remember this. I recently pulled my 130
>out of storage and have been playing around with it. I lost my favorite
>game cartridge in the move though and can't remember what it was called to
>go look for a new one. Nor can I remember much about the game. Well, here
>goes:
>
>There were a bunch of planets that your ship had to land on. Once oyu
>landed, you had to get out of your ship and go look for a certain object.
>Of course, the only object I remember that oyu had to get was called a
>"Candleabra." And landing on each planet was no small task -- it was a
>lunar lander type affair-- if you came down too fast, you'd crash, and so
>on. I remember finsihing the game up to the last planet or whatever and
>crashing on the landing pad. Arrgh.
>
>Anyway, any clues? Again, i had this on Cartridge. Don't know if it was on
>disk or not. Have a vauge recollection of buying it at a Kay-bee for a
>small amount of money (during the productive years of the 8-bit, so it
>must not have been a well-known game.)

Yeah, Journey To The Planets, by Roklan Corporation. I'm looking at
the cartridge now. :) Very faded, and hard to read.

I would be very interested in how you solved one particular planet
that had lightning, and some kind of machine.

1863. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6rkgdb$9s2@dailyplanet.wam.umd.edu>
Source record: 60627

: Yeah, Journey To The Planets, by Roklan Corporation. I'm looking at
: the cartridge now. :) Very faded, and hard to read.

: I would be very interested in how you solved one particular planet
: that had lightning, and some kind of machine.

I think that sounds like the one planet which I never could solve. You put some rock or object into that machine tray thingy, and out came a stick. You took the stick, but I had no idea where to go from there. If you entered the door or went back one screen, and you were back to square one (where your ship was), without the object. 14 years later, and I still can't solve that one planet!

It wasn't one of Roklan's better assembled carts, admittedly. The plastic and ROM inside wasn't exactly sturdy, and the ugly yellow color and poorly faded label made it look like it was homemade. Still, it wasn't bad game; they seemed to emphasize gameplay over graphics, although I think they could have spiced it up a tad...

1864. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: GMenke <nospam@erols.com>
Message-ID: <01bdcd47$a3672560$8001a8c0@gregm>
Source record: 60628

Jack H. Lee <eplicon@wam.umd.edu> wrote in article
<6rkgdb$9s2@dailyplanet.wam.umd.edu>...
> : Yeah, Journey To The Planets, by Roklan Corporation. I'm looking at
> : the cartridge now. :) Very faded, and hard to read.
>
> : I would be very interested in how you solved one particular planet
> : that had lightning, and some kind of machine.
>
> I think that sounds like the one planet which I never could solve. You
> put some rock or object into that machine tray thingy, and out came a
> stick. You took the stick, but I had no idea where to go from there. If
> you entered the door or went back one screen, and you were back to square
> one (where your ship was), without the object. 14 years later, and I
> still can't solve that one planet!

To this day I've never figured that damn game out!! What happens when you
win the thing?

Gregm

1865. Re: Does any emulator run Eastern Front? - easternf.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: Ken Siders <ksiders@columbus.nospam.rr.com>
Message-ID: <PbmD1.23$iL1.504695@storm.twcol.com>
Source record: 60629

Bruce Morgen wrote in message <35dd896d.3098813@news.pond.com>...
...
>As a second request, does anyone
>have a working FTP site where I
>can get the "POKEY" emulator?
>The author's site found via the
>usual search engines and
>referal/review pages has
>disappeared.

Its not an FTP site but you can download the Pokey emulator from my Atari
web page at
http://home.columbus.rr.com/ksiders/atari.htm

--Ken Siders

1866. Re: Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DDF497.DD435756@sisna.com>
Source record: 60630

Ebay may be fine for some. If you are offended by my posts which I do limit, then bypass them.

Ebay, is an auction type item, I prefer to limit the pricing to a reasonable amount and include shipping/handling and at least a 30day gurantee. Not sure if it is available on Ebay or not? enlighten me?
bob

1867. Re: Classic printer for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DDF7F0.59DE99B3@sisna.com>
Source record: 60631

I also have a Clasic Printer for Sale, no auction!!! Direct connect to the Atari 8-bit. Price $25.00 shipping included.

What it is? A Siekohsia Axiom AT 100, trcktor feed works fine, uses standard typewriter ribbon.

bob

1868. Re: 850 Interface for sale cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DDF94F.C0982147@sisna.com>
Source record: 60632

The 850 interface was/is used as an RS232 port for a modem, and printer ports, there are 3 other ports in the RS232 area will let someone else elaborate on these.

In other words you can hook any modem, or printer to your Atari 8-bit system, modem up to 19.2b printer depinding upon the handler could even be a laser printer?

bob

1869. Re: 800 XL boot disk problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DDFD15.B2E5255D@sisna.com>
Source record: 60633

Your problem error 130 is Unknown Device, in other words your computer does not recognize your disk drive as being online. What are you entering to reach the file? It should be something like.

load "d1:filename.bas

This is from basic, now if it is a bootable disk check your drive settings make sure it is on drive one (1). If it is not you will receive boot error, continuously.

Now your drive may be dirty, check the rails the head travels on if you see residue clean them up, check the head it may be dirty, but in this case you should have received boot error. If dirty clean it with a contact cleaner from Radio Shack or equivalent cleaner.

Back to the original post, your computer does not recognize your drive online, check the drive settings. ??

bob

1870. Re: 800 XL boot disk problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DDFF47.D9CA1D2B@sisna.com>
Source record: 60634

Thank you for enlighten me on the drive type. If he has in fact an XF551 disk drive and the computer does not recognize it then forget what I posted in the other message. Go to Radio Shack and buy a cheap soldering iron and a roll of solder. Take the unit apart and look at the traces on the SIO Ports. If there is any small circular units in the solder on these, you may have to use a jewelers magni fine glass or just a magni fine glass to see where the solder has been cracked, you need to either put another solder joint on top or place a wire from one section to the second SIO port. Typically common in the XF551 as the ports were not locked down by a rivet or bold..to eliminate the problem in the future, drill a small hole in both sides of the SIO port you see where they are and through the circuit board, no you won't hurt the board put a screw and nut in these will prevent future problems.

bob

1871. Tempest's First Auction (5200, 2600, 8-bit, Intellivision)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35DE06AA.5DBB@pilot.msu.edu>
Source record: 60635
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

```
Welcome to Tempest's first auction or the....

I need to pay off my debts or they're going to break my legs
auction.

Rules: 1. Auction ends September 11th (no going once, going twice
stuff)
2. You pay for what you bid on.
2. Buyouts accepted
3. I reserve the right to pull anything from the auction.
4. All items are loose, and in good condition unless noted.
5. There is no rule 5.
6. Please send the number of the game you are bidding on (ie. 002
Berzerk)
7. You MUST have fun. (Or you will die!)

Please send all bids to: reicher6@pilot.msu.edu

Updates will be sent to the newsgroups nightly. A current update can be
found at: http://pilot.msu.edu/user/reicher6/auction.txt

So, with out further ado, here are the goodies!

Atari 5200
-----------
Minimum bid $2, Minimum increase .50

001 Ball Blazer (complete) min $5
002 Berzerk
003 Blue Print (Upside down label)
004 Centipede (complete, bad box)
005 Counter Measure
006 Defender
007 Dig Dug
008 Frogger
009 Gremlins (complete) min $5
010 Jungle Hunt
011 Kaboom (label wear)
012 Kangaroo
013 Pac-Man
014 Pole Position
015 Q-bert
016 Qix
017 Qix
018 Space Dungeon
```

019 Star Raiders (with instructions)

020 Football Play books Min $1

021 Wico Joystick (with Y-adapter and Box) Min $10

Atari 400/800

Minimum bid $1, Minimum increase .50

022 Alien Garden (label wear)
023 Atlantis
024 Battle Zone (Complete) Min $5
025 Basic (version C)
026 Basic (version C)
027 Boulders and Bombs (R) Min $5
028 Centipede
029 Demon Attack
030 Desert Falcon (Complete) Min $5
031 E.T. Phone Home (label bubbling)
032 Final Legacy
033 Food Fight (XL/XE Only) Min $3
034 Gridrunner (R) Min $5
035 Missle Command
036 Mr. Cool (R) Min $5
037 Pac-Man
038 Platter Mania (label crooked)
039 Q-bert (no end label)
040 Sky Writer
041 Thunder Fox (Complete) Min $5
042 Wizard of Wor

Atari 2600
---

043 Double Dragon (PAL, New in Box) Min $5

043 Atari 2600 jr. (with power supply) Min $10

2600 Instructions (Minimum .50, Increases .25)

044 Combat (small booklet)
045 Asteroids
046 Missle Command (Multi-language)
047 Bowling (small booklet)
048 Bowling (small booklet)
049 Basketball
050 Defender
051 Sprint Master (small tear)
052 Moon Patrol (Multi-language)
053 Battle Zone (Multi-language)

Intellivision
---

054 Night Stalker (ShrinkWraped, box slightly crushed) Min $3
055 Chip Shot Golf (with instructions) Min $5

1872. Re: DK-Utilites by Dan Knauff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DE0213.BC2A1829@sisna.com>
Source record: 60636

Sorry thought most were familiar with the use of DK-Utilities.

DK Utilities is a sef of utility programs intended for use with Sparta Dos, the Black Bos, and at least one hard drive. These Utilities can all be used from the Sparta Dos command line or from within batch files. A few work with any Dos. Those that do are so indicated in the documentation. SOme will work with the MIO as well.

One of the grest strengths of Sparta Dos is the ability to run batch files. Includes is Bootmenu.com which allows you to select one of up to 31 batch files when you boot up your computer.

BBFIG you can load and save the main configuration table of the Black Bos or MIO to/from a disk file. If you are using a black box you can print your black box configuration table from a disk file.

There are many uses for the Black Box and a MIO user, along with BBS Express! Professional (tm), Command files for both.

bob

1873. Re: Indus Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: at289@chebucto.ns.ca
Message-ID: <6rl3ej$2rh$1@News.Dal.Ca>
Source record: 60489

Thomas J. Andrews (tandrews16@delphi.com) wrote:
: Must be time to clean and lube my Indus drive. It's starting to sound more and
: more like a 1050, groaning and clunking...
:
: TJ

Those need to be lubed? Mine is still in use and has never been opened
since bought in...82/83?

randy

1874. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35df5387.18998353@nntp.ix.netcom.com>
Source record: 60490
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Thu, 20 Aug 1998 10:44:09 -0400, Stephen Platt <steve@nstl.com>
wrote:

>Michael J. Novak Jr. wrote:
>>
>> On Tue, 18 Aug 1998 15:09:23 +1000, Darren Spiteri
>> <Spit@spam-free.UUCP> wrote:
>>
>> >On Mon, 17 Aug 1998 18:49:49 -0500, DJ Herison wrote:
>> >> Not to tote his site, just the main page is mostly ads. The
>> >> rest of his site IS very informative especially the carts sections,
>> >> which by the way is all he is stating in these posts. For someone
>> >> just starting out, his posts are a virtual life saver in finding out
>> >> just what is available for game and computer systems.
>> >
>> >There is some cool stuff at his site, but does his post have to be so long?
>> >Just a URL and quick note would suffice in this case. Not that VGA would be
>> >reading this of course...
>>
>> You asked for it, you've got it. I'M BACK!
>>
>> 1) thank you, and yes, as you know the actual commercial
>> content is less than 1% (253KB on a 110MB site).
>
>A useless figure. It is not a question of how much is sitting
>on your web site, but how it is used. If those 253K of ads
>are used on each and every page, your actual commercial content
>(that is, the percent of bytes actually shipped to the user)
>will be well in excess of the .25% you quote.

You asked for it, you've got it. I'M BACK!

1) A totally valid figure, since those FS/T lists that everyone has a
stick up their ass about can be accessed from ONE bullet only
(on the main page). Nobody is forced to make that choice. If they
want to look they click the bullet and enter that section, and if they
don't want to look they DON'T have to do so.

2) the actual figure is less than 1/4 of 1% (253KB = 259072 bytes
and then 259072 / 110000000), and not ".25%", as YOU (not I) stated.

3) I'm glad to see that the trend on Usenet of commenting on
something/someone that you don't even know and have not
even checked out continues. It makes winning these little

debates you people start all the time that much easier. :)

Michael
(I stop reading Usenet and only post occasional announcements
for two years and they STILL attack me. You people are f'n sad!)

1875. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e057af.20062407@nntp.ix.netcom.com>
Source record: 60491
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On 21 Aug 1998 10:05:35 -0500, krieg@earth.execpc.com (Andrew Krieg)
wrote:

>In article <35de3e9c.12024578@nntp.ix.netcom.com>,
>Michael J. Novak Jr. <VideoGameAdvantage@DittosRush.com> wrote:
>
>>1) that is a lie. I did lists for several systems that NEVER had
>>them, and when I did use a list as a template I gave credit (hell,
>>I went one better than that and mentioned Dean Dierschow in
>>EVERY list, not just the ones he had done). And my LARGE
>>collection is the real basis for my lists. I gave up all my free time
>>to do this project, REALLY! I sat for HOURS and HOURS typing
>>information from my carts, CDs, boxes and manuals. Not to mention
>>catalogs, magazines and yes even some on-line information. I even
>>looked at the DP (Digital Press guide) *occasionally*.
>
>Perhaps you did. I just looked at the lists that overlapped with mine, and
>for those, that is not true.
>
>>2) And for the record, I did an NES list 3 f'n years ago (based
>>on my 600+ cartridge NES collection, and complete with
>>cartridge #'s and copyright dates) and never released it. Why?
>>Because assholes like you wouldn't stop attacking me at the time
>>(or since for that matter). Well, I am re-editing my NES list into
>>the new format, and if you say that I stole that one, we will have a
>>problem, Andrew! Not that we don't already (see above, and below).
>
>Still waiting until you can find a complete list, eh?
>
>>3) you are entitled to your opinion, no matter how wrong you
>>may be, on how my lists look (personally, I find lists that crunch
>>information into one line "really ugly").
>
>Ah, so you have seen my lists! Wow, what a surprise!
>
>>4) you just stepped over the line, Andrew. Accusing me of
>>plagiarism (you spelled it wrong) AND calling for a boycott of
>>my business, all in the same message! Who do you think you
>>are, Paul Smith? I spent much more time than I can remember
>>putting something together that I felt people could use. Oh, there
>>are other lists out there, even other collections of lists, and most
>>are very good, but nobody has done lists for as many systems
>>AND all in the same standard format (which I made sure included

>>the information *I* would want in lists if I were starting out
>>collecting today -- note they are not meant as rarity or price guides,
>>but rather for TRUE collectors who simply want to know what is
>>available).
>
>HA HA HA HA HA HA HA HA
>
>Let the people decide. Here is my Atari 8-bit list that has been on the
>'Net for years and years.
>
> http://www.execpc.com/~krieg/links/8bit.carts
>
>Here is MJNJ's list which magically appeared months ago.
>
> http://www.io.com/~vga2000/vgadkslc/vga-a8bt.lst
>
>You're actually a couple revs behind Mikey. Better do your "research" and
>get up to date.
>
>I used to be a customer of yours until I found out how you steal lists,
>manuals and screenshots from other sites with no credit given. It is my
>right to boycott and to recommend others do so as well. Your ethics are not
>the same as mine.

You asked for it, you've got it. I'M BACK!

1) there is no "perhaps about it". I did not even know until AFTER
I put my initial 32 lists (of 40) on-line on 07/19/98 that you even
did lists. Someone sent me e-mail telling me that your Atari 8-bit
list was better than mine and I said to him, "Andrew did lists? I
know him." I don't give a rat's ass if you believe me, because I
know its the truth.

2) no, asshole, I've already done one, AS I TOLD YOU. I have over
600 games in my personal NES collection (I'll bet you did yours from
ROM's, didn't you!) and the data on most of the ones I don't own.
Please learn to read. I also did an NES FAQ (at the same time) and
it went unreleased for the same reason given above. They will
eventually both see the light of day, after modification (both were
done in 1995 so the FAQ needs tuning and the list is, as I said, in
the ugly one line format I originally did that in). Again, I know
this is true, so what you believe does not matter.

3) I did not say that, and a quick read will prove that (go ahead,
I'll wait for you)... see. Again, I didn't even know you did lists
until AFTER I put mine on-line. What I said is that one line lists
are ugly because they cram information into a single 80 column
line. PERIOD. Thats why I took a multi-line approach. And thanks
for agreeing with me!

4) now I know who you remind me of...Andy Andy from Cheers!
You are insane! You act like anyone with the same data as you

MUST have stolen it from you!?! Earth to Andrew, other people own game collections too (and most of us don't base ours on ROM images).

And here is Dean Dierschow's list, which has been around a hell of a lot longer than yours, Andy Andy!

http://www.xocolatl.com/carts/at800.html

Any similarity indicates that we all three did lists for the same system.

Do you have lists for all of these? Does anybody (besides me)?

32 bit and 64 bit video game systems:

3DO REAL Interactive Multiplayer
Amiga (?Commodore?) CD32
Atari Jaguar / Jaguar CD
Nintendo 64
Nintendo Virtual Boy
Sega 32X
Sega Saturn
Sony Playstation
Tiger Game.Com

16 bit video game systems:

Philips CD-i
Sega CD
Sega Genesis
SNK Neo Geo / Neo Geo CD
Super Nintendo

8 bit video game systems:

Atari Lynx
Nintendo Entertainment System (NES)
Nintendo Game Boy
Sega Game Gear
Sega Master System (SMS)
Turbographx-16, CD, & Duo

Classic video game systems:

Atari 2600
Atari 5200
Atari 7800
Bally Astrocade
Colecovision
Emerson Arcadia 2001
Fairchild Channel F
GCE Vectrex
Magnavox Odyssey2

Mattel Intellivision
Milton Bradley Microvision
RCA Studio II

Classic computers:

Atari 8-bit computers
Coleco Adam computer -- see Colecovision
Commodore 64 / 128 computers
Commodore Vic-20 computer
IBM PC Jr. computer
Mattel Aquarius computer
Radio Shack Color Computer
Texas Instruments TI 99/4A Computer
Tomy Tutor 16-Bit Graphic Computer

5) Thats right, you USED to be a customer. Then you decided to spread lies about me and attack me on Usenet. I have not stolen a DAMN thing from anyone. My screen shots are 100% original, every damn one, and I own the original software. Jealous, ROM boy! And just like EVERY video game magazine claims ownership over their screen shots (while stating that trademarks and characters are retained by their respective companies) I do the exact same thing (ditto). I spent the money buying the games (and equipment to take the screen shots), and spent the time sitting at my computer (with Snappy hooked to my game systems) "snapping" every damn one of them!

As for the manuals, I never said that I typed those in, in fact I clearly said that I did not. I did re-edit all of them, and I clearly said so. One more time, the manuals that people type in, no matter how well intentioned they are, do NOT belong to them. Type in a Tom Clancy novel and try to claim ownership over it. Good luck! And that goes for the manuals I will be scanning too. You software pirates have a REALLY warped sense of values! Check the FAQ section of my site. Original work is ALWAYS credited!

The truth is, *I* did those game lists. *I* worked HUNDREDS of hours on them, over several months. *I* pulled out my ENTIRE (very large) personal collection to work on them. When VGA business was slow (and since I'm mail-order only that does happen) I'd work on them for 20 or more hours a day. *I* gave up ALL of my free time. *I* even put in some 36 hour days, working only on the lists. By the time *I* decided to put them up if I finished 75% of them (30 out of 40 lists) *I* could hardly type because my wrists hurt so bad, and *I* was actually starting to have dreams about typing (I don't even want to know what that might mean)!

If I'd done what you claim I did, they would have been up in a week.

6) Thats probably why I'm so damn mad. I can't believe that I put in all that hard work, to give something nice back to the video game community and then a total asshole like yourself comes along and

attacks me, lies about me, makes unbelievable accusations and
then, THEN has the nerve to call for a boycott of my business!

7) You are right about one thing, Andy Andy, "your ethics are not
the same as mine". I would NEVER have made the kind of
statements about you in public that you made about me. If I
had concerns about you I would have talked to you first!

Michael
(I stop reading Usenet and only post occasional announcements
for two years and they STILL attack me. You people are f'n sad!)

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1876. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e26c10.25280333@nntp.ix.netcom.com>
Source record: 60492
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On 20 Aug 98 03:03:30 GMT, "Paul Binns" <drbinns@idirect.com> wrote:

>Moderators,
>
>Please shut this thread/guy down. It is *so* amatuerish and boring,
>harkening back to the old unmoderated Fidonet days. Please !!!!.......

[QUOTE OF MY MESSAGE DELETED]

Oh, I see Paul, its okay for people to lie about me and attack me,
but I'm not allowed to defend myself. And just who made you the
God of Usenet anyway? Mind your own business. Please!!!.......

Michael

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
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The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1877. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e36cc5.25461450@nntp.ix.netcom.com>
Source record: 60493
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Thu, 20 Aug 1998 13:07:53 -0500, "Tyler Book"
<tyler_book@hotmail.com> wrote:

>I say just leave the dude alone. He has every right to promote his business
>as we all do. It's not like his posts DON'T pertain to the news topics or
>anything...It's totally relavant. If you don't want to read his posts, then
>DONT CLICK ON THEM. Hell, I post that I have something for sale EVERY FOUR
>DAYS until I get it sold or traded....No one seems to bitch about that. Let
>him do his business in whatever way he feels is appropriate...It's honestly
>not hurting any of us.
>
>-Tyler

Thank you.

>PS> I have never bought, sold, or traded ANYTHING with this joker, but i
>have respect for his business.

And I will attest to the fact that I've never bought, sold, or traded
ANYTHING with this joker, but I respect his rights too.

Michael

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and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
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1878. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e472d7.27016034@nntp.ix.netcom.com>
Source record: 60494
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On 19 Aug 1998 21:49:19 GMT, graciem@canisius.edu wrote:

>>You asked for it, you've got it. I'M BACK!
>
> Funny, I don't seem to recall asking.
>
>>1) someone who hasn't bothered to read the "about" file of that
>>section shouldn't go around shooting his mouth off. The part
>>I added to the front of each file is so that those people visiting
>>my site through an unauthorized link (ie, theft of service, since
>>I pay for my web site and it is NOT intended to be used as
>>storage for other sites) would know who was paying for said
>>storage, and the part I added at the end of each file *IS* an EOF
>>(end of file) marker. Why people don't just put the manual files
>>on their own sites I don't know. I have no hold on that activity.
>>And if you don't like what I did, tough.
>
> I do put the manual files in my own web space, thanks. Fortunately, I've
>managed to find most of the sites you stole them from, so I don't even
>have to strip out your ads. Lucky me.
>
>>2) those who type in manuals, or books, or make copies of
>>tapes, CD's, DVDs or disks have NO say in how that *pirated*
>>work is used. That will also go for the manuals I intend to
>>scan in, when time permits. Why will I do so? Because I feel
>
> When exactly will time permit? That "I have a lot of stuff I'm gonna
>scan" note has been up on your site for at least a year and a half, now.
>
>>that people who have a legally obtained, original copy of a
>>piece of software and no documentation should have
>>access to the manual. This or course does NOT include
>>you "ROM Boyz!"
>
> Just to clarify, I'm not a "ROM boy" by any means. Thanks for the
>pointless flame, though. It makes me feel all gooshy inside.
>
>>3) someone who hasn't bothered to read the copyright laws of
>>the United States (and I even put up links to make it easy for you)
>>shouldn't go around shooting his mouth off about those who have
>>done so! The difference, moron, is that those are original work.
>
> I'd bother saying something about your pathetic retreat to name-calling,

>but it's just not worth the effort. Believe as you like.
>
>>Now, if I put screen shots on-line of EVERY possible thing that
>>could happen in a game, at EVERY possible point, and by
>>EVERY possible character, then maybe you would have another
>>point to match the one on the dunce cap you wear. Of course,
>>I don't know of anyone short of Bill Gates who could pay for the
>>web site storage. As it stands now, those screen shots reflect
>>my personal collection and in most cases there is only one for
>>each game, so your opinion doesn't jibe with the facts.
>
> Aren't you going to drag out your tired quote about how nobody is
>entitled to their own facts? I just didn't get enough of it on your page.
>
> I, personally, have no real problem with you. True, I think it's rather
>underhanded of you to take files that other people have spent time typing
>up for the good of the collecting community and plastering ads for your
>second-rate business all over it. Sure, it bothers me a bit that you've
>got so little respect for netiquette that you pule and whine about how the
>images you put on your site are really copyrighted, and belong to you. And
>finally, it annoys me that someone whom I have *never* seen post on
>r.g.v.c. in my relatively short time of subscription sees fit to make
>blanket accusations and denunciations. So feel free to sit in a corner,
>reveling in your paranoid delusions and believing that everyone is out to
>cheat you of your precious Snappy pictures. Whatever makes you happy.
>
>--Matt

You asked for it, you've got it. I'M BACK!

1) funny, if someone posts lies about me and attacks me then I
reply. If they don't then I can't. And if you don't like it, tough.
Stop, Matthew Gracie, and I won't have to defend myself!

2) as for the manuals, I never said that I typed those in, in fact I
clearly said that I did not. I did re-edit all of them, and I clearly
said so. One more time, the manuals that people type in, no
matter how well intentioned they are, do NOT belong to them.
Type in a Tom Clancy novel and try to claim ownership over it.
Good luck! And that goes for the manuals I will be scanning too.
You software pirates have a REALLY warped sense of values!
Check the FAQ section of my site. Original work is ALWAYS credited!

3) you can't use a calender, can you. Thats okay, I'll help you out
(I can't believe I'm going to do this):

from my update files (mostly)

07/1997 -- manual archive starts (late in month), ends early 08/1997
08/1997 -- I buy a scanner, I also start catching crap
from the manual archive. I put ALL plans to scan my
manuals on the very farthest possible back burner

12/1997 -- more original game screen shots added
01/1998 -- more original game screen shots added
02/1998 -- FAQ section is overhauled
02/1998 -- work starts on game lists (unannounced)
04/1998 -- more original game screen shots added
07/1998 -- HTML work done on site
07/1998 -- game lists released (as stated on site, I
decide to take some time off -- see below)

Of course I'm also running VGA and living my life
during this time period.

Thats NOT "at least a year and a half, now". As of
today (08/22/1998) its about a year.

4) I'm sure you are, and you just don't want to admit it.

5) my "pathetic retreat to name-calling"!?! There you go,
ignore the facts about copyrights and focus on the fact that I
called you a moron, AFTER you called me a name three f'n
times in your message! You are deranged.

6) well you aren't! You guys don't even read the damn
copyright laws (I put up links AND even quoted the
relevant sections so you'd know where to read) and
then you make idiotic statements and act like they
have some basis in fact. Opinions do NOT matter
here. It doesn't matter what you think or feel. This
isn't outcome-based reality!

7) I personally have a big problem with you. I think it's rather
underhanded of you to post about someone you don't know and
attack them / lie about them, all for the benefit of your second-rate
ego. Sure it bothers me a bit that you've got so little respect for
netiquette that you launch ad hominem attacks (by the way, the use
of pule makes the use of whine redundant) and fail to even look
up the copyright information (despite the fact that I did all the
"leg work" for you) yet feel that you can tell us all what the law is.

My screen shots are 100% original, every damn one, and
I own the original software. Jealous, ROM boy! And just like EVERY
video game magazine claims ownership over their screen shots (while
stating that trademarks and characters are retained by their
respective companies) I do the exact same thing (ditto). I spent the
money buying the games (and equipment to take the screen shots),
and spent the time sitting at my computer (with Snappy hooked
to my game systems) "snapping" every damn one of them!

And considering that you first posted to RGVC on 12/08/1997 and I
first posted there in 05/1994... oh, I'm sorry, you are the guy who
has a problem with calenders! 1994 was *before* 1997, just so you
know. And I only posted concerning you because you saw "fit to make
blanket accusations and denunciations" about me. Go check *your*

last message!

If anyone needs to sit in a corner, its you. As for paranoid, you again. I only reply to what others post (and only those who post). If you stopped, I'd get a lot more done around here (and I did, for two years). Delusional, you again. You don't even remember starting this between us. If this makes you happy, go ahead. I'll reply if you do.

The truth is, *I* did those game lists. *I* worked HUNDREDS of hours on them, over several months. *I* pulled out my ENTIRE (very large) personal collection to work on them. When VGA business was slow (and since I'm mail-order only that does happen) I'd work on them for 20 or more hours a day. *I* gave up ALL of my free time. *I* even put in some 36 hour days, working only on the lists. By the time *I* decided to put them up if I finished 75% of them (30 out of 40 lists) *I* could hardly type because my wrists hurt so bad, and *I* was actually starting to have dreams about typing (I don't even want to know what that might mean)!

If I'd done what people claim I did, they would have been up in a week.

Thats probably why I'm so damn mad. I can't believe that I put in all that hard work, to give something nice back to the video game community and then total assholes come along and attack me, lie about me, make unbelievable accusations and then, THEN have the nerve to call for a boycott of my business (Andrew Krieg)!

Michael
(I stop reading Usenet and only post occasional announcements for two years and they STILL attack me. You people are f'n sad!)

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1879. Re: Crank call is the last straw! (was Re: Definitive Known Software Lists...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e57fa5.30294180@nntp.ix.netcom.com>
Source record: 60495
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Wed, 19 Aug 1998 21:56:00 -0500, Mark Statzer <mstatz@net66.com>
wrote:

>Michael J. Novak Jr. wrote:
>> I have the tape, and if I ever find out who it was, you will regret
>> doing it. I personally guarantee that! And if that person happens
>> to be reading this... SAY IT TO MY FACE, YOU GUTLESS JERK!
>> Please!!!
>
>Defend yourself as much as you want - via email.

This was started by others and in public (on Usenet) and it will
end there. If you don't like it, tough. My e-mail is for business.

>I've seen your site - neat. But I'm sick and tired of the huge waste of
>bandwidth you have foisted on us in the name of (1) advertising your
>site and (2) whining about others.

I'm glad you liked it. But I'm sick and tired of people launching
attacks on me and spreading lies. The only thing that bothers me
more than that is idiots who keep insisting that I'm to blame for the
whole thing once I start to defend myself. Get a f'n clue. I would
NOT have to post like this if people didn't start this shit. I have
NEVER started anything with anyone, ever! And there is no
whining, just the practice of self-defense.

And posting an announcement of useful FREE information once a
week is nothing to complain about. There are people who actually
do a lot worse things on Usenet. Look around some time.

>You have a website. As far as I can see, a good one. You have plenty of
>bandwidth to play with on your own. I, for one, would appreciate a
>smaller message with a link to the lists on your site instead of having
>to download the whole thing to my screen.

You don't have to download anything to your screen (unless your
Internet set-up is total crap, in which case I'd suggest you upgrade
your equipment/software).

>Multiple huge posts, followed by screaming flames (including this 9-line
>.sig in each) is not a very effective way to get people to visit your
>site. I'd rather talk calmly with the few Atari fans left than be forced
>to wade through your combination flames & Spam.

The posts are "huge" because I'm quoting back the attacks and
lies that others are posting about me (you know, the people who
started this). I do NOT flame. I reply to attacks and lies. Period.
Sig-file length is not relevant. I'd hope that people would want to
do business with someone who is honest and is willing to stand
up for themselves, especially when they are not wrong. I sure know
I want to do business with someone like that.

You are entitled to your opinions, no matter how wrong they are.

>We don't need the extra grief, and the few who 'attack' you don't need
>the endorsement a screaming fit from you gives.

And I need the extra grief from those who have nothing better to do
than attack and lie about people and then try and injure their
business!?! Again, seeing someone else in this position, doing
what I'm doing (as stated above) would put that person near the
top of my list of people I'd trust.

>Please just chill, and think before you type once in awhile, hah?
>
>Mark Statzer

I will not sit back and take this kind of abuse, and the fact that you
expect me to do so says a LOT about you. You should be posting
to them instead! I was gone for two years (see below) and I kept
getting e-mail from customers saying "they are attacking you on..."
and I let it go. Not anymore!

[MY SIG FILE DELETED]

And if you thought it was a waste of bandwidth, why the heck did you
quote it back!?!

Michael
(I stop reading Usenet and only post occasional announcements
for two years and they STILL attack me. You people are f'n sad!)

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The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1880. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: Paul Binns <drbinns@idirect.com>
Message-ID: <01bdcd93$d59d8a00$14e1a1d1@ns.idirect.com>
Source record: 60496
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

> >> You asked for it, you've got it. I'M BACK!

I didn't ask for this. I don't want it.

TAKE IT TO EMAIL.

I am paying for your tirade. OUT !!!

1881. help with journey to the planets, was Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yaf4xpa6r.fsf_-_@co.umist.ac.uk>
Source record: 60497

"GMenke" <nospam@erols.com> writes:

> Jack H. Lee <eplicon@wam.umd.edu> wrote in article
> <6rkgdb$9s2@dailyplanet.wam.umd.edu>...
> > : I would be very interested in how you solved one particular planet
> > : that had lightning, and some kind of machine.
> >
> > I think that sounds like the one planet which I never could solve. You
> > put some rock or object into that machine tray thingy, and out came a
> > stick. You took the stick, but I had no idea where to go from there. If
> To this day I've never figured that damn game out!! What happens when you
> win the thing?

That's the same planet that had me stuck for ages. Without going into
too much detail and spoiling the rest of the game.. take the stick to
the left, until you reach the flashing door/portal that takes you back
to where your ship is, but don't go through it. Stand at the top of
the hill on that screen, near the edge, where it drops down to the
door. Drop the stick, stand on top of it, and push the joystick
upwards... that should give you enough to finish that world (and the
game).

What happens when you win? Well, you go back home! Which I
think was the point of the game (memory is a bit fuzzy on that one).
There are still a couple of other bits you need to figure out before
you can finish the game, but they're not all that hard.

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

1882. Re: Auctions, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bf567c$21f808e0$63c2accf@asharkis.erols.com>
Source record: 60498

<LOTS SNIPPED BECAUSE MOST REASONABLE PEOPLE WILL AGREE>

>
> Bo.
> Working on Pooldisk Too CDrom (to be released on October 24th).

Now, _THAT'S_ news! Thanks for the release date.

1883. Re: DK-Utilites by Dan Knauff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bf567c$e16cca80$63c2accf@asharkis.erols.com>
Source record: 60499

BobKlaas <bobkla19@sisna.com> wrote in article
<35DE0213.BC2A1829@sisna.com>...
> One of the grest strengths of Sparta Dos is the ability to run batch
> files. Includes is Bootmenu.com which allows you to select one of up
> to 31 batch files when you boot up your computer.
>
Since you mention batch files, I got a question on FidoNet that somebody
here might be able to answer.

The guy who asked vaguely remembered a German disk that was supposed to
provide a batch language for MyDos. He remembers that some of the commands
were preceeded by pound signs and that the disk had a special loader and
the directory was not in the customary place.

Does that sound familiar to anyone? The guy has since lost the disk and
would like to find another copy. He's got me curious, too.

1884. Atari Portfolio items for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: friednw@freenet.msp.mn.us
Message-ID: <6rm2pk$c7k$1@nnrp02.primenet.com>
Source record: 60500

Atari Portfolio items for sale at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26713408

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26583637

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26711826

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26712188

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26712301

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26435077

1885. Re: Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.1048a47f20b236969896cf@news1.ibm.net>
Source record: 60501

In article <35DDF497.DD435756@sisna.com>, BobKlaas <bobkla19@sisna.com>
stated:

> Ebay may be fine for some. If you are offended by my posts which I do
> limit, then bypass them.

The problem may have been the use of "FS" in the header, rather than
"FA", which would defeat the purpose of having a filter set to delete
auction posts. (I sometimes buy via auction, but typically when I want to
buy, I like a fixed price, which is also why I skip any post that
mentions only "make offer").

Someone posting an auction item as "FS" is only a minor irritant to me,
however, especially compared to someone who posts an item as "FS" with a
good price, and then when you get into the message, you find not only is
it for auction, but that "good price" is either the current bid, or worse
yet, the minimum starting bid.

==========
lmcclure@ibm.net

1886. Does anyone have Ingersoll newsletters?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6rmlps$t1g$1@plug.news.pipex.net>
Source record: 60502

Does anyone have the Atari/Ingersoll newsletters from the 70s/early 80s when Ingersoll were marketing the VCS and 400/800 in the UK? I would like to put them on a webpage but, unfortunately, my complete collection is no more.

Gareth.
--
(Please remove _ to reply.)
ICQ: 16909602.

1887. Re: Crank call is the last straw! (was Re: Definitive Known Software Lists...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: eyeth@erols.com
Message-ID: <6rmqj3$1af$1@winter.news.erols.com>
Source record: 60503
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

In article <35e57fa5.30294180@nntp.ix.netcom.com>, VideoGameAdvantage@DittosRush.com wrote:
>You don't have to download anything to your screen (unless your
>Internet set-up is total crap, in which case I'd suggest you upgrade
>your equipment/software).
>
You know, since you've got an 'upgraded' internet setup, you should note that this posting and followups do not really belong in the newsgroups being cross-posted. With this internet setup, you could easily control that.

I have now set followups as to avoid comp.sys.cbm, and hopefully we all can live in peace. :)

-Todd Elliott

1888. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: XK <XKenickie@arse.bigfoot.com>
Message-ID: <6rms6n$fi6$4@plutonium.btinternet.com>
Source record: 60504
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

3) you can't use a calender, can you.

I really shouldn't do this, but...

You can't form a correctly-spelt, gramatically scanning sentence, can you?

XK

- * - * - *
http://surf.to/kenickie = http://listen.to/kenickie (Kenickie)
http://come.to/ukhitlist (The people's UK singles chart)
- * - * - *
Take your arse out of my e-mail to respond.
- * - * - *
ICQ: 13409405 AIM:XKenickie/duSantiago
- * - * - *
Favourite current track - Kenickie: "Stay In The Sun"
(predictable I know, but it *is* the best thing ever!
- * - * - *

1889. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: XK <XKenickie@arse.bigfoot.com>
Message-ID: <6rms6n$fi6$3@plutonium.btinternet.com>
Source record: 60505
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

I was going to stay out of this, but some of the things you claim are outrageous.
>Do you have lists for all of these? Does anybody (besides me)?
>Amiga (?Commodore?) CD32
How can you write a list for a machine you are unsure about the manufacturer? My CD32 quite clearly has Commodore written on it, and every single one of my games also has Commodore written on both the CD and sleeve. It must have been a great task for you to do a list (supposedly) looking through all the CDs without seeing Commodore once. For the record, a list of all CD32 software appeared on an LSD Docs disk, which are (surprise surprise) available on-line on the net at the Lazarus site.
>Commodore 64 / 128 computers
Now this makes me laugh. How can you claim what you claim below when your site has the entire same list as Martin Pugh's? Martin I know for a fact has tirelessly compiled a comprehensive list, and also indexing to a whole load of sites for disk images. He is a purist in the great sense, and I hear he even added intentional typing errors to see if you even bothered to check through the list before you copied it up. Unsurprisingly, this is exactly the case.
>I have not stolen a DAMN thing
>from anyone.
Liar. That's not even slander. It's truth.
>The truth is, *I* did those game lists. *I* worked HUNDREDS of
>hours on them, over several months. *I* pulled out my ENTIRE (very
>large) personal collection to work on them.
You must have a hell of a collection to have every single disk/tape/cartridge on every single system that you quote. Your house insurance must be huge.

Your petty attempts at justifying yourself, and lying further, impress noone. I would not buy anything from you and I would urge others to do the same. You *are* a plagiarist. If you use other people's lists, you should at the very least credit them for the list, if not link to it, and if you have any ounce of decency you should ask them *before* you go ahead and use it. And in your own name....

XK (Waiting to see how he is going to justify himself this time)

- * - * - *
http://surf.to/kenickie = http://listen.to/kenickie (Kenickie)
http://come.to/ukhitlist (The people's UK singles chart)
- * - * - *
Take your arse out of my e-mail to respond.

- * - * - *
ICQ: 13409405 AIM:XKenickie/duSantiago
- * - * - *
Favourite current track - Kenickie: "Stay In The Sun"
(predictable I know, but it *is* the best thing ever!
- * - * - *

1890. Re: You suck balls, my friend. (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e12389.8938632@nntp.ix.netcom.com>
Source record: 60506
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Attention Internet Terrorists! You are not permitted to send
me e-mail. You folks started this, and did so in public. As
such, all such e-mail received will be posted, and the
offending account will be blocked. Thank you. Reply
follows quoted message:

---- Begin Forwarded Message
Return-Path: <selgy@usa.net>
Received: from deliverator.io.com (deliverator.io.com [199.170.88.17])
by ixmail3.ix.netcom.com (8.8.7-s-4/8.8.7/(NETCOM v1.01)) with
ESMTP id XAA11753;
for <vga2000@ix.netcom.com>; Thu, 20 Aug 1998 23:35:44 -0700
(PDT)
Received: from nf4.netforward.com (nf4.netforward.com [204.57.67.249])
by deliverator.io.com (8.8.8/8.8.8) with ESMTP id BAA12793
for <vga2000@io.com>; Fri, 21 Aug 1998 01:35:38 -0500
X-Forwarder: NetForward.com
Received: from usa.net (unverified [208.19.203.219]) by
swallow.interagp.com
(Rockliffe SMTPRA 2.1.6) with ESMTP id
<B0000308672@swallow.interagp.com> for
<VideoGameAdvantage@DittosRush.com>;
Fri, 21 Aug 1998 02:34:13 -0400
Message-ID: <35DD1585.AD66DEA9@usa.net>
Date: Fri, 21 Aug 1998 02:36:53 -0400
From: redslime <selgy@usa.net>
Reply-To: selgy@usa.net
X-Mailer: Mozilla 4.04 [en] (Win95; I)
MIME-Version: 1.0
To: VideoGameAdvantage@dittosrush.com
Subject: You suck balls, my friend.
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Status: RO

Stealing peoples' manual typeouts and not even leaving their credits
in it - that's beyond wussy, and you'll burn in hell for it.

Just thought I'd share that.

*** REPLY BEGINS ***

As for the manuals, I never said that I typed those in, in fact I clearly said that I did not. I did re-edit all of them, and I clearly said so. One more time, the manuals that people type in, no matter how well intentioned they are, do NOT belong to them. Type in a Tom Clancy novel and try to claim ownership over it. Good luck! And that goes for the manuals I will be scanning too. You software pirates have a REALLY warped sense of values! Check the FAQ section of my site. Original work is ALWAYS credited!

"Burn in hell"!?! You software pirates have a rather warped sense of right and wrong. Just thought I'd share that.

Michael

*** REPLY ENDS ***

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1891. Re: moronic site (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e52736.9880046@nntp.ix.netcom.com>
Source record: 60507
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Attention Internet Terrorists! You are not permitted to send
me e-mail. You folks started this, and did so in public. As
such, all such e-mail received will be posted, and the
offending account will be blocked. Thank you. Reply
follows quoted message:

---- Begin Forwarded Message
Return-Path: <genocide_web@hotmail.com>
Received: from deliverator.io.com (deliverator.io.com [199.170.88.17])
by ixmail9.ix.netcom.com (8.8.7-s-4/8.8.7/(NETCOM v1.01)) with
ESMTP id UAA15986;
for <vga2000@ix.netcom.com>; Fri, 21 Aug 1998 20:12:38 -0700
(PDT)
Received: from nf5.netforward.com (nf5.netforward.com [204.57.67.150])
by deliverator.io.com (8.8.8/8.8.8) with ESMTP id WAA03017
for <vga2000@io.com>; Fri, 21 Aug 1998 22:12:36 -0500
X-Forwarder: NetForward.com
Received: (qmail 23217 invoked by uid 0); 22 Aug 1998 03:12:09 -0000
Message-ID: <19980822031209.23216.qmail@hotmail.com>
Received: from 207.96.133.148 by www.hotmail.com with HTTP;
Fri, 21 Aug 1998 20:12:08 PDT
X-Originating-IP: [207.96.133.148]
From: "Gï¿½nocide ??????" <genocide_web@hotmail.com>
To: VideoGameAdvantage@DittosRush.com
Subject: moronic site
Content-Type: text/plain
Date: Fri, 21 Aug 1998 20:12:08 PDT
Status: RO

I think you should watch yourself before talk about the others. I dont

care about your opinion and nobody care about it . The web site of
Martin Nielsen is the best source of information for the NES on the
WWW.He have the best info and half of time, i never heard a thing
about
the accessories. I think your mental age is around 3 or 2 year, only a

stupid have done a site like your. He have info you couldnt ever have
cuz you SUCK! And your stupid comment about the copyright law is
moronic, cuz nintendo no longer produce game or accessories for nes.

NOT your truly!

Genocide

P.S.: FUCK YOU!

*** REPLY BEGINS ***

[NOTE: I am fighting real hard to not burst out in laughter while
reading the above message! Its in the top 10 dumbest I've
e-mail messages I've ever received.]

Martin did not have to put anything about me on his site. He
chose to do so, and I responded.

Copyrights, dolt, do not expire because a company stops
making a product.

Say it to my face...PLEASE!

As for the manuals, I never said that I typed those in, in fact I
clearly said that I did not. I did re-edit all of them, and I clearly
said so. One more time, the manuals that people type in, no
matter how well intentioned they are, do NOT belong to them.
Type in a Tom Clancy novel and try to claim ownership over it.
Good luck! And that goes for the manuals I will be scanning too.
You software pirates have a REALLY warped sense of values!
Check the FAQ section of my site. Original work is ALWAYS credited!

You software pirates have a rather warped sense of right and wrong.

Michael

*** REPLY ENDS ***

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1892. Re: help with journey to the planets, was Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6rn401$njc@dailyplanet.wam.umd.edu>
Source record: 60508

```
: That's the same planet that had me stuck for ages. Without going into
: too much detail and spoiling the rest of the game.. take the stick to
: the left, until you reach the flashing door/portal that takes you back
: to where your ship is, but don't go through it...

Thanks for the tip. I went back and finally won, 14 years after getting
the game. <sigh> Although, it took me over two hours to finish, as I
hadn't played the game in so long -- I had the darndest time passing the
planet with the gunslinger. I guess my reflexes aren't what they used to
be. That planet that had me stuck now seems like one of the easiest in
retrospect. Still, it was nice to actually see a conclusion and a "game
over" that was for real and not because I lost all my energy!

I just wish the finale on the home planet was a little more interesting;
after all that aggravation it amounted to nothing more than a slight pat
on the back...
```

1893. Atari Back Ground?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35DF1EAD.7A35@pilot.msu.edu>
Source record: 60509
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I'm looking for some Atari Back Grounds (wall paper) for my computer.
Something like a giant Atari symbol or atari boxes or something of that
sort. Anybody got anything like that?

-Tempest

reicher6@pilot.msu.edu

1894. Re: moronic site (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: gippah <gippah@spyvspy.com>
Message-ID: <35DF37AA.AD944081@spyvspy.com>
Source record: 60510
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Michael J. Novak Jr. wrote:

> Attention Internet Terrorists! You are not permitted to send
> me e-mail. You folks started this, and did so in public. As
> such, all such e-mail received will be posted, and the
> offending account will be blocked. Thank you. Reply
> follows quoted message:

Stop sending this !crap! to comp.sys.cbm. We don't care about your
pathetic squabbles.

1895. atari schematics

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: William Honecker <bjajh@buffnet.net>
Message-ID: <35DF3969.3BB8CFF0@buffnet.net>
Source record: 60511

does anyone know where icould get a copy of the schematics for any atari 8bit computer?i'm gonna try 2 learn electronics and it's really hard trying to learn how the thing works by tracing the lines on a double sided pcb. thanx in advance. andy

1896. Re: moronic site (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35ec3ade.16803761@news.demon.co.uk>
Source record: 60512

The other Day vga2000@ix.netcom.com (Michael J. Novak Jr.) wrote:

No offence...but if I wanted to read all these posts X times then I
would have asked...

Can you people (all involved) play elsewhere today!!!!

>Attention Internet Terrorists! You are not permitted to send
>me e-mail. You folks started this, and did so in public. As
>such, all such e-mail received will be posted, and the
>offending account will be blocked. Thank you. Reply
>follows quoted message:
>

--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

1897. Re: Atari 8bit on the Internet!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: Jim Parish <Wiz@AtariWorld.com>
Message-ID: <96HD1.1018$D3.2488277@newse2.tampabay.rr.com>
Source record: 60513

You know, I never gave it much thought, and you, you keep popping up all over! Sure thing, as I am a registered APE fan you will be more than welcome on the site. I might do a one time insertion fee or something but not a monthly thing. I will confer with the other member(s) of the group on this. As you can see we have our construction page up for now while we plan the layout.

Jim Parish

Steven J. Tucker wrote in message <6rfsp6$en@freenet-news.carleton.ca>...
>
>Will there be advertising sold on this site?
>
>Steve
>--
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
> * * * Ape Homepage: http://www.nacs.net/~classics * *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
Lines !!

1898. Re: 800 XL boot disk problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DF48D4.75DD0DEC@sisna.com>
Source record: 60514

Guarantee you if he/she has a XF551 disk drive the problem is not there
but in the Traces on the SIO port, unlikely but perhaps one of the drive
select switches is stuck, other than that bet on the traces.

But what heck try anything once if it works so much the better if it
doesn't then attack from a different angle.

bob

1899. Re: DK-Utilites by Dan Knauff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DF49AB.534E03AC@sisna.com>
Source record: 60515

New one on me Batch for My Dos? Know Sparta can do it but if there is anything that can it would if P/D be on Bob Puff's board, have not been on there in a couple years so don't really know. It is not in DK-Utilities as it is strictly Sparta.

bob

1900. Re: atari schematics

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdce25$c1825d60$21374382@vidar>
Source record: 60516

I have the service manuals for 130XE, 800XL, XF-551, 1050, XC-12 and 65 XEGS. Let me know if you're out of luck, and I'll try to make a copy of it and mail it to you. I live in Norway, so I guess you'd get it faster from one in the US. Take Atarian care

William Honecker <bjajh@buffnet.net> wrote in article <35DF3969.3BB8CFF0@buffnet.net>...
> does anyone know where icould get a copy of the schematics for any
> atari 8bit computer?i'm gonna try 2 learn electronics and it's really
> hard trying to learn how the thing works by tracing the lines on a
> double sided pcb. thanx in advance. andy
>

1901. Re: Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DF4B08.F1B467CB@sisna.com>
Source record: 60517

I personally don't like auctions, have been to several and one tends to get in to the (feeding frenzy) as they call it and generally over pay for an item. Live computer auctions are a lot of good entertainment if you go check out the items set a price and stick with it. Then when bypassed just watch those caught up in the frenzy..

You can't have that I want it and I am going to get it no matter what!

bob

1902. Re: Atari Back Ground?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DF4BFE.FE9C9804@sisna.com>
Source record: 60518
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

There is a large Atari symble in Atascii graphics out and about perhaps someone has it on the pc and could send it to you, don't know if an emulator could reproduce it in pc format or not?

bob

Meanwhile will look for some larger images on boxes I have and see if I can scan it or video cam it to pc format?

bob

1903. Re:Your Web Sight

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DF5220.35F6FF04@sisna.com>
Source record: 60519
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

I just visited your Web Sight and as you stated it is not elaborate as it could be or as many others are. It is a fast and easy to maneuver system.

None of the text files you have up are any different than those posted as game help files that use/still are up on the old Atari 8-bit system BBS's.

You have stated in your screens you have edited cleaned up ect. I personally don't see a problem with your sight. Game Hints (perhaps you should switch to this) Name as that is how they were portrayed on the BBS's, not actual docs. Many did not give complete info intentionally as they were suppose to be written by users of the game to help others get higher scores or even complete the games. Atari, and other Software Developers never gave any of the original BBS's SysOps any flack on what their users had posted. It is general knowledge that a game produced by Boarder Bond was theirs not anyone else's game!

You have spent a lot of time setting up a helpful sight and hopefully you will not be discouraged by a few. I am sure there are 100 to 1 who appreciate your efforts.

I don't usually visit this type sight but the continual harassment on you tweaked my interest to see just what you had available. Perhaps your hits will also be tweaked by the derogatory statements or others?

Hang in there and best of luck to you.

bob

1904. Tempests Auction Update #1

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35DF6CB1.79C0@pilot.msu.edu>
Source record: 60520
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

```
Welcome to Tempest's first auction or the....

I need to pay off my debts or they're going to break my legs auction.

Rules: 1. Auction ends 12:00 am September 11th (no G1, G2 stuff)
2. You pay for what you bid on.
2. Buyouts accepted
3. I reserve the right to pull anything from the auction.
4. All items are loose, and in good condition unless noted.
5. There is no rule 5.
6. Please send the number of the game you are bidding on
(ie. 002 Berzerk)
7. You MUST have fun. (Or you will die!)

Please send all bids to: reicher6@pilot.msu.edu

Updates will be sent to the newsgroups nightly. A current update can be
found at: http://pilot.msu.edu/user/reicher6/auction.txt

So, with out further ado, here are the goodies!

Atari 5200
-----------
Minimum bid $2, Minimum increase .50

001 Ball Blazer (complete) min $5
002 Berzerk
003 Blue Print (Upside down label)
004 Centipede (complete, bad box)
005 Counter Measure
006 Defender
007 Dig Dug
008 Frogger
009 Gremlins (complete) $15 Pac-Rat
010 Jungle Hunt
011 Kaboom (label wear)
012 Kangaroo
013 Pac-Man
014 Pole Position
015 Q-bert
016 Qix
017 Qix
018 Space Dungeon
019 Star Raiders (with instructions)

020 Football Play books Min $1
```

021 Wico Joystick (with Y-adapter and Box) Min $10

Atari 400/800

Minimum bid $1, Minimum increase .50

022 Alien Garden (label wear)
023 Atlantis
024 Battle Zone (Complete) Min $5
025 Basic (version C)
026 Basic (version C)
027 Boulders and Bombs (R) Min $5
028 Centipede
029 Demon Attack
030 Desert Falcon (Complete) Min $5
031 E.T. Phone Home (label bubbling)
032 Final Legacy
033 Food Fight (XL/XE Only) Min $3
034 Gridrunner (R) Min $5
035 Missle Command
036 Mr. Cool (R) Min $5
037 Pac-Man
038 Platter Mania (label crooked)
039 Q-bert (no end label)
040 Sky Writer
041 Thunder Fox (Complete) Min $5
042 Wizard of Wor

Atari 2600
---

043 Double Dragon (PAL, New in Box) Min $5

043 Atari 2600 jr. (with power supply and instructions) Min $10

2600 Instructions (Minimum .50, Increases .25)

044 Combat (small booklet)
045 Asteroids
046 Missle Command (Multi-language)
047 Bowling (small booklet)
048 Bowling (small booklet)
049 Basketball
050 Defender
051 Sprint Master (small tear)
052 Moon Patrol (Multi-language)
053 Battle Zone (Multi-language)

Atari 7800
---

054 Midnight Mutants (complete) Min $3

Intellivision
---

055 Night Stalker (ShrinkWraped, box slightly crushed) Min $3
056 Chip Shot Golf (with instructions) Min $5

1905. Re: Indus Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <hPXPF97.tandrews16@delphi.com>
Source record: 60521

Randal R. Gray <at289@chebucto.ns.ca> writes:

>Those need to be lubed? Mine is still in use and has never been opened
>since bought in...82/83?
>
>randy
>

Periodically, I use one end of a cotton swab dipped in alcohol to clean the rails the head slides on. Then, I put a couple of drops of *light* machine oil on the other end of the swab and wipe it on the same rails. Quiets the drive right down. I could be wrong, but it stands to reason to me that all that groaning it does when those rails are dry can't be good for it...

TJ

1906. Re: Indus Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-22 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35DFAB13.8ACDC793@sisna.com>
Source record: 60522

All disk drives need periodical cleaning. Depending upon where you are in the country/world. Different climates reak havoc on all drives some fair better than others. If one never has a problem in many years the so much the better for you. There are users across the world that have salt water in the air and it causes corrosion on the rails, or just corrupt build up on the head. These need attention. So if you live in a dry climate, no 100% humidity then you actually have very little problems with any drive..if the climate varies then so does your mainance on your disk drive. Only dessert climates work exceptionally well on disk drives but even then crap builds upon the rails and needs to be removed.

Good luck with your climate, and your drives.
bob

1907. FS: Atari classic Compute! books

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6rpk3edlo1@nnrp1.dejanews.com>
Source record: 60437

Great value! Classic books! 8 Bit MUST haves!

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26100664

Item number 26100664

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1908. FS: Atari 8 Bit Antic Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6rpk69$dn8$1@nnrp1.dejanews.com>
Source record: 60438

In EXCELLENT condition! A collectors item! For the serious enthusiast!

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26102680

Item number 26102680

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1909. FS: Atari Star Gemini 10X Printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6rpk7e$do0$1@nnrp1.dejanews.com>
Source record: 60439

This one is cheap and in great shape. For the collector.

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26099579

Item number 26099579

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1910. Re: QUESTRON!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: "Jeffrey T. Mason" <jmason@nauticom.net>
Message-ID: <35e04708.0@news.nauticom.net>
Source record: 60440

Would there be a way that I could either get a copy of the prog for my
Atari...or rig one up for my PC? I am begging ya...it would be a blast!!!

--
- MASON
Nights, B94/Pittsburgh

1911. Re: JAM!! device update

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6rpin9$2f9@freenet-news.carleton.ca>
Source record: 60441

Lonnie McClure (lmcclure@ibm.net) writes:
> I did a bit of checking on the JAM!! device from AIMS Labs that Bob Malay
> mentioned in a post here. It appears my assumption was correct, that it
> is essentially their Instant TV, sans the TV tuner, and with a lower
> price. The price at one online source I found, Electronics Boutique's
> website, was just under $80 (about $20-$40 less than Instant TV).

Is this an external dodad or does it still run in a PC slot? I missed the
original post, is there a URL for it?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1912. rom,romz,emulz,emul,mod,playstation,chips,genesis,n64,mame,atari,sega,single,multi,player,snes,super,nintendo,disk images,arcade,Console,Handheld,Computer,Turbo Graphic 16,Vectrex,Amstrad CPC,Apple II,Commodore,amiga,tekken,pacman,donkey kong

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: lamenessmustcease@my-dejanews.com
Message-ID: <6rpqj9$j1m$1@nnrp1.dejanews.com>
Source record: 60442
Cross-posted to: comp.sys.amiga.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,alt.games.final-fantasy.rpg

If your looking for emulators, roms, mods, playstation-snes-sega games, for FREE then email me at kasin0@hotmail.com Dont waste another minute visiting sites with mis-links and are filled with banners and sponsers. STOP! And Visit Now.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1913. APE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@rust.net>
Message-ID: <6rq42j$sm0$1@news2.ispnews.com>
Source record: 60443

Has anyone used APE? Please tell me what you think of it and if you recommend it. Thanks!

1914. Re: moronic site (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: uhclem.sep98@nemesis.lonestar.org
Message-ID: <Ey4FAH.IIB@nemesis.lonestar.org>
Source record: 60444
Cross-posted to:
comp.sys.tandy,rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.ti,comp.sys.atari.8bit

gippah (gippah@spyvspy.com) wrote:
: Michael J. Novak Jr. wrote:

: > Attention Internet Terrorists! You are not permitted to send
: > me e-mail. You folks started this, and did so in public. As
: > such, all such e-mail received will be posted, and the
: > offending account will be blocked. Thank you. Reply
: > follows quoted message:

: Stop sending this !crap! to comp.sys.cbm. We don't care about your
: pathetic squabbles.

You can leave comp.sys.tandy out too. Only products developed and/or sold
by Tandy are on-topic here. Therefore, amiga, atari, TI, etc groups are
inappropriate crossposts and continued excessive crossposting should be
considered to be USENET abuse.

If the abuse continues, you won't be getting the mail, your provider will.
Please drop comp.sys.tandy from your crosspost list now.

Frank Durda IV - only these addresses work:|"ISPs, try this: if your customer
<uhclem.sep98%nemesis.lonestar.org> | spams, bill them $1,000. If they
| decline, report it as a bad debt.
These Anti-spam address expires Sept. 30th | The way to make money from spam."
(c) 1998, ask before reprinting.

1915. Crystal Castles

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35E0ABB7.3FC@pilot.msu.edu>
Source record: 60445

I am looking for a copy of Crystal Castles for the Atari 8-bit. Does anyone have a copy for trade/sale?

Tempest

1916. Atari 8-bit games for auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35E0AC10.7A60@pilot.msu.edu>
Source record: 60446

Hi,

I have a buck of Atari 400/800 games up for auction at:

http://pilot.msu.edu/user/reicher6/auction.txt

I even have some rare ones up there.

Tempest

1917. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: Dan Mazurowski <smedley@gte.antispam.net>
Message-ID: <35E0AB3F.2781@gte.antispam.net>
Source record: 60447
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Michael J. Novak Jr. wrote:
>
> 2) as for the manuals, I never said that I typed those in, in fact I
> clearly said that I did not. I did re-edit all of them, and I clearly
> said so.

(stuff snipped)

> *I* gave up ALL of my free time.
> *I* even put in some 36 hour days, working only on the lists. By the
> time *I* decided to put them up if I finished 75% of them (30 out of
> 40 lists) *I* could hardly type because my wrists hurt so bad, and *I*
> was actually starting to have dreams about typing (I don't even want
> to know what that might mean)!
>

OK, I've seen this go on long enough. You keep spouting off about all
the hard work you put in typing in those lists. And yet you also refuse
to acknowledge the individuals who did all the hard work of typing in
the manuals you have online. It was only after a raging flamewar on rgvc
that you conceded on your page that you did NOT type the manuals
yourself (granted, you never claimed you did the work yourself either).
And yet you still refuse to thank those individuals who did all that
work for you. It's a matter of courtesy.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ISP address.

1918. Re: You suck balls, my friend. (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <6rqeka$ctv@journal.concentric.net>
Source record: 60448
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Please leave comp.sys.cbm out of this.

--
-------------- The Commodore 64 lives: http://computerworkshops.home.ml.org/ --
Cameron Kaiser (posting with a Commodore 128) | "When in doubt, take a pawn."
cdkaiser@concentricMUNGEnet | -- Mission: Impossible
-- personal page: http://calvin.ptloma.edu/~spectre/ ------ CBMSF Unit $EA31 --

1919. FA TI-99/4A Games For Sale & More On Haggle.com

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: atari7800 <atari7800@yahoo.com>
Message-ID: <UD3E1.449$Vn.1187345@newsread.com>
Source record: 60449
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.ti,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

atari7800@yahoo.com

#201735431: Pole Position By Atarisoft For Commodore Vic-20 $2.50
offered by Gary Franks, closes 30-Aug-1998 21:40 EDT

#201735421: Moon Patrol By Atarisoft For TI-99/4A $3.50
offered by Gary Franks, closes 30-Aug-1998 21:32 EDT

#201735420: Jungle Hunt By Atarisoft For TI-99/4A $3.50
offered by Gary Franks, closes 30-Aug-1998 21:31 EDT

#201735419: Pac Man Cart Atarisoft For TI-99/4A $3.50
offered by Gary Franks, closes 30-Aug-1998 21:30 EDT

#201735417: Astro Chase For Atari Home Computers! $4.00
offered by Gary Franks, closes 30-Aug-1998 21:27 EDT

#201735407: Donkey Kong Cart For Vic-20 $2.00
offered by Gary Franks, closes 30-Aug-1998 21:23 EDT

#201735402: Commando Cart For Intellivision $7.50
offered by Gary Franks, closes 30-Aug-1998 21:21 EDT

#201735399: Super Demon Attack TI-99/4A Cart! $2.50
offered by Gary Franks, closes 30-Aug-1998 21:18 EDT

#201735395: Moon Mine TI-99/4A Cart! $2.50
offered by Gary Franks, closes 30-Aug-1998 21:16 EDT

#201735385: Super Sound Origins Lite 3D New With CD Rom Cables $12.50
offered by Gary Franks, closes 30-Aug-1998 21:14 EDT (Bid Fast)

#201735016: 13 IO Cards IDE Floppy Serial Printer $10.00
offered by Gary Franks, closes 30-Aug-1998 18:01 EDT

#201734999: 7 Different ISA Video Cards $10.00
offered by Gary Franks, closes 30-Aug-1998 17:55 EDT

#201734981: 28 1Meg 3 Chip 30 Pin Simms For 1 Price @Look@ $10.00
offered by Gary Franks, closes 30-Aug-1998 17:48 EDT

#201734973: 10 1Meg 9 Chip 30 Pin Simms For 1 Price @Look@ $10.00
offered by Gary Franks, closes 30-Aug-1998 17:47 EDT

#201734926: Pro Audio 16 Comes Complete In Box With All Manuals $10.00
offered by Gary Franks, closes 30-Aug-1998 17:26 EDT

#201734919: 486 Vesa MotherBoard With 100 Mhz Intell Cpu & More! $40.00
offered by Gary Franks, closes 30-Aug-1998 17:21 EDT

#201733452: Cyrix MMX PR-300+ CPU (66 Mhz Bus) $75.00
offered by Gary Franks, closes 29-Aug-1998 14:48 EDT

#201728443: Like New Cyrix 166+ 3.5V CPU Great For Older Boards! $35.00
offered by Gary Franks, closes 25-Aug-1998 15:05 EDT (3 bids)

1920. Re: Copyrights, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: eyeth@erols.com
Message-ID: <6rnmuh$7t0$1@winter.news.erols.com>
Source record: 60523
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

In article <35e12389.8938632@nntp.ix.netcom.com>,
VideoGameAdvantage@DittosRush.com wrote:
>As for the manuals, I never said that I typed those in, in fact I
>clearly said that I did not. I did re-edit all of them, and I clearly
>said so. One more time, the manuals that people type in, no
>matter how well intentioned they are, do NOT belong to them.
>Type in a Tom Clancy novel and try to claim ownership over it.
>Good luck! And that goes for the manuals I will be scanning too.
>You software pirates have a REALLY warped sense of values!
>Check the FAQ section of my site. Original work is ALWAYS credited!
>
Hello.

While I'm no lawyer, I think the above explanation misses the mark somewhat. Let's start off with an example: Someone named Mort types in a manual for a classic game, Archon.

He decides to post it on the Web for others to read, enjoy, use along with their ROM or disk image, etc. It is quite true that Mort does not own the copyright to the Archon manual that he just typed in.

But, copyright has slender reeds of ownership that one can attach themselves and accordingly be subject to a hierarchy of ownership. In this case, Mort formatted the Archon manual for internet WWW usage. Mort could claim copyright ONLY for the HTML formatting that he used for the Archon manual. However, Mort would still be subject to the original copyright owners of the Archon manual, as he does not own the CONTENT.

Of course, Mort has no defenses, if someone copies his manual and changes the formatting to that of 80 column text or whatever. Mort only has a fragile and truly slender reed of ownership only to the HTML formatting of the Archon manual. And his ownership could be easily negated by the person possessing the copyright to the contents of the Archon manual.

There is an another issue, which I think you totally overlooked. From repeated postings, I get the impression that you are running a commercial website. In short, you try to make some money off these classic games, etc. That's fine, as I have no problem with that. You also run a website devoted to the archive and reference of classic software works so that others can read and enjoy. Usually, there's no charge to view these works online. That's cool.

However, in doing so, and if it is proven that you are using other works that people have spent hours typing in, etc., you could be liable under U.S.'s unfair competition laws. Your website directly competes with other websites

offering such services such as archivial and reference works on classic software for classic machines. By engaging in such pattern of using these documents typed in by others who are basically your competitors, I believe that it is unfair competition.

Lastly, I have set follow-ups as to avoid comp.sys.cbm. :) Please, do not post further in these newsgroups, etc. Thanks.

-Todd Elliott

1921. FA: Atari 8-bit Computer and Accessories

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: salzman@gte.net
Message-ID: <6rnt0a$l5d$1@news-1.news.gte.net>
Source record: 60524

I have the following items for auction on eBay:

Atari 800XL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26816789

Atari 1050 Disk Drive - Mint in Box
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26820125

Jeff Salzman

1922. Re: QUESTRON!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: mhop@snip.net
Message-ID: <35df1f44.12526664@news.snip.net>
Source record: 60525

On Fri, 21 Aug 1998 20:51:31 -0400, "Frank Rachel" <frachel@rcn.com>
wrote:

>I have Questron, but its a .PRO image..
>

What is a .PRO image?

1923. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: spamless <no@spam.here>
Message-ID: <6ro6mjsn1@piglet.pixis.net>
Source record: 60526
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

In article <35e057af.20062407@nntp.ix.netcom.com>,
Michael J. Novak Jr. <VideoGameAdvantage@DittosRush.com> wrote:
>*I* even put in some 36 hour days, working only on the lists.

Smokin crack. Takin names.

1924. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: biggfredd@NOSPAMcomputech-online.net
Message-ID: <_bOD1.40$Cj.147696@newsfeed.slurp.net>
Source record: 60527
Cross-posted to:
comp.sys.amiga.cd32,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,rec.games.vectrex,rec.games.video.cd32

> 2) the actual figure is less than 1/4 of 1% (253KB = 259072 bytes
> and then 259072 / 110000000), and not ".25%", as YOU (not I) stated.

What are you arguing about here? .014%? 1/4 of 1% IS .25%

1925. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: "Jonathan S. Gould" <outback@mhonline.net>
Message-ID: <35DF9AAA.4E1C8E69@mhonline.net>
Source record: 60528

I don't know if it was mentioned, but Kennedy Approach had some fairly
good synthesis.

1926. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <35dfa48f.27282067@allnews.infi.net>
Source record: 60529
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

>You can't form a correctly-spelt, gramatically scanning sentence, can you?

er, uh, that should be "correctly spelled" (with no hyphen) and
"grammatically" requires two m's...

Dave B.

1927. JAM!! device update

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.10498cbf524e0a259896d5@news1.ibm.net>
Source record: 60530

I did a bit of checking on the JAM!! device from AIMS Labs that Bob Malay mentioned in a post here. It appears my assumption was correct, that it is essentially their Instant TV, sans the TV tuner, and with a lower price. The price at one online source I found, Electronics Boutique's website, was just under $80 (about $20-$40 less than Instant TV).

For those of you who missed the original message, JAM!! is a device that converts composite video or S-video (chroma/luma) into VGA-compatible output (I.e., analog RGB at 31.5Khz horizontal scan rate).

==========
lmcclure@ibm.net

1928. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: starsabre@oui.com
Message-ID: <3200708606.1869911@oui.com>
Source record: 60531

Oh, boy, I've been looking for an on topic opportunity to use this line for some time. Our ole buddy, the ever vindictive M. Novak said:

>2) the actual figure is less than 1/4 of 1% (253KB = 259072 bytes
>and then 259072 / 110000000), and not ".25%", as YOU (not I) stated.

Do the math.

1/4 of 1% = .25% Your exact formular above comes to 0.00235. Rounding to four places makes it 0.0024, with is close enough to .25% that for "casual" conversation, it is the same. And by the way, if you are going to get so picky on exact memory sizes, give of the precise memory size of the entire web site, same as you did on quoting the memory usage of the "commercial content."

You realize that if this were being used in any kind of legal case, you have so many flaws in your "defenses" that even a newly barred lawyer could pick them apart.

jt

1929. Re: QUESTRON!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35e2eb05.1332092@news.demon.co.uk>
Source record: 60532

The other Day mhop@snip.net (Mike) wrote:

>On Fri, 21 Aug 1998 20:51:31 -0400, "Frank Rachel" <frachel@rcn.com>
>wrote:
>
>>I have Questron, but its a .PRO image..
>>
>
>What is a .PRO image?

Its a full possibly copy protected image made with Steven Tuckers
excellent APE pro system software and hardware (cable). It reads most /
all types of disk protection in and makes an image of it on the PC..

Bad news is that it can only be reloaded onto a real Atari via the APE
software. So no emu use....

Steve, could the emu's be made to read a pro image in? Just wondered.
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

1930. tracball part question

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: at289@chebucto.ns.ca
Message-ID: <6rp8i8$15j$1@News.Dal.Ca>
Source record: 60533

My Atari tracball is busted, goes up and down but not east and west. Does anybody know the name of the part inside which detects movement. It looks like a photosensor or something. If I were to go to radion shack a)would they have it, b) what is the part #/best way to describe it?

thanks,
randy.

1931. Re: The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: see_the_below@text.com
Message-ID: <35e02ae8.1161389@news.clara.net>
Source record: 60534
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

On Thu, 02 Jul 1998 19:17:11 GMT, see_the_below@text.com wrote:

>The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show
>--
>

Urgent Announcement!

If you have not seen earlier follow-ups, the show is now to be held on
November 28th 1998, at the same venue as below.

>This time, we're opening at a BRAND NEW LOCATION! Instead of at
>Wetherby, which some people have had trouble in reaching, we have
>organised this show for Bolton, in Greater Manchester. The new
>location offers a much greater facility for parking, and offers easy
>availability by rail and bus.

>The show is held at Horwich, Bolton - within easy reach of local
>buses, trains etc. If you're unsure of where to go, sending an SSAE
>will give you directions.
>
>At previous shows, we've had all the top names on the SAM & Spectrum
>scene; Crashed, Impact, Quazar, Alchemist Research, Persona, Format,
>Fred, Sintech, Blitz Magazine, Flexibase, SD Software, ZX Files and
>more .... And they've all been invited for this time around too.
>

>
>For more details send an SSAE to:
>
>NSSS, 32 Barleyfields Road, Wetherby, West Yorks LS22 6PW
>or fax (01204) 453030
>

1932. FS: Big Atari 8 Bit Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6rpjr1$d6p$1@nnrp1.dejanews.com>
Source record: 60535

I am selling the following Atari stuff. All of it works and is in good shape!

Atari 130 XE Computer: $50.00 (w/power supply)
Atari 800 XL Computer: $25.00 (no power supply)
Atari 1050 Disk Drive: $25.00 (w/power supply)
Atari 1010 Tape Drive: $10.00 (in box with everything it came with)
Indus GT Disk Drive: $50.00 (w/power supply)
Indus GT Disk Drive: $50.00 (w/power supply)
Atari CX85 Keypad: $ 5.00 (w/programming manual)
Atari Deluxe Trackball: $ 8.00 (new in box)
6 Atari 3ft SIO Cables: $12.00 (quantity of 6, $2.00 each)
20 or so DSDD disks: $10.00 (hard to find, these are new)
Misc Software as follows:$15.00
Atari Writer Plus (normal/130XE version with disks and manual)
Atari DOS 2.5 (disk and manual)
Indus/OSS DOS XL (disk and manual with synchromesh)
Tons of game and demo software on diskette
User assembled documentaion in Atari 3 ring binder

All for $260. Will consider piecing it out if I am left with enough for a complete system to sell as one. Would really like to sell it all as one big package. Make a reasonable offer and I may sell it to you at that. Anything not sold will got to eBay for clearance so act now!

Buyer pays shipping. Shipping to US only unless prepaid. Funds in US$ only. Cashiers check, money order or COD.

Thanx!
Please reply to 'wade.ripkowski@DIESPAMpsc.bellhowell.com' and remove the DIESPAM from the address.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1933. FS: Atari 850 Interface / PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-23 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6rpk10$dl8$1@nnrp1.dejanews.com>
Source record: 60536

Cheap in good shape!

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26103777

Item 26103777

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1934. Re: JAM!! device update

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <35E0D136.E1771F3@worldnet.att.net>
Source record: 60450

I haven't been following closely either, but I found the following links:

Review:
http://www.streettech.com/archives_hardware/jam.html

AIMS Lab web site:
http://www.aimslab.com/eng_index.html

JAM!! section of web site:
http://www.aimslab.com/Products/JAM!!/jamhome.htm

Jeff Potter

1935. for chicgo users groups

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: Jose Moreno <jose55@bellsouth.net>
Message-ID: <35E0E52A.52008A65@bellsouth.net>
Source record: 60451

Hi !!

I mite be moving to chicgo like within 6 months.....
I would like to know if there is any Atari-8-bit user groups in
chicgo???

if there is, then please e-mail me personaly and let me know....

thanks

Jose

1936. My World of Atari Report and the Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: Mark Santora <santora@earthlink.net>
Message-ID: <35E11E25.A240580F@earthlink.net>
Source record: 60452
Cross-posted to: rec.games.video.atari,alt.atari.2600,alt.atari-jaguar,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.atari.8bit,alt.emulators.classic-arcade,comp.sys.atari.st.tech,alt.games.video.classic,rec.games.video.classic

Well, I'm tired and got home just a bit ago but I wanted to say few
things.

The show was great. Kudos should be put out to everyone involved
especially Richard Tsukiji,Keita Iida, Don Thomas, and John Hardie. They
all put on a most excellent show. Of which I was more than pleased to
shoot over eight hours of video to whittle down to a two hour video. The
speakers were engaging, the exhibits were interesting, and the
atmosphere was light. Everyone involved seemed to have a good time.

As for an indepth report, you can read it tommorrow at NGO.

As for the Video, I will update my page with some stills from the video
once I've logged the tapes and gotten some sleep. But here's what I can
tell you to wet your appetites.
-Direct Feed of Hyperdrome(Lynx)
-Direct Feed of TNT Terry(lynx)
-Direct Feed of Ponx(lynx)
-Direct Feed of Battlesphere(Jaguar)
-All the speakers
-The auction
-Inside the 1st Computer Space Arcade Machine(courtesy Jerry Jessop)
-AND MUCH MORE!

Congratulations to a powerful and fun WoA 98!

http://home.earthlink.net/~santora/woav.htm

-Mark "Stingray" Santora
santora@earthlink.net

1937. Re: APE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: Peter Prevos <pprevos@tip.nl>
Message-ID: <6rrge4$46m$1@news.worldonline.nl>
Source record: 60453

Mark H. Kusz heeft geschreven in bericht <6rq42j$sm0$1@news2.ispnews.com>...
>Has anyone used APE? Please tell me what you think of it and if you
>recommend it. Thanks!
>
APE is great, works perfect with me

1938. Re: APE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6rro3dknj1@nnrp1.dejanews.com>
Source record: 60454

In article <6rq42j$sm0$1@news2.ispnews.com>,
"Mark H. Kusz" <mkusz@rust.net> wrote:
> Has anyone used APE? Please tell me what you think of it and if you
> recommend it. Thanks!

Ape is excellent. I just started using it last week and am in the process of organizing files. Although it is giving me a heavy case of classic video game overload. :)

Mark

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1939. Re: JAM!! device update

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998082416230900.MAA13005@ladder01.news.aol.com>
Source record: 60455

Hi Lonnie-
What is Elec. Bot's. web site address?
LW

1940. Re: JAM!! device update

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998082416492000.MAA15854@ladder01.news.aol.com>
Source record: 60456

>http://www.aimslab.com/Products/JAM!!/jamhome.htm

Jeff-
Thanks for the info. As I read the info at their
site, I interpret that this device plugs into
the back of a PC into the VGA card,
allowing input of the composite signal to
the card, and the card sends the signal out
to the VGA monitor. So you have to operate
the PC to get the composite picture. (?)
This is really a question, since it doesn't seem
logical, but the info mentions "loopback".
Anybody got one of these critters? A
stand-alone would be better, but probably
much more expensive.
Larry

1941. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: Lawrence Kenchel <lkench@umr.edu>
Message-ID: <35e1a1d2.0@news.cc.umr.edu>
Source record: 60457
Cross-posted to:
comp.sys.amiga.cd32,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,rec.games.vectrex,rec.games.video.cd32

In comp.sys.ti biggfredd@NOSPAMcomputech-online.net wrote:

>> 2) the actual figure is less than 1/4 of 1% (253KB = 259072 bytes
>> and then 259072 / 110000000), and not ".25%", as YOU (not I) stated.

bNn> What are you arguing about here? .014%? 1/4 of 1% IS .25%

Not to mention, 110MB is 115343360 bytes, not 110000000 bytes.

lkench@umr.edu

1942. International Karate and Ninja for Atari 800/65XE/XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: timexfun@softhome.net
Message-ID: <6rs9uj$t0f$1@cclinfo.perm.su>
Source record: 60458

hello,

could someone point me to the web site which contains disk images of
International Karate and Ninja games. preferable format is .atr to run it on
Atari 800 emulator.

please post these urls to my e-mail address. thanks in advance.

anton.
timexfun@softhome.net
http://diablo.rulz.org/~timexfun/index.html

1943. Re: APE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35ecaa54.5702516@news.demon.co.uk>
Source record: 60459

The other Day "Mark H. Kusz" <mkusz@rust.net> wrote:

>Has anyone used APE? Please tell me what you think of it and if you
>recommend it. Thanks!
>

Ape is an invaluable tool for those that want to convert their old and
not so trusty disks to safe PC images. There is nothing that will make
your poor old Atari feel more happy to be linked to....

Its so easy to use and has an incredible set of features...Get it now!!

And register it if you can to support its dev, I will as soon as I can
get another job!! ..... sometime this century :(
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

1944. FA - Atari Video Pinball - In Org BOX!!!! - ends 8/29

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <35e1b3c5.0@blushng.jps.net>
Source record: 60460

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26807903

1945. Re: My World of Atari Report and the Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdcfa0$de833660$4268cad0@none>
Source record: 60461
Cross-posted to: rec.games.video.atari,alt.atari.2600,alt.atari-jaguar,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.atari.8bit,alt.emulators.classic-arcade,comp.sys.atari.st.tech,alt.games.video.classic,rec.games.video.classic

I have to add to Mark's comments:

The show was great. The vendors had some excellent stuff for sale. The Jaguar System Test board I bought is great. Now I just need to figure out how to use it.

There were a lot of past Atari employee's (engineers and programmers, not marketing bozo's). Jerry Jessop, Dan Kramer (5200 trackball designer), Dave Stagus (my spelling is bad; programmer for Exidy's Venture arcade, Jaguar ROM programmer, 2600 programmer), Rob Fulop (2600 Night Driver & Missile Command, Night Trap and Sewer Shark programmer), and many more. They were all great individuals to speak with. They were happy to speak with fans and were right there the whole time enjoying the show with everyone else.

Curt Vendel had an excellent display of some very rare Atari stuff. The self-centering 5200 joystick, a early design of the 1450XLD, a 1400XL with the actual name plate on it (mine is missing that), cartridge prototypes, and much more.

They had a museum that was incredible. One of the neatest things I saw was a piece of hardware that was the actual court evidence used in the law suit against Coleco by Atari. It was a Colecovision 2600 adapter that was hooked up to a board containing basic resistor/inductor/capacitor and other components. This was used as proof that Coleco had copied the 2600 and that the Colecovision was not actually running the 2600 software, it was being used as a television interface. And that was just one of many rare items they had on display.

All kinds of arcade games to play that were set on free play!

Keep an eye out, because there should be another one next year. This is one not to miss!!!!

- Glenn Bruner
brunergs@pcisys.net

Mark Santora <santora@earthlink.net> wrote in article
<35E11E25.A240580F@earthlink.net>...
> Well, I'm tired and got home just a bit ago but I wanted to say few
> things.
>
> The show was great. Kudos should be put out to everyone involved
> especially Richard Tsukiji,Keita Iida, Don Thomas, and John Hardie. They
> all put on a most excellent show. Of which I was more than pleased to

> shoot over eight hours of video to whittle down to a two hour video. The
> speakers were engaging, the exhibits were interesting, and the
> atmosphere was light. Everyone involved seemed to have a good time.
>
> As for an indepth report, you can read it tommorrow at NGO.
>
> As for the Video, I will update my page with some stills from the video
> once I've logged the tapes and gotten some sleep. But here's what I can
> tell you to wet your appetites.
> -Direct Feed of Hyperdrome(Lynx)
> -Direct Feed of TNT Terry(lynx)
> -Direct Feed of Ponx(lynx)
> -Direct Feed of Battlesphere(Jaguar)
> -All the speakers
> -The auction
> -Inside the 1st Computer Space Arcade Machine(courtesy Jerry Jessop)
> -AND MUCH MORE!
>
> Congratulations to a powerful and fun WoA 98!
>
> http://home.earthlink.net/~santora/woav.htm
>
> -Mark "Stingray" Santora
> santora@earthlink.net
>
>

1946. Re: APE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998082421182500.RAA00706@ladder03.news.aol.com>
Source record: 60462

>Has anyone used APE? Please tell me what you think of it and if you
>recommend it. Thanks!

Mark-
An excellent produict. Try the demo version,
and if you are impressed (I think you surely
will be), get the registered version which is
even better!
Larry White

1947. Re: My World of Atari Report and the Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: Mark Androvich <mandrovi@mail2.quiknet.com>
Message-ID: <01bdcfa4$c10bbcc0$d040e7cf@rjiredff>
Source record: 60463
Cross-posted to: rec.games.video.atari,alt.atari.2600,alt.atari-jaguar,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.atari.8bit,alt.emulators.classic-arcade,comp.sys.atari.st.tech,alt.games.video.classic,rec.games.video.classic

> Mark Santora <santora@earthlink.net> wrote in article
> <35E11E25.A240580F@earthlink.net>...
> > Well, I'm tired and got home just a bit ago but I wanted to say few
> > things.
> >
> > The show was great. Kudos should be put out to everyone involved
> > especially Richard Tsukiji,Keita Iida, Don Thomas, and John Hardie.
They
> > all put on a most excellent show. Of which I was more than pleased to
> > shoot over eight hours of video to whittle down to a two hour video.
The
> > speakers were engaging, the exhibits were interesting, and the
> > atmosphere was light. Everyone involved seemed to have a good time.
> >
> > As for an indepth report, you can read it tommorrow at NGO.
> >
> > As for the Video, I will update my page with some stills from the video
> > once I've logged the tapes and gotten some sleep. But here's what I
can
> > tell you to wet your appetites.
> > -Direct Feed of Hyperdrome(Lynx)
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> > -Direct Feed of Battlesphere(Jaguar)
> > -All the speakers
> > -The auction
> > -Inside the 1st Computer Space Arcade Machine(courtesy Jerry Jessop)
> > -AND MUCH MORE!
> >
> > Congratulations to a powerful and fun WoA 98!
> >
> > http://home.earthlink.net/~santora/woav.htm
> >
> > -Mark "Stingray" Santora
> > santora@earthlink.net

One question-- did you whittle down the auction footage as well?

The show was great, the speakers excellent, and the museum was wonderful.
However, 90% of the auction was either junk that someone should have known
better than to try to sell, especially at the minumum bid price, or things
that were outrageously overpriced.

It was great to realize that not all of us collectors have lost our minds and would pay any price just because something has a Fuji symbol on it.

A plastic Atari cartridge organizer for $50? I don't think so!

Mark

--
MARK ANDROVICH
Videogame Enthusiast, Collector, & Freelance Reviewer (PSExtreme & Q64 magazines)

2600(298); Intellivision(32); Colecovision(11); Vectrex(1); 5200(29); 7800(49); NES(37); Atari 8-bit (41); GameBoy(2); Lynx(33); SNES(25); VirtualBoy(4); Jaguar(8); PlayStation(60); N64(10); Coin-op(1)

1948. Re: Indus Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998082421405600.RAA03918@ladder03.news.aol.com>
Source record: 60464

>All disk drives need periodical cleaning. Depending upon where you are
>in the country/world.

Bob-
What are your thoughts on lubricants (light
machine oil - say sewing machine type)
versus silicone fluids?
I've used both types, and can't really say
that I see or hear any difference.
Larry

1949. Re: You suck balls, my friend. (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: Cory Sticha <root@frankenstein.apci.net>
Message-ID: <35E20901.B6C2525B@frankenstein.apci.net>
Source record: 60465
Cross-posted to: rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

```
Cameron Kaiser wrote:
>
> Please leave comp.sys.cbm out of this.
>
> --
> -------------- The Commodore 64 lives: http://computerworkshops.home.ml.org/ --
> Cameron Kaiser (posting with a Commodore 128) | "When in doubt, take a pawn."
> cdkaiser@concentricMUNGEnet | -- Mission: Impossible
> -- personal page: http://calvin.ptloma.edu/~spectre/ ------ CBMSF Unit $EA31 --
Also, please stop crossposting to comp.sys.ti. Thank you.

Cory Sticha
```

1950. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: gippah <gippah@spyvspy.com>
Message-ID: <35E22104.725F5074@spyvspy.com>
Source record: 60466
Cross-posted to: rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

:SNIP:

Are you ever going to shut up?

1951. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <35E22FAE.2E114DE@net66.com>
Source record: 60467

Michael J. Novak Jr. wrote:
> Mark Statzer wrote:
> >I'm heartened to see that despite your busy schedule of pulling the
> >wings off flies and bitch-slapping retirees you are able to *make the
> >time* to respond to rather mild complaints and amateurish flames with
> >land mines, napalm and automatic weapons.
> >
> >According to my calculations (flawed, I'm sure) at your current rate in
> >a few weeks you will have pissed on/pissed off/generally abused the few
> >score remaining 8-bit Atari enthusiasts, thereby negating the need to
> >blanket us with your lengthy web-site advertisments.
> >
> >By All Means, Proceed.
> >
> >Mark Statzer
>
> This is the kind of thing that really disgusts me. You, someone I
> don't even know, make a bunch of accusations about me, spread
> a few lies around and just generally attack me for no reason and
> then, if I choose to reply, you not only blame the whole thing on
> me, but you make a whole new batch of accusations.

God, this is getting old.

I deeply and humbly apologize for anything that I may have said to
impinge upon your doubtless sterling charachter and business acumen.
Obviously I have met my verbal match and will simply bow out gracefully,
content in the knowledge that my hitherto favorite newsgroup has, at
your able hands, denegrated into verbal fisticuffs because - well I
really don't know. All I remember seeing was a few messages pertaining
to message length and past dealings, and when I complained about the
general lack of civility, it turned into a full-scale, four-alarm,
hair-pulling, teeth-grinding, name-calling Bitchfest.

> Where you do get this stuff from? You said that I engage in
> "pulling the wings off flies and bitch-slapping retirees". And your
> reason for saying this is...?

http://work.ucsd.edu:5141/cgi-bin/http_webster?isindex=sarcasm&method=exact

> Then you said that I was replying to "mild complaints and
> amateurish flames". They might seem like that to you, but
> I think I've taken more than my fair share of totally unjustified
> abuse at the hands of some of those on Usenet. I will not
> take any more. I let this crap go for two years now, and the
> fun is over because from now on, if I see it or hear about it,

> I will reply.
> Its a huge waste of my time, but I'm not going to sit back and take it anymore.

You know, this is a rather large waste of my time as well. Which is why
you no longer need to bother yourself with my presence, as I will sign
off and wait a few weeks until the vitriol has settled and we can return
to talking about Atari's. (note ng name - news:comp.sys.atari.8bit)

> And as for your accusation that *I* am pissing people off,
> wrong. I'm the one who is now pissed off, and I'm the only
> one with a right to be. Its me who is being lied about, its me
> who is being attacked and its my business that people are
> (based on the above false information) calling for a boycott
> against.

I may be completely out in left field here (I'm only a TV guy) but I
have trouble believing that this is kind of like...I'm looking for a
word here and I just can't place it...'rabid paranoia'? Isn't
this...counterproductive?

Do you really expect someone who happens onto this newsgroup, reads the
messages (*all* of them) to then say "This sounds like a business I need
to check out!"? I realize that business on the Internet is rather
different, but if I stop by a business, and before I step in I hear a
knock-down screaming fight (complete with cursing), I tend to shy away -
for my own health.

This is *similar*, except it feels like you came storming in here with a
massive chip on your shoulder (apparently initially generated elsewhere,
if I read your other posts correctly) and proceed to foam, froth, and
generally stomp over not only everyone who 'slandered' you, but
subsequently everyone else who bothered to make any noise afterwards,
including two guys with a fire hose
(http://work.ucsd.edu:5141/cgi-bin/http_webster?isindex=sarcasm&method=exact).

> If this stuff bothers you so much, and its such a huge waste of
> bandwidth, then why don't YOU tell them when they start it! If
> you did that, then I wouldn't have anything to post replies to!
> But no, you are too busy posting your own little attacks (funny
> how those are'nt a waste of bandwidth, you hypocrite).

Because I am an adult, and have learned that false accusations are only
defeated by either ignoring them, or answering the charges and proving
them wrong calmly and rationally. I've given up on the former, and
hoping for the latter.
My deepest apologies for wasting further bandwidth - this will no longer
be a worry for you, I hope.

> I have nothing against anyone on any of the newsgroups that
> I've ever posted to (since early 1994), UNTIL they begin posting
> lies about me and attacking me/VGA. If you don't do those things
> then I'm my normal honest, polite self. If you do decide to engage
> in such activity, I'm the meanest SOB you'll ever want to meet and

> I will defend myself to the end. The choice is yours.

Son, not *everyone* is your enemy. I know this seems flippant of me to say, with <metaphor> the hounds baying at your door </metaphor>, but when all this started you could have simply stated your side of the argument calmly and rationally without kicking ass and all of this would have gone away.

> And one more time, for the record, those are announcements
> of FREE, useful information. I only post it once a week. If you
> don't like it, skip over it. Even a guy like you can exercise the
> little bit of self control required to do that.

You know, I'd seen those postings occasionally over the last year or so. I believe I've actually looked at the site once or twice. And yet, after this little tete' a tete' we've had here, I can't imagine anyone who has read these messages will read a message with your name on it ever again. It's not a mistake I expect to make ever again. I could be wrong - I often am. (<--here's that quote you wanted)

Statz

--
"Bother," said Pooh, "Eeyore, ready two photon torpedoes and lock phasers on the Heffalump, Piglet, meet me in transporter room three"

1952. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: Dan Mazurowski <smedley@gte.antispam.net>
Message-ID: <35E234DE.2781@gte.antispam.net>
Source record: 60468
Cross-posted to: rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.tandy,comp.sys.atari.8bit

Michael J. Novak Jr. wrote:
>
> 2) Those manuals are pirated (intellectual property of another
> copied verbatim), and as such deserve no credit. Original work,
> such as the lists (for the most part) or system FAQs has *always*
> been credited.

I never disputed this.

>
> 3) I damn well did say "thank you" on my site, from the beginning of
> the manual archive, to those who typed them in.

Hmmm... where did you put the thank you? I didn't see a single individual credited for their work. Not one name. That's how credit works, you see. You gotta name who you're actually showing appreciation to.

>
> 4) Wrong. After what happened on RGVC I capitalized the "thank you".
> It was NOT added at that time. Its just that I found out that a lot
> of those guys have bad eyesight, along with there many other
> problems (like telling the truth, attacking people for no reason,
> etc.)

Since I don't have access to old revisions of your website, this will always be a matter of your word against mine. But I am quite certain that you made no reference to the labor of others or the sites you got the files from when this whole thing blew up last year.

> 6) Again, they were thanked, from the beginning, just not in
> the 'ass kissing, give credit where it isn't due for merely pirating
> a manual' way that they wanted. You see, I don't give in to
> blackmail or terrorist threats.

Oh, I see. We should all sympathize with you and appreciate your hard work for all the time you spent typing in those lists, but to hell with those who put in similair labor typing in the manuals? Nobody ever said you should credit them for creating the manuals, just for the labor they put in. Nothing more. I don't see how that amounts to terrorism or blackmail. (I take it you are referring to those who are 'boycotting' your business, and a boycott is neither terrorism or blackmail.)

BTW, my apologies to all the newsgroups that have been dragged into this. I am removing the TI and CBM groups from the header of this message in response to the many pleas from their members that this

thread disappear from their groups, but I suspect Mr. Novaqk will bring it right back to you. I'm willing to take it to e-mail, but he won't.

I have a feeling the r.g.v.c. "attacks and lies" (this phrase copyright 1998 by Michael J. Novak Jr) portion of Mr. Novak's posts will soon be expanded to include several other newsgroups. I wonder if I'll get my own "The Truth About" section on his website?

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ISP address.

1953. Re: My World of Atari Report and the Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: Dave <archbishop@ulink.net>
Message-ID: <35E2407D.2100FDDD@ulink.net>
Source record: 60469
Cross-posted to: rec.games.video.atari,alt.atari.2600,alt.atari-jaguar,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.atari.8bit,alt.emulators.classic-arcade,comp.sys.atari.st.tech,alt.games.video.classic,rec.games.video.classic

Hey Mark!

I agree with that! It was pretty funny how nothing sold, but I wish there had been a little more heckling at the prices. The lady who bought her 10-year-old son the Atari pin got bit on the ass. Hopefully people won't take that at the going rate and start upping their prices accordingly. Especially after the other pin went to Nowheresville at $25.

--Dave uh... "Smith"

Mark Androvich wrote:

> One question-- did you whittle down the auction footage as well?
>
> The show was great, the speakers excellent, and the museum was wonderful.
> However, 90% of the auction was either junk that someone should have known
> better than to try to sell, especially at the minumum bid price, or things
> that were outrageously overpriced.
>
> It was great to realize that not all of us collectors have lost our minds
> and would pay any price just because something has a Fuji symbol on it.
>
> A plastic Atari cartridge organizer for $50? I don't think so!
>

1954. Re: moronic site (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: gippah <gippah@spyvspy.com>
Message-ID: <35E241EB.B507C3F3@spyvspy.com>
Source record: 60470
Cross-posted to: rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Michael J. Novak Jr. wrote:

> You didn't seem to care when the attacks against me were being
> posted, just when I decided to defend myself. Funny that.
>
> If the attacks are crossposted, then the replies to those
> attacks will be crossposted. Tell the people who started
> this to stop, and it goes away.

I never noticed any stupid crap being posted against you. Now knock it off.

1955. Re: moronic site (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: gippah <gippah@spyvspy.com>
Message-ID: <35E242CA.21FE6DAC@spyvspy.com>
Source record: 60471
Cross-posted to: rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Michael J. Novak Jr. wrote:

> On Sat, 22 Aug 1998 16:27:06 -0500, gippah <gippah@spyvspy.com> wrote:
>
> >Michael J. Novak Jr. wrote:
> >
> >> Attention Internet Terrorists! You are not permitted to send
> >> me e-mail. You folks started this, and did so in public. As
> >> such, all such e-mail received will be posted, and the
> >> offending account will be blocked. Thank you. Reply
> >> follows quoted message:
> >
> >Stop sending this !crap! to comp.sys.cbm. We don't care about your
> >pathetic squabbles.
>
> Thats funny. I logged onto comp.sys.cbm looking for something and
> this was where I was being attacked... In fact, several of the attack
> messages had ONLY comp.sys.cbm in the Newsgroup header. How
> would you explain that?
>
> And I don't care about your pathetic opinion. My e-mail is for
> business, and I did not ask to receive that !crap!.

Who cares? Just shut up about it.

1956. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-24 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <35E2507C.3F99@volcano.net>
Source record: 60472
Cross-posted to: rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.tandy,comp.sys.atari.8bit

Spammeister-in-denial Michael J. Novak Jr. wrote:
>
> On Sun, 23 Aug 1998 03:51:52 GMT, spamless <no@spam.here> wrote:
>
> >In article <35e057af.20062407@nntp.ix.netcom.com>,
> >Michael J. Novak Jr. <VideoGameAdvantage@DittosRush.com> wrote:
> >>*I* even put in some 36 hour days, working only on the lists.
> > >
> >Smokin crack. Takin names.
[snip]
> Its great to see that in the "Land of the free, and the home of the
> brave" people can spend their $20 and get an Internet account
> and go on-line and make such false accusations though.

Without regards to the fact that newsgroups are international forums,
I'd remind you that in the good old U.S. of A we do have the right to
engage in rhetorical hyperbole.

Most of us here are even smart enough to recognize it.

If you decide to think for a second or two before posting another string
of tirades, perhaps you'll realize that you brought about most of these
replies with your own obnoxious, netiquette oblivious posts (such as
your stupid reply to this rhetorical hyperbole claiming that it was a
factual statement about you.)

Keep replying this way and you'll get people to believe the rhetorical
hyperbole...

the Mav

[note: requesting newsgroups snipped]

--
The Mav's home page - http://www.volcano.net/~themaverick

"I could never tell a lie" - George Washington's legacy
"I could never tell a lie from the truth" - Bill Clinton's legacy

1957. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e51a55.3138092@nntp.ix.netcom.com>
Source record: 60473
Cross-posted to:
comp.sys.amiga.cd32,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,rec.games.vectrex,rec.games.video.cd32

On Sun, 23 Aug 1998 05:58:18 GMT, biggfredd@NOSPAMcomputech-online.net
wrote:

>
> > 2) the actual figure is less than 1/4 of 1% (253KB = 259072 bytes
> > and then 259072 / 110000000), and not ".25%", as YOU (not I) stated.
>
>What are you arguing about here? .014%? 1/4 of 1% IS .25%

Yes, you are correct. When I re-read that message above (in my
copy of Agent) I saw my mistake. We are arguing the same value, but
the point is that he is saying its more than .25% (or 1/4 of 1%, as I
wrote it) and I am saying that that is the actual number. My points
are all still valid, as nobody *has* to go to that section of my site.

Again, my mistake on not seeing that he was using the same figure
(just written in a different way).

Michael
(who never claimed to be perfect)

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1958. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e2144f.1595977@nntp.ix.netcom.com>
Source record: 60474
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Fri, 21 Aug 1998 22:16:28 -0500, Mark Statzer <mstatz@net66.com>
wrote:

>Michael J. Novak Jr. wrote:
>> 3) I'm glad to see that the trend on Usenet of commenting on
>> something/someone that you don't even know and have not
>> even checked out continues. It makes winning these little
>> debates you people start all the time that much easier. :)
>
>I'm heartened to see that despite your busy schedule of pulling the
>wings off flies and bitch-slapping retirees you are able to *make the
>time* to respond to rather mild complaints and amateurish flames with
>land mines, napalm and automatic weapons.
>
>According to my calculations (flawed, I'm sure) at your current rate in
>a few weeks you will have pissed on/pissed off/generally abused the few
>score remaining 8-bit Atari enthusiasts, thereby negating the need to
>blanket us with your lengthy web-site advertisments.
>
>By All Means, Proceed.
>
>Mark Statzer

This is the kind of thing that really disgusts me. You, someone I
don't even know, make a bunch of accusations about me, spread
a few lies around and just generally attack me for no reason and
then, if I choose to reply, you not only blame the whole thing on
me, but you make a whole new batch of accusations.

Where you do get this stuff from? You said that I engage in
"pulling the wings off flies and bitch-slapping retirees". And your
reason for saying this is...?

Then you said that I was replying to "mild complaints and
amateurish flames". They might seem like that to you, but
I think I've taken more than my fair share of totally unjustified
abuse at the hands of some of those on Usenet. I will not
take any more. I let this crap go for two years now, and the
fun is over because from now on, if I see it or hear about it,
I will reply. Its a huge waste of my time, but I'm not going to
sit back and take it anymore.

And as for your accusation that *I* am pissing people off,
wrong. I'm the one who is now pissed off, and I'm the only

one with a right to be. Its me who is being lied about, its me who is being attacked and its my business that people are (based on the above false information) calling for a boycott against.

If this stuff bothers you so much, and its such a huge waste of bandwidth, then why don't YOU tell them when they start it! If you did that, then I wouldn't have anything to post replies to! But no, you are too busy posting your own little attacks (funny how those are'nt a waste of bandwidth, you hypocrite).

I have nothing against anyone on any of the newsgroups that I've ever posted to (since early 1994), UNTIL they begin posting lies about me and attacking me/VGA. If you don't do those things then I'm my normal honest, polite self. If you do decide to engage in such activity, I'm the meanest SOB you'll ever want to meet and I will defend myself to the end. The choice is yours.

And one more time, for the record, those are announcements of FREE, useful information. I only post it once a week. If you don't like it, skip over it. Even a guy like you can exercise the little bit of self control required to do that.

Michael

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1959. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e41a24.3089118@nntp.ix.netcom.com>
Source record: 60475
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On 22 Aug 98 07:20:34 GMT, "Paul Binns" <drbinns@idirect.com> wrote:

>> >> You asked for it, you've got it. I'M BACK!
>
>I didn't ask for this. I don't want it.
>
>TAKE IT TO EMAIL.
>
>I am paying for your tirade. OUT !!!

Oh, I see Paul, its okay for people to lie about me and attack me,
but I'm not allowed to defend myself. And just who made you the
God of Usenet anyway? Mind your own business. Please!!!.......

Michael

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1960. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e61c1a.3591117@nntp.ix.netcom.com>
Source record: 60476
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Sat, 22 Aug 1998 10:48:27 +0100, "XK" <XKenickie@arse.bigfoot.com>
wrote:

>I was going to stay out of this, but some of the things you claim are
>outrageous.
>>Do you have lists for all of these? Does anybody (besides me)?
>>Amiga (?Commodore?) CD32
>How can you write a list for a machine you are unsure about the
>manufacturer? My CD32 quite clearly has Commodore written on it, and every
>single one of my games also has Commodore written on both the CD and sleeve.
>It must have been a great task for you to do a list (supposedly) looking
>through all the CDs without seeing Commodore once. For the record, a list
>of all CD32 software appeared on an LSD Docs disk, which are (surprise
>surprise) available on-line on the net at the Lazarus site.
>>Commodore 64 / 128 computers
>Now this makes me laugh. How can you claim what you claim below when your
>site has the entire same list as Martin Pugh's? Martin I know for a fact
>has tirelessly compiled a comprehensive list, and also indexing to a whole
>load of sites for disk images. He is a purist in the great sense, and I
>hear he even added intentional typing errors to see if you even bothered to
>check through the list before you copied it up. Unsurprisingly, this is
>exactly the case.
>>I have not stolen a DAMN thing
>>from anyone.
>Liar. That's not even slander. It's truth.
>>The truth is, *I* did those game lists. *I* worked HUNDREDS of
>>hours on them, over several months. *I* pulled out my ENTIRE (very
>>large) personal collection to work on them.
>You must have a hell of a collection to have every single
>disk/tape/cartridge on every single system that you quote. Your house
>insurance must be huge.
>
>Your petty attempts at justifying yourself, and lying further, impress
>noone. I would not buy anything from you and I would urge others to do the
>same. You *are* a plagiarist. If you use other people's lists, you should
>at the very least credit them for the list, if not link to it, and if you
>have any ounce of decency you should ask them *before* you go ahead and use
>it. And in your own name....
>
>XK (Waiting to see how he is going to justify himself this time)

You should have stayed out of it, since your claims are the
ones that are outrageous.

For the record, for the systems that I don't own, or don't have a large number of items for, I went to retail sites and downloaded their sale lists, merged them, removed the duplicates and then added any information I could find to fill in as many gaps as possible.

And as far as the CD32 goes, I had more information saying simply Amiga than I did mentioning Commodore, hence the question marks. They may have sold well where you are, but in this country they did not, and I have never even seen one, and have only just recently been offered games for one for the first time. I did that list in an effort to be as complete as possible.

Instead of stirring up trouble here on Usenet, you could have sent me information to make that CD32 file better! And I'm glad to hear that a better CD32 lists exists, especially since I couldn't find much data to put in mine.

I just took a quick break and loaded my browser. I went to Yahoo and searched for "C64" + "Martin Pugh". I have never seen this man's page or list before, and to the best of my recollection I have never even heard of him before. This is Dean Dierschow's list:

http://www.xocolatl.com/carts/c64.html

That list, which I credited, along with my collection and some other limited information formed the basis for my C64/C128 list.

Just as I told Andrew, any similarity is due to the fact that we did lists for the same system. This argument that because two such lists share similar data that one of them must have been done directly from the other is ridiculous.

No, you are the liar, and thats the truth.

I do have a "hell of a collection", and if you had bothered to even read that list (and all the other computer lists) you would have seen that I did CARTRIDGE ONLY. How you can sit there and feel that you can accuse me of stealing information (disk and cassette tape data) that is clearly NOT even in my list is beyond me.

Your petty attempts to lie about me and further attack me will probably impress a few people (hey, I'm honest). But, those who know the truth when they hear it will not believe you, nor should they.

I hearby advise all honest people to avoid dealing with this miserable little creep (I know I won't be). You *are* a liar. I credited the lists that I used (Mr. Dierschow's). Again, beyond that, the fact that two such lists for the same system contain similar data is only a reflection of the FACT that they are both for said system.

You should have thought about this *before* you posted. It would have been the decent thing to do.

As always, gutless wonder known as XK, I justify my actions
with the truth!

Michael

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1961. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e7248a.5752020@nntp.ix.netcom.com>
Source record: 60477
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Sun, 23 Aug 1998 03:51:52 GMT, spamless <no@spam.here> wrote:

>In article <35e057af.20062407@nntp.ix.netcom.com>,
>Michael J. Novak Jr. <VideoGameAdvantage@DittosRush.com> wrote:
>>*I* even put in some 36 hour days, working only on the lists.
>
>Smokin crack. Takin names.

I have never, ever, not even once in my life done drugs. Of course,
a few times, back in the day, I sat behind some pot-head in class
(much like yourself), but thats the extent of it. I don't even drink
coffee.

Its great to see that in the "Land of the free, and the home of the
brave" people can spend their $20 and get an Internet account
and go on-line and make such false accusations though. Makes
you proud of the fact that your relatives have served in the U.S.
armed forces to protect the rights of such people as this piece
of trash! (who by the way was too gutless to post under a real name)

Michael

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1962. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e82893.6785187@nntp.ix.netcom.com>
Source record: 60478
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Sat, 22 Aug 1998 10:51:44 +0100, "XK" <XKenickie@arse.bigfoot.com>
wrote:

>I really shouldn't do this, but...
>
>You can't form a correctly-spelt, gramatically scanning sentence, can you?
>
>XK

I really shouldn't do this, but...

You can stop trying to pick a fight with me, can you? Not to mention
telling the truth. You sure are bad at that.

I look forward to meeting you someday, as someone has neglected
to teach you the importance of both being polite and telling the
truth. I'll be happy to pick up where they left off.

Michael
(for the record, I'd put my messages up against virtually
anyone else's on the Internet)

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1963. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e92a2e.7195748@nntp.ix.netcom.com>
Source record: 60479
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Sun, 23 Aug 1998 05:14:04 GMT, dbert@pottsville.infi.net (Dave
Bertschy) wrote:

>>You can't form a correctly-spelt, gramatically scanning sentence, can you?
>
>er, uh, that should be "correctly spelled" (with no hyphen) and
>"grammatically" requires two m's...
>
>Dave B.

I don't believe that I know you, Dave, but right now I'd
like to buy you a beer (even though I don't drink, and assuming
of course that you are of legal drinking age). :)

Michael

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1964. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35ea2ad8.7365603@nntp.ix.netcom.com>
Source record: 60480
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Sun, 23 Aug 1998 18:52:31 -0500, Dan Mazurowski
<smedley@gte.antispam.net> wrote:

>Michael J. Novak Jr. wrote:
>>
>> 2) as for the manuals, I never said that I typed those in, in fact I
>> clearly said that I did not. I did re-edit all of them, and I clearly
>> said so.
>
>(stuff snipped)
>
>> *I* gave up ALL of my free time.
>> *I* even put in some 36 hour days, working only on the lists. By the
>> time *I* decided to put them up if I finished 75% of them (30 out of
>> 40 lists) *I* could hardly type because my wrists hurt so bad, and *I*
>> was actually starting to have dreams about typing (I don't even want
>> to know what that might mean)!
>>
>
>OK, I've seen this go on long enough. You keep spouting off about all
>the hard work you put in typing in those lists. And yet you also refuse
>to acknowledge the individuals who did all the hard work of typing in
>the manuals you have online. It was only after a raging flamewar on rgvc
>that you conceded on your page that you did NOT type the manuals
>yourself (granted, you never claimed you did the work yourself either).
>And yet you still refuse to thank those individuals who did all that
>work for you. It's a matter of courtesy.

You are, surprise, factually incorrect.

1) I wouldn't be "spouting off" if people weren't attacking me
and lying about me. Tell them to stop, and I won't have to
reply.

2) Those manuals are pirated (intellectual property of another
copied verbatim), and as such deserve no credit. Original work,
such as the lists (for the most part) or system FAQs has *always*
been credited.

3) I damn well did say "thank you" on my site, from the beginning of
the manual archive, to those who typed them in.

4) Wrong. After what happened on RGVC I capitalized the "thank you".
It was NOT added at that time. Its just that I found out that a lot

of those guys have bad eyesight, along with there many other problems (like telling the truth, attacking people for no reason, etc.)

5) You got that one thing right. I never claimed to have done the manuals. I claimed only that which I did, which was to re-edit them all and clean them up. Some of them had TONS of blank spaces and even e-mail headers and duplicates of the same manual (can you say "waste of bandwidth").

6) Again, they were thanked, from the beginning, just not in the 'ass kissing, give credit where it isn't due for merely pirating a manual' way that they wanted. You see, I don't give in to blackmail or terrorist threats.

7) It is a matter of courtesy, and that is what I said "THANK YOU" (changed from "thank you"). I'm sorry that you missed that.

Michael

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1965. Re: Crank call is the last straw! (was Re: Definitive Known Software Lists...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35ed2ef0.8413987@nntp.ix.netcom.com>
Source record: 60481
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Sat, 22 Aug 1998 16:09:12 GMT, eyeth@erols.com (Todd S. Elliott)
wrote:

>In article <35e57fa5.30294180@nntp.ix.netcom.com>, VideoGameAdvantage@DittosRush.com
wrote:
>>You don't have to download anything to your screen (unless your
>>Internet set-up is total crap, in which case I'd suggest you upgrade
>>your equipment/software).
>>
>You know, since you've got an 'upgraded' internet setup, you should note that
>this posting and followups do not really belong in the newsgroups being
>cross-posted. With this internet setup, you could easily control that.
>
>I have now set followups as to avoid comp.sys.cbm, and hopefully we all can
>live in peace. :)
>
>-Todd Elliott

Since I first encountered these little attack threads in comp.sys.cbm,
and since other are posting them there (as well as to other groups)
I will continue to post there too. Why you would change that so that
the messages go only to RGVC (since I haven't been involved with
that group in two years) is beyond me.

Nice try though!

Michael
(and I was living in peace until *I* was attacked)

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1966. Mapping the atari available on web/e-text???

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: darrins@cyllene.uwa.edu.au
Message-ID: <6rt0s5$un8$1@enyo.uwa.edu.au>
Source record: 60482

Can anyone point me to a copy of mapping the atari either on the web or
as e-text? I haven't programmed 8-bit for years so I really need a good
memory map and a bit of a blurb about what location does what!!!
Thanks!

--
Darrin Smith Phone:(work)08 9224 0263 (+61 8 9224 0263)
Ph.D Student, University Dept of Medicine (fax) 08 9224 0246 (+61 8 9224 0246)
Medical Research Foundation Building (home)08 9305 9425 (+61 8 9305 9425)
Level 4, 50 Murray St. PERTH WA 6000 NEW (mob) 0414 756 502 (+61 414 756 502)
----------------------PORSCHE- There is no substitute----------------------
E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
---

1967. Re: My World of Atari Report and the Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <35E21CEE.E1B8773F@studio9.demon.co.uk>
Source record: 60483
Cross-posted to: rec.games.video.atari,alt.atari.2600,alt.atari-jaguar,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.atari.8bit,alt.emulators.classic-arcade,comp.sys.atari.st.tech,alt.games.video.classic,rec.games.video.classic

Mark Androvich wrote:

> 2600(298); Intellivision(32); Colecovision(11); Vectrex(1); 5200(29);
> 7800(49); NES(37); Atari 8-bit (41); GameBoy(2); Lynx(33); SNES(25);
> VirtualBoy(4); Jaguar(8); PlayStation(60); N64(10); Coin-op(1)
>

Mark ... what do the numbers in the brackets mean? jim

1968. Re: tracball part question

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <35E22662.F1047E6F@worldnet.att.net>
Source record: 60484

Randal R. Gray wrote:
>
> My Atari tracball is busted, goes up and down but not east and west. Does
> anybody know the name of the part inside which detects movement. It looks
> like a photosensor or something. If I were to go to radion shack a)would
> they have it, b) what is the part #/best way to describe it?

Many years ago I had to repair my Wico trackball, which failed in the same way. Radio Shack likely will not carry the part, which is called a slotted interrupter, or infrared interrupter. After disassembling it, you should notice a slotted wheel, which rotates within a black slotted doohickey which is the interrupter. Mine consisted of a pair of GE H21A1's, which are available from a number of mail order companies (Jameco, Mouser) for about $1.10 each. I have no idea if Atari's trackball is identical, but it is likely quite similar.

Jeff Potter

1969. Re: moronic site (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e85cfd.1984551@nntp.ix.netcom.com>
Source record: 60485
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Sat, 22 Aug 1998 16:27:06 -0500, gippah <gippah@spyvspy.com> wrote:

>Michael J. Novak Jr. wrote:
>
>> Attention Internet Terrorists! You are not permitted to send
>> me e-mail. You folks started this, and did so in public. As
>> such, all such e-mail received will be posted, and the
>> offending account will be blocked. Thank you. Reply
>> follows quoted message:
>
>Stop sending this !crap! to comp.sys.cbm. We don't care about your
>pathetic squabbles.

Thats funny. I logged onto comp.sys.cbm looking for something and
this was where I was being attacked... In fact, several of the attack
messages had ONLY comp.sys.cbm in the Newsgroup header. How
would you explain that?

And I don't care about your pathetic opinion. My e-mail is for
business, and I did not ask to receive that !crap!.

Michael

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1970. Re: moronic site (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35eb5e3f.2306765@nntp.ix.netcom.com>
Source record: 60486
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Sun, 23 Aug 1998 02:37:29 GMT, uhclem.sep98@nemesis.lonestar.org
(Frank Durda IV) wrote:

>gippah (gippah@spyvspy.com) wrote:
>: Michael J. Novak Jr. wrote:
>
>: > Attention Internet Terrorists! You are not permitted to send
>: > me e-mail. You folks started this, and did so in public. As
>: > such, all such e-mail received will be posted, and the
>: > offending account will be blocked. Thank you. Reply
>: > follows quoted message:
>
>: Stop sending this !crap! to comp.sys.cbm. We don't care about your
>: pathetic squabbles.
>
>You can leave comp.sys.tandy out too. Only products developed and/or sold
>by Tandy are on-topic here. Therefore, amiga, atari, TI, etc groups are
>inappropriate crossposts and continued excessive crossposting should be
>considered to be USENET abuse.
>
>If the abuse continues, you won't be getting the mail, your provider will.
>Please drop comp.sys.tandy from your crosspost list now.

You didn't seem to care when the attacks against me were being
posted, just when I decided to defend myself. Funny that.

If the attacks are crossposted, then the replies to those
attacks will be crossposted. Tell the people who started
this to stop, and it goes away.

Michael
(you aren't the only one who can contact an ISP, Frank)

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1971. Your reply, Matthew (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35ec5f7e.2625664@nntp.ix.netcom.com>
Source record: 60537
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Sun, 23 Aug 1998 22:07:41 -0400 (EDT), (Matt Gracie)
graciem@canisius.edu wrote [via e-mail]:

>I think that this "discussion," such as it is, was wasting an insane
>amount of bandwidth in the newsgroups. However, I feel that there are
>still a few points that I tried to make that may have been taken the
>wrong way or only partially understood. Hence, this message. If you like,
>just tell me to go away, and I'll stop mailing you... but I rather dislike
>seeing a flame war coming out of what I've said without intending to start
>one.
>
> Incidentally, if you want to post this (as you did with some of the other
>e-mails you've gotten as a result of this thread), feel free.
>
>---
>
>> You asked for it, you've got it. I'M BACK!
>
> Again, I don't seem to recall asking.
>
>>1) funny, if someone posts lies about me and attacks me then I
>>reply. If they don't then I can't. And if you don't like it, tough.
>>Stop, Matthew Gracie, and I won't have to defend myself!
>
> I don't recall posting any lies about you, and I definitely wasn't trying
>to attack you (well, at least not initially... my temper did rather bleed
>through on the second message, though, and I apologize for that). I was
>only questioning your policy toward your online game manual and screenshot
>archives. I think that the removal of the name of the typist and the
>addition of your own, with no credit given outside of an anonymous and
>sarcastic "thank you" to everyone, is wrong. As for the screenshots, I
>find it rather disturbing that you have to harp on the copyright
>information about them. Are they yours? Possibly. I never argued that they
>weren't, because frankly, I don't care. It simply bothers me a bit that
>you have so little faith in your fellow web denizens that you feel the
>need to insist on it. I always give credit when I use screenshots, and I
>assumed that everyone did. I don't think its necessary to go through all
>of the copyright rigamarole on your site.
>
> And, please, call me Matt. :)
>

>>2) as for the manuals, I never said that I typed those in, in fact I
>>clearly said that I did not. I did re-edit all of them, and I clearly
>>said so. One more time, the manuals that people type in, no
>>matter how well intentioned they are, do NOT belong to them.
>
> *But they do not belong to you, either!* So why is it all right for you
>to take their name off and add your own? That's the only problem I've had,
>since the beginning of the questioning that degenerated into an annoying
>flame war.
>
>> You software pirates have a REALLY warped sense of values!
>
> I'm not a software pirate, and again, I'd rather you didn't jumpt to
>conclusions about such things.
>
>> 4) I'm sure you are, and you just don't want to admit it.
>
> (I think this was in reference to my denial of being a "ROM boy." See
>above.)
>
>>5) my "pathetic retreat to name-calling"!?! There you go,
>>ignore the facts about copyrights and focus on the fact that I
>>called you a moron, AFTER you called me a name three f'n
>>times in your message! You are deranged.
>
> I'm not deranged. And I never started any sort of argument about
>copyright law. I just want to know what I've already asked, which would
>be, why is it okay to pull the names of people who typed up manuals off
>and substitute your own? I don't buy your "because I pay for the storage"
>argument, because you also say that everyone should download their own
>copy to store in their own space. So, why?
>
>> And considering that you first posted to RGVC on 12/08/1997 and I
>> first posted there in 05/1994... oh, I'm sorry, you are the guy who
>> has a problem with calenders! 1994 was *before* 1997, just so you
>> know. And I only posted concerning you because you saw "fit to make
>> blanket accusations and denunciations" about me. Go check *your*
>> last message!
>
> I do recall saying that I had only been reading r.g.v.c. regularly for a
>litte while. I'll ignore the attempt at sarcasm regarding my obvious
>inability to use a calendar.
>
>>The truth is, *I* did those game lists. *I* worked HUNDREDS of
>>hours on them, over several months. *I* pulled out my ENTIRE (very
>>large) personal collection to work on them. When VGA business
>>was slow (and since I'm mail-order only that does happen) I'd work
>>on them for 20 or more hours a day. *I* gave up ALL of my free time.
>>*I* even put in some 36 hour days, working only on the lists. By the
>>time *I* decided to put them up if I finished 75% of them (30 out of

>>40 lists) *I* could hardly type because my wrists hurt so bad, and *I*
>>was actually starting to have dreams about typing (I don't even want
>>to know what that might mean)!
>
> Again, I don't care about the game lists. You should probably exercise
>greater discretion when block-copying between your posts.
>
>>Thats probably why I'm so damn mad. I can't believe that I put in
>>all that hard work, to give something nice back to the video game
>>community and then total assholes come along and attack me, lie
>>about me, make unbelievable accusations and then, THEN have
>>the nerve to call for a boycott of my business (Andrew Krieg)!
>
> I'm not trying to attack you, I'm not consciously lying, and I frankly
>don't care about your business. I just want to know how you justify
>yourself as far as the manual archive is concerned.
>
> I'm sorry that the thread turned into such a barbecue, and I apologize
>doubly because it seems I was a partial cause of it. I'd much rather have
>a calm, rational discussion without any of the apparent "us against them"
>of the newsgroups. Okay?
>
>--Matt

1) You will not be allowed to launch attacks on me in public and
then "take it to e-mail". You started it in public, and we will
finish it there. As such, this reply is also being posted, Matthew.
And should you decide to reply in e-mail, I assure you that I
will not see it (figure it out).

2) I love these guys who trash you in public, for no reason, and
then try and act all reasonable in e-mail. The reasonable thing
to do would have been to not attack me in public. I had nothing
against you until you did that. And if this "discussion" is wasting
bandwidth, its because of you, and a few others. The thing that
you guys didn't count on was me coming back after two years
to actually reply.

3) I hardly need your permission to post something that I did
not ask to receive in my private e-mail account that I pay for.

4) You posted about me, in what I felt was a negative way.
Questioning my ethics and integrity, and without even knowing
me. You gave me no chance, but yet felt you knew enough to
say why I did things and even to take those things out of context.
A reasonable person would have sent me polite e-mail asking
about something that concerned them. What you did was not
reasonable. And any apology you offer now seems to be, to me,
a little late.

5) The treatment I've received on Usenet since 1994 is all the
reason I need to have all that copyright stuff on-line. As for the

manuals, there was NO sarcasm intended. I originally said "thank you" and when I took crap for it I changed it to "THANK YOU". I do appreciate the work they did, but its not original and they have no right to say what can be done with it. Just like if I copy a CD or VHS tape and give you a copy. Why would I want my name on that? Its, technically, illegal.

6) I prefer my full given name. If you treat me with respect, Matt, then I will do that same. Always have, always will. But, when mistreated, I react in kind. You asked politely, so from now on, as long as you are respectful, I will call you Matt (as you asked).

7) I never said they belonged to me, Matt. They belong to the companies that made them originally. I put them in as close to original form as possible. I removed blank spaces, borders, duplicitive information, e-mail headers, duplicate copies of the same manual, etc. If these guys whose cause you champion cared so much about "dues", then why did so many of them leave the company name out?

Again, my site information at the top was added because, quite frankly, I have a real problem with people setting up unauhorized links to the files on my site. I pay for that storage (110MB) and its not cheap. This isn't a Geocities freebie site, Matt. And the funny thing about that is that I've always said, use the 1958 original screen shots, just ask first and tell me the site URL. Take the manuals, I don't own them (I just re-edited all 857 of them). Yet people still want to do what amounts to 'theft of service'. Why? As such, the beginnind was added so that people knew who was paying for said 110MB site.

As for the lines at the end, they are, as stated, an end of file marker. You don't have to like it, but thats the truth.

8) No, you probably aren't a software pirate. How does it feel to have someone jump to conclusions about you and say something about you that isn't true, Matt. Kinda pisses you off, huh!

9) It was (see above).

10) You would have a point, Matt, if I'd put "typed by Michael J. Novak Jr,", but I did not. In fact, I clearly said I didn't type those manuals. You don't have to "buy" the storage cost reason, but its the truth and since I pay the bills for my site, I make the rules. Anyone linking over from an unauthorized link should know who is covering the cost of the storage for the manual, or screen shot, or system FAQ or whatever else they are viewing. And what I said was to not link to the files, not that you had to download them. I see no reason why I should pay for storage and have someone else link to everything to make HIS site look bigger.

11) You skipped over the name calling part. I guess you went
back and re-read your original post and realized that you did
start it :)

12) You said something like "I never see you post useful
information to RGVC", and I was pointing out that I'd been
there, done that, and been gone before you even got there.
And again, if I was being sarcastic its only because I detected
that from you, and wanted to return the favor :)

13) I copied that block over so that the message was on-topic
(the header refers to the game lists, and it was those that the
initial attacks came from).

14) It sure feels like you are attacking me when you refer to me as
a "wanker", then say that I'm "stupid", and also mischaracterize
what I've done (and all in a very short message).

15) I don't have to "justify yourself as far as the manual archive is
concerned", but I have told you the totally honest truth anyway.

16) This apology I will accept, because I think that after reading
the entire message you honestly mean this one. I will say that
I was simply defending myself, and that anything I said should
be considered in that light. As such, I won't apologize (because
I did nothing wrong). If I had, then I would have apologized
(really). I had nothing against you, and I did not even know you.
I would suggest that you refrain from calling people names and
questioning their motives until you politely check with them first
next time.

Its this kind of thing that drove me from Usenet in the first place.
This may come as a complete shock to you, but I don't enjoy
doing this. I've been very productive in the last two years and
I don't relish the fact that its been necessary for me to return.

Michael

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and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
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on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1972. Re: Your reply, Matthew (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: khortonBLOCK@iquest.net
Message-ID: <6rtgrf$5k0$1@news.iquest.net>
Source record: 60538
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

In article <35ec5f7e.2625664@nntp.ix.netcom.com>, VideoGameAdvantage@DittosRush.com wrote:

>1) You will not be allowed to launch attacks on me in public and
>then "take it to e-mail". You started it in public, and we will
>finish it there. As such, this reply is also being posted, Matthew.
>And should you decide to reply in e-mail, I assure you that I
>will not see it (figure it out).

What if someone where to do something like this:

http://www.iquest.net/~khorton/parody/index.html

I found this web site scunging on an ancient file partition locked up in the
Dungeon of the Webmasters(tm). It will be appearing here for a little
bit before being removed again and moved to it's permanent home in the
bitbucket.

1973. Your reply, jt {#2} (was Re: Space Maker Auction Final Update)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e477c0.8837183@nntp.ix.netcom.com>
Source record: 60539
Cross-posted to: rec.games.video.classic,rec.games.video.misc,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

starsabre@oui.com (jt august) wrote [via e-mail, to Mr. Y]:

>Subject: Final update and invoices status
>
>My apologies on the delay of getting the final totals report and remaining
>invoices out. Family obligations Thursday and Friday, and a full calendar
>that included two parties and a visit to my parents yesterday kept me from
>getting much done on the computer (and an upsetting public flame from one
>Michael Novak also distracted me from getting other business done).
[SNIP]
>Again, my apologies on the delay.
>jt august

My spies are everywhere, jt! How dare you blame me when you are
responsible for starting whatever problem we now have. I don't
know you, and I had nothing against you, until you decided to lie
about me and attack me in public, on Usenet. You flamed me, jt,
I just replied to your attacks and lies.

And, if you are too lazy to get your auction updates done, just
admit it. I won't take the blame for that either.

Michael

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
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on the WWW at http://www.io.com/~vga2000/
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Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1974. Derivation of "Atari" ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: nafana@peganet.com
Message-ID: <6rtp6e$db9@andromeda.peganet.net>
Source record: 60540

Does anyone here know the derivation of the tradename "Atari"?

Was it just made up or does it mean something in some foreign language?

Thanks-

Nat

1975. Re: My World of Atari Report and the Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <IHZGACBVUP@data.rhein-main.de>
Source record: 60541
Cross-posted to: rec.games.video.atari,alt.atari.2600,alt.atari-jaguar,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.atari.8bit,alt.emulators.classic-arcade,comp.sys.atari.st.tech,alt.games.video.classic

In <01bdcfa4$c10bbcc0$d040e7cf@rjiredff> "Mark Androvich" wrote:

>that were outrageously overpriced.
>
>It was great to realize that not all of us collectors have lost our minds
>and would pay any price just because something has a Fuji symbol on it.
>
>A plastic Atari cartridge organizer for $50? I don't think so!

True words..

I have to sell DoubleDragon for 250 $:->

Regards, Robert

--
-= Home of DOITF030, PROFIJAG, DOITLYNX, DOIT_MAC, DOIT_ST =-
_____
Nemesis Falcon F030-520ST-Jaguar-Mac Lynx I + II
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/homepage.htm

1976. Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <WQmgOzAEWm41EwO+@cosine.demon.co.uk>
Source record: 60542
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Michael J. Novak Jr:
> Oh, I see Paul, its okay for people to lie about me and attack me,
> but I'm not allowed to defend myself.

The problem most people are having is that your responses alone account for almost 50% of the crossposted material (at the moment, of 53 posts in this thread on my local drive, 25 are yours and contain over 114,000 bytes worth of data, including quoting). Nobody else has come close to *half* of that.

On most of the groups crossposted we don't know you and I expect most people just ignored the crossposts, writing them off as "nowt to do with me". But *you* are making a nuisance of yourself.

The person doing the most harm to your reputation on the crossposted groups is *you*
--
- - -- -- -- - -
Jason tmr@cosine.demon.co.uk - tegan@babylon.org - tmr@ihgs.ac.uk (soon)
TMR_CSL on IRCNet - http://www.cosine.demon.co.uk - "Noo-Noo" on DalNet
- - -- -- -- - -

1977. Re: APE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: Sydtech <REMOVENOSPAMsydtech@email.msn.com>
Message-ID: <OGax36$z9GA.271@upnetnews05>
Source record: 60543

"Mark H. Kusz" <mkusz@rust.net> wrote:

>Has anyone used APE? Please tell me what you think of it and if you
>recommend it. Thanks!

APE is a must-have if you want to get the most out of your Atari 8-bit. I've got it running permanently on an old "slave" luggable PC next to my 1200XL. The APE PC is hooked into my ethernet Basement Area Network, so I can get at files off a server from the Atari if I want. This is especially cool with the APE loader - I can keep all my favorites on my NT machine across the room, set my PC mirror drive as drive 1 and point it at the network share, and boot up from APE directly into an easy-to-use menu to launch programs. Way cool!

I also had Steven do the WARP+ OS on my 1200XL. Besides dramatically speeding up i/o, it also does cool things like allowing one to toggle on an '800 compatible' OS to play some of the old 800-only games, and a keyboard hard reset (hold down SELECT and hit RESET) to save wear 'n tear on the power switch.

Good stuff all - I can't imagine running my Atari8 without it! Check it out at http://www.nacs.net/~classics/apeos/index.html

Scott

1978. GREAT SITE / SUPER SITE !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: PM <p_michon@hotmail.com>
Message-ID: <6rtsc6$eg5$1@platane.wanadoo.fr>
Source record: 60544
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

All about old home computers and game systems.
Have a look at our collection and technical informations.

FRANCAIS / ENGLISH

http://www.chez.com/cmpi

ATARI COMMODORE APPLE ORIC TEXAS INSTRUMENTS NINTENDO SEGA CBS
MATTEL AMSTRAD THOMSON SINCLAIR AMIGA NEO-GEO YENO MSX MULTITECH
C64 A500 VCS2600 TI99 4/A TO7 ZX81 520ST MPF2 COLECOVISON
VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM ......

1979. Re: Derivation of "Atari" ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdd002$c620eb00$f5364382@vidar>
Source record: 60545

I do mean something. I think it was Japanese for Go or something! Not too
sure, so please confirm anybody who knows for sure! Take care

Nafana <nafana@peganet.com> wrote in article
<6rtp6e$db9@andromeda.peganet.net>...
> Does anyone here know the derivation of the tradename "Atari"?
>
> Was it just made up or does it mean something in some foreign language?
>
> Thanks-
>
> Nat
>
>

1980. Re: Derivation of "Atari" ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdd002$e4d63f00$f5364382@vidar>
Source record: 60546

Oops! It does mean something (grammar is hell) :-)

Vidar "Hawk" Olavesen <olavese@online.no> wrote in article
<01bdd002$c620eb00$f5364382@vidar>...
> I do mean something. I think it was Japanese for Go or something! Not too
> sure, so please confirm anybody who knows for sure! Take care
>
> Nafana <nafana@peganet.com> wrote in article
> <6rtp6e$db9@andromeda.peganet.net>...
> > Does anyone here know the derivation of the tradename "Atari"?
> >
> > Was it just made up or does it mean something in some foreign
language?
> >
> > Thanks-
> >
> > Nat
> >
> >
>

1981. Re: Derivation of "Atari" ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Ey8L9G.Dyn@cix.compulink.co.uk>
Source record: 60547

In article <6rtp6e$db9@andromeda.peganet.net>, nafana@peganet.com (Nafana)
wrote:

> Does anyone here know the derivation of the tradename "Atari"?
>
> Was it just made up or does it mean something in some foreign language?
It is the equivelent of chess's 'check' in the Japanese game of Go.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1982. Re: Derivation of "Atari" ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <35E2883B.C818A0F3@classic-games.com>
Source record: 60548

Vidar \"Hawk\" Olavesen wrote:
>
> I do mean something. I think it was Japanese for Go or something! Not too
> sure, so please confirm anybody who knows for sure! Take care

In Go, it's a traditional warning that you're about to capture a group
of stones. Considered kind of old-fashioned.
--
Video games: http://www.classic-games.com/
TW (online game): http://www.classic-games.com/tw.html
Magic cards: http://www.classic-games.com/magic.html
***** ATTENTION NEWBIES: Limit signatures to four lines! *****

1983. Unopened Atari Trakball FA L@@K

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: Ron <user@isp.com>
Message-ID: <01bde863$39bf8120$17603acf@skygodd>
Source record: 60549
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

New unopened Atari trakball for auction. Check it out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27191391

--
Ron - zbargains@bright.net (remove the "z")

My rookie homepage... Skydivin' stuff, Midi, Wav, Classic Arcade Games, you know the story
http://www.bright.net/~skygodd

1984. Re: You suck balls, my friend. (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: martijnb@stack.nl
Message-ID: <slrn6u5056.kf7.martijnb@mud.stack.nl>
Source record: 60550
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

```
It occurred to me that Michael J. Novak Jr. wrote:
> Attention Internet Terrorists! You are not permitted to send
> me e-mail.

Question is: Are _you_ permitted to spoil my day by crossposting your
pathetic fight to several newsgroups!? Get lost!

(followup-to: set to something more appropriate)

--
Martijn van Buul, martijnb@mud.stack.nl
Tijntje@OuterSpace - 131.155.141.166 3333
```

1985. Re: JAM!! device update

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: idavis@my-dejanews.com
Message-ID: <6ruefusmp1@nnrp1.dejanews.com>
Source record: 60551

Larry, What I got from the site, was that the connection to the pc vga card was so that you don't have to constantly change wires back and forth from your 8bit to your pc. I don't know of any vga cards that have any form of input. I think it says on the site that it will run standalone, just allows you to daisy chain it in from your pc to monitor to keep from having to dedicate a monitor. I don't have one, but am seriously considering it. I would want a switch so that I could flip back and forth from pc to 800 while they were running. That would be neat. Isaac

In article <1998082416492000.MAA15854@ladder01.news.aol.com>,
lwhite6497@aol.com (LWhite6497) wrote:
> >http://www.aimslab.com/Products/JAM!!/jamhome.htm
>
> Jeff-
> Thanks for the info. As I read the info at their
> site, I interpret that this device plugs into
> the back of a PC into the VGA card,
> allowing input of the composite signal to
> the card, and the card sends the signal out
> to the VGA monitor. So you have to operate
> the PC to get the composite picture. (?)
> This is really a question, since it doesn't seem
> logical, but the info mentions "loopback".
> Anybody got one of these critters? A
> stand-alone would be better, but probably
> much more expensive.
> Larry
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1986. Re: Mapping the atari available on web/e-text???

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35E29DDC.F09D28E1@ix.netcom.com>
Source record: 60552

Darrin Smith wrote:
>
> Can anyone point me to a copy of mapping the atari either on the web or
> as e-text? I haven't programmed 8-bit for years so I really need a good
> memory map and a bit of a blurb about what location does what!!!
> Thanks!
>
> --
> Darrin Smith Phone:(work)08 9224 0263 (+61 8 9224 0263)
> Ph.D Student, University Dept of Medicine (fax) 08 9224 0246 (+61 8 9224 0246)
> Medical Research Foundation Building (home)08 9305 9425 (+61 8 9305 9425)
> Level 4, 50 Murray St. PERTH WA 6000 NEW (mob) 0414 756 502 (+61 414 756 502)
> ----------------------PORSCHE- There is no substitute-----------------------
> E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
> --

Darrin,
This comes up once in a while. Currently it is not available in
electronic form. The original author, Ian Chadwick, was here about a
year ago and said he was going to handle it. Since then there has been
no word on progress of the project. Unfortunately for us, this is a very
importand missing document that needs to be made available in this form.
Stay tuned. Maybe Ian is listening.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1987. Re: Derivation of "Atari" ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: Robotron <jeff_kemper@email.msn.com>
Message-ID: <#a2Hd5B09GA.277@upnetnews03>
Source record: 60553

>> Was it just made up or does it mean something in some foreign language?
>It is the equivelent of chess's 'check' in the Japanese game of Go.
>

And the word for the equivalent of 'checkmate' in GO was Sente, which was used in another company founded by the same person. sente technologies. An obsession with Go, I believe.

1988. Re: Looking for GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ypvdpuvgk.fsf@co.umist.ac.uk>
Source record: 60554

peter@soemtron.handshake.de (Thomas Havemeister) writes:
> Am 15.08.98 , pr&#65533;zise um 11:53 , schrieb Jindra zu diesem Thema
> folgenden "netten Text" , den ich nun im einzelnen zitieren werde .

[snip]
> > Lapis Philosophorum : The Philosopher's Stone
> (english version??)
[snip]

> as far as I know, were above listed games never released for 8-bit Atari.
> To Lapis Philosophorum: I only heard of "Stein der Weisen" and was an
> german-only game...

There is an english version of Lapis Philosophorum, sold by a German
company for the Atari 8-bit. It was translated from german as I
understand, so it may be the same game as "Stein der Weisen".

Lapis Philosophorum is an adventure type game where you have to find the
Lapis Philosophorum, a substance which would convert any metal to gold
and cure any disease. You goal is to find it and take it to the
castle to save the King from his illness.

The game itself has a split screen, with graphics at the top and a few
lines of text at the bottom. Or you could switch graphics off and
have a full screen of text (white characters on a black background, in
a medieval looking font IIRC). I know it was sold here in the UK,
there is even a solution to it in one of the New Atari User issues,
but I can't remember which one (it was back when they used to sell the
A4 sized magazine rather than the smaller A5 which they sell now.)

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

1989. Cartcopy

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <35E2B93D.C98A8AFD@erols.comX>
Source record: 60555

A looooong time ago I had a program called Cartcopy that would make backups of carts using an Atari 800 and the right slot. I went to use this again 15 years later and my disk is corrupt. I couldn't find this on any FTP sites(most of which are down) and was wondering if this was avail anywhere?

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

1990. Re: Your reply, jt {#2} (was Re: Space Maker Auction Final Update)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: Sorcerers <palex1@nycap.killspam.rr.com>
Message-ID: <%9zE1.64$lj1.1101889@proxye1.nycap.rr.com>
Source record: 60556
Cross-posted to: rec.games.video.classic,rec.games.video.misc,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

Look, mike, JUST GO THE FUCK AWAY!! No one cares about your conspiracy theories, no one cares that a small comment describing what happened turned into this. Go listen to that song 'Paranoia' by Harvey Danger..

BTW.. I don't give a shit if you put me on your hate list.

Sorcerers

1991. Onslaught

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: Charles Bond <cbond@ix.netcom.com>
Message-ID: <35E2CF47.329CCA9@ix.netcom.com>
Source record: 60557

Is there a version of Onslaught that works on Atari Emulators?

1992. Re: Derivation of "Atari" ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2508980943070001@unassigned-nic189.acns.carleton.edu>
Source record: 60558

In article <6rtp6e$db9@andromeda.peganet.net>, nafana@peganet.com (Nafana) wrote:

> Does anyone here know the derivation of the tradename "Atari"?

I do, and I added this to the FAQ for the world to see.

Subject: 1.5) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design, and if you look at the middle logo [MLOGO2.BMP], you will be able to make out both letters.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1993. Re: Derivation of "Atari" ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6rujn4$410@dailyplanet.wam.umd.edu>
Source record: 60559

```
: It was not until later, as the company became increasingly successful, that
: an advertising agency designed the slicker and now famous Atari logo - the
: "fuji" or stylised "A" design.
```

Yes, good ol' Mt. Fuji. The urban legend of the logo's origin says that it's two people playing Pong. (Must've been a rumor started by the C-64 users or something...)

1994. Re: Cartcopy

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6ruvfhkfc1@nnrp1.dejanews.com>
Source record: 60560

In article <35E2B93D.C98A8AFD@erols.comX>,
Stephen Knox <gooch@erols.comX> wrote:
> A loooong time ago I had a program called Cartcopy that would make
> backups of carts using an Atari 800 and the right slot. I went to use
> this again 15 years later and my disk is corrupt. I couldn't find this
> on any FTP sites(most of which are down) and was wondering if this was
> avail anywhere?

I remember doing this with my 800xl with the omnimon(sp?) just drop into
monitor mode and dump the memory location of the cart to disk.

Ah those were the days..

Mark

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

1995. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: "Tim J. Clevenger" <tim@clevenger.org>
Message-ID: <35E2F787.8110EB31@clevenger.org>
Source record: 60561

Alley Cat has to be my all-time favorite Atari game. Between the sound
effects, color, speed, music and humour, I couldn't get enough.

I remember a game called Bio Defense that also had speech synthesis.

Tim Clevenger

christopher f. chiesa wrote:
>
> In article <6qutlk$oh3$1@plug.news.pipex.net>,
> Gareth <garethd_@dial.pipex.com> wrote:
> >If I remember correctly - it was many years ago - the only game I ever came
> >across on the Atari 8 bit to use speech synthesis was Ghostbusters by
> >Activision (disk version.) Were there any others which used speech?
>
> The arcade classic "Berzerk" (sp?) was for years the ONLY game that had
> speech, on the Atari or ANYWHERE. :-)
>
> I don't recall speech in the version of Ghostbusters _I_ saw, BTW. Then
> again, I stunk at the game, so if it only came up after one had made some
> progress, I WOULDN'T have seen it...
>
> >Was
> >there a reason why the Atari 8 bits used less speech than the C64 and even
> >the ZX Spectrum in games? I assume it was a limitation of hardware sound
> >capabilities.
>
> Don't know. Will be interested to see the discussion that comes of this.
>
> Chris Chiesa
> cfchiesa@servtech.com

1996. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35e5f700.30577728@news.demon.co.uk>
Source record: 60562

The other Day Jason <tmr@cosine.demon.co.uk> wrote:

Re Mr Novak...

>On most of the groups crossposted we don't know you and I expect most
>people just ignored the crossposts, writing them off as "nowt to do with
>me". But *you* are making a nuisance of yourself.
>
>The person doing the most harm to your reputation on the crossposted
>groups is *you*

God, I'm getting this Mr Novak in every group like you are Jason. Does
he just like the sound of his typing???

Is it me or does his posting spree seem slightly 'manic'....

If not, that's the way it looks and reads..
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

1997. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35e4f67c.30445129@news.demon.co.uk>
Source record: 60563

The other Day gippah <gippah@spyvspy.com> wrote:

>:SNIP:
>
>Are you ever going to shut up?

I take it you are talking about Mr Novak...

One doubts he will...He seems to have a awful deflated ego problem. Most people would just say "FU^& O^^" and that would be it, but not this guy. Do you think he realises that people have lost interest in what people have done to him because of his endless ranting.

I'm sure he is a great guy and others have done him down but this is getting very grating...
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

1998. Name change for group ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35e6f8ab.31005103@news.demon.co.uk>
Source record: 60564

Sadly, I'm finally thinking about doing something I have never done before, not even in the PSX newsgroup where I along with others post the groups 'Charter' against spammers and crossposters.

I'm most likely going to kill-file someone..Namely Mr Novak..

It's now 50% his LONG, UNCUT and sadly very paranoid looking posts. Michael I don't know you personally but I feel like the guy from Millennium (Frank Black) after reading your sorry to say 'rants'.

Please have the decency to abide by Usenet agreed 'rules' and keep your wars with whoever to email. I don't want to hear "So I can't defend myself then" or "Who made you lord of Usenet"..Its trite and boring..

Crossposting to other groups and repeating over and over again will win you no friends.....Good luck Michael..Please sort this out..Thank you.
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

1999. Re: Speech synthesis on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35f71438.38058618@news.demon.co.uk>
Source record: 60565

The other Day "Tim J. Clevenger" <tim@clevenger.org> wrote:

>Alley Cat has to be my all-time favorite Atari game. Between the sound
>effects, color, speed, music and humour, I couldn't get enough.
>
>I remember a game called Bio Defense that also had speech synthesis.

Yep, played that the other night...Bit pooh tho.

Fantastic Voyage meets ???
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2000. Re: Mapping the atari available on web/e-text???

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdd074$97a07120$bc68cad0@none>
Source record: 60566

Darrin,

If you contact B&C Computervisions they have a copy of the revised edition. I was at the WOA '98 show this past weekend and saw two copies. The original and the revised edition. You can visit their web page @ http://www.myatari.com/

Glenn Bruner
brunergs@pcisys.net

Darrin Smith <darrins@cyllene.uwa.edu.au> wrote in article <6rt0s5$un8$1@enyo.uwa.edu.au>...
> Can anyone point me to a copy of mapping the atari either on the web or
> as e-text? I haven't programmed 8-bit for years so I really need a good
> memory map and a bit of a blurb about what location does what!!!
> Thanks!
>
> --
> Darrin Smith Phone:(work)08 9224 0263 (+61 8 9224 0263)
> Ph.D Student, University Dept of Medicine (fax) 08 9224 0246 (+61 8 9224 0246)
> Medical Research Foundation Building (home)08 9305 9425 (+61 8 9305 9425)
> Level 4, 50 Murray St. PERTH WA 6000 NEW (mob) 0414 756 502 (+61 414 756 502)
> ----------PORSCHE- There is no substitute----------
> E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
>

--
>

2001. Re: tracball part question

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdd076$84888620$bc68cad0@none>
Source record: 60567

You can email Brad Koda at Best Electronics for parts also. They have schematics for the trackball (both 8bit version, CX22, and 5200 version, CX53) and he should have all the parts for it. Here are some parts listed in his catalog:

CX22 & CX53 Trackball Optocoupler Sensor Module.....CO20290....$5.00
CX22 Service Manual (30 pages)...FD100660...$20.00

Contact them at bestelec@concentric.net or 408-243-6950 between the hours of 1pm to 5pm PST.

Glenn Bruner
brunergs@pcisys.net

Jeff Potter <jdpotter@worldnet.att.net> wrote in article
<35E22662.F1047E6F@worldnet.att.net>...
> Randal R. Gray wrote:
> >
> > My Atari tracball is busted, goes up and down but not east and west. Does
> > anybody know the name of the part inside which detects movement. It looks
> > like a photosensor or something. If I were to go to radion shack a)would
> > they have it, b) what is the part #/best way to describe it?
>
> Many years ago I had to repair my Wico trackball, which failed in the same way.
> Radio Shack likely will not carry the part, which is called a slotted
> interrupter, or infrared interrupter. After disassembling it, you should notice
> a slotted wheel, which rotates within a black slotted doohickey which is the
> interrupter. Mine consisted of a pair of GE H21A1's, which are available from a
> number of mail order companies (Jameco, Mouser) for about $1.10 each. I have no
> idea if Atari's trackball is identical, but it is likely quite similar.
>
> Jeff Potter
>

2002. Re: Derivation of "Atari" ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdd078$40335200$bc68cad0@none>
Source record: 60568

Here is also the text from Zap! The rise and fall of Atari, by Scott Cohen. This one adds a little more to the story of naming Atari.

Nolan, Ted Dabney, and Larry Bryan, another engineer from Ampex, agreed to put up $100 each and set up their own computer game business. The three sat around Nolan's house one night, trying to come up with a name for their new company. Larry, thumbing through the dictionary, came up with syzygy, meaning the straight-line configuration of three celestial bodies. Nolan looked at
Ted, who looked at Larry, and Syzygy it was. When it came to anteing, however,
Larry dropped out. Nolan and Ted more than made up for this and kicked in $250 each. Larry Bryan, now just afoot-note in Atari history, is probably still
kicking himself.

Nolan applied for the name Syzygy, but a roofing company in California already had that name. Bushnell and Dabney played around with B.D., Inc. and
D.B., Inc., but those names sounded too much like Black and Decker or Dunn and
Bradstreet. At the time Nolan was playing a lot of the Japanese game go, and it
occurred to him to list his three favorite go expressions--sente, the equivalent of
"checkmate" in chess; atari, which means "check"; and hanne, the word used to
acknowledge an overtaking move. Somebody in the office of the California Secretary of State liked the second name best, and on June 27, 1972, Atari was
officially incorporated.

Glenn Bruner
brunergs@pcisys.net

Michael Current <mcurrent@carleton.edu> wrote in article
<mcurrent-2508980943070001@unassigned-nic189.acns.carleton.edu>...
> In article <6rtp6e$db9@andromeda.peganet.net>, nafana@peganet.com (Nafana)
> wrote:
>
> > Does anyone here know the derivation of the tradename "Atari"?
>
> I do, and I added this to the FAQ for the world to see.
>

> Subject: 1.5) How did Atari get it's name?
>
> Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:
>
> This article was published in "I/O - The Magazine of the Atari Home
> Computer Club" in issue 3 - Summer 1983. The magazine was the official
> mouthpiece of Atari UK. The article was not attributed to any one person.

> The words are thiers, not mine.
>
> How Atari Got It's Name
> ----------------------
>
> The name Atari actually comes from Japan. And yet the company is most
> definitely American. Every wondered why? It's an interesting story and
> one well worth telling.
>
> In 1972 three friends decided to invent and market the first commercially
> feasible video game. They were Nolan Bushnell, Ted Dabney and Larry
Bryan.
>
> To become a partner each man had to submit $100 to the project - a
> remarkably small sum when you consider the company's success! The next
> step was to find a name.
>
> Drinking beer and thumbing through the dictionary one day, the three
> friends came across an interesting entry under "S". The word was Syzygy,
> or "the straight-line configuration between three celestial bodies".
What
> a perfect name they thought, for three such astronomically talented
people!
>
> Now they could get on with the business of inventing games. Their first,
> Computer Space, was produced and all seemed to be going well.
>
> But then things started to get a little shaky. Larry Bryan decided not
to
> ante up his $100 and pulled out, leaving Bushnell and Dabney to go it
> alone.
>
> The set up a shop in Santa Clara, California, and incorporated the
> business. A little later they invented Pong(r).
>
> Busnell and Dabney applied for the name Syzygy to the Office of the
> California Secretary of State, which regulates Californian corporations,
> but were told that they were too late. The name was already taken.
>
> Following unsuccessful attempts to buy the rights to the name from the
> first Syzygy corporation, which appeared to be inactive, the friends'
> solicitor pressed them to think up an alternative.

>
> This proved difficult. BD Inc and DB Inc were tested and then rejected
in
> turn: the first bore too close a resemblance to Black & Decker, the
second
> to Dunn and Bradstreet.
>
> Inspiration occurred at last, once again in an informal atmosphere.
> Bushnell and Dabney were both keen players of Go, a Japanese strategy
game,
> and their best brainstorming always occurred over a good game and a
bottle
> of beer.
>
> This time, they decided to make a list of several Go words to see if one
of
> them would fly as the new corporate name.
>
> First choice was "Sente", which means "the upper hand" - something that
> greatly appealed. Second and third choices were "Atari", which has a
> similar meaning to the English word "check", and "Hanne", an
> acknowledgement of an over-taking move.
>
> Busnell and Dabney submitted the list once again to the Office of the
> Californian Secretary of State, which approved "Atari". The rest is
> history.
>
> When the company name changed, Bushnell and Dabney decided to update the
> logo too. They incorporated the "S" from Syzygy and the "A" from Atari
> into the new design, and if you look at the middle logo [MLOGO2.BMP], you
> will be able to make out both letters.
>
> It was not until later, as the company became increasingly successful,
that
> an advertising agency designed the slicker and now famous Atari logo -
the
> "fuji" or stylised "A" design.
>
> --
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
> St. Paul Atari Computer Enthusiasts,
http://www.library.carleton.edu/space/
>

2003. atari 600xl help

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: theSpectator@webtv.net
Message-ID: <10881-35E32D5E-16@newsd-174.iap.bryant.webtv.net>
Source record: 60569

```
i found an atari 600xl at a thrift store
powers up and i can do some basic
programming
but i want a storage device and other peripherals
what i'm mostly wanting is games
what carts work with this computer
and are interchangable with other
8-bit Atari computers
anybody have any games?
thanks
sean k.(atari 8-bit illiterate)
e-mail me ------theSpectator@webtv.net
```

2004. Re: Atari 8-Bit Hard Back And Restore

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998082523052500.TAA21863@ladder01.news.aol.com>
Source record: 60570

Bob-
What Dos - Sparta or MyDos?
Larry

2005. Re: Crank call is the last straw! (was Re: Definitive Known Software Lists...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <6rvft2$i2k@journal.concentric.net>
Source record: 60571
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

vga2000@ix.netcom.com (Michael J. Novak Jr.) writes:

>Since I first encountered these little attack threads in comp.sys.cbm,
>and since other are posting them there (as well as to other groups)
>I will continue to post there too. Why you would change that so that
>the messages go only to RGVC (since I haven't been involved with
>that group in two years) is beyond me.

IIRC, no one from comp.sys.cbm precipitated the attacks, however.

--
-------------- The Commodore 64 lives: http://computerworkshops.home.ml.org/ --
Cameron Kaiser (posting with a Commodore 128) | "When in doubt, take a pawn."
cdkaiser@concentricMUNGEnet | -- Mission: Impossible
-- personal page: http://calvin.ptloma.edu/~spectre/ ------ CBMSF Unit $EA31 --

2006. TEMPEST'S AUCTION UPDATE #2

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35E36DA8.C89@pilot.msu.edu>
Source record: 60572
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

Ok, This update has been a little late in coming (two days late!). This
is due to computer problems, but everything fine now. So here's....

Tempest's Auction!

Rules: 1. Auction ends September 11th at 11:59pm (no G1, G2 stuff)
2. You pay for what you bid on.
2. Buyouts accepted
3. I reserve the right to pull anything from the auction.
4. All items are loose, and in good condition unless noted.
5. Please send the number of the game you are bidding on
(ie. 002 Berzerk)
6. There is no rule 6!
7. You MUST have fun. (Or you will die!)

Please send all bids to: reicher6@pilot.msu.edu

Updates will be sent to the newsgroups nightly. A current update can be
found at: http://pilot.msu.edu/user/reicher6/auction.txt

So, with out further ado, here are the goodies!

Atari 5200

Minimum bid $2, Minimum increase .50

001 Ball Blazer (complete) min $5
002 Berzerk
003 Blue Print (Upside down label)
004 Centipede (complete, bad box)
005 Counter Measure
006 Defender
007 Dig Dug
008 Frogger
009 Gremlins (complete) $15 Pac-Rat
010 Jungle Hunt
011 Kaboom (label wear)
012 Kangaroo
013 Pac-Man
014 Pole Position
015 Q-bert
016 Qix
017 Qix
018 Space Dungeon
019 Star Raiders (with instructions)

020 Football Play books Min $1

021 Wico Joystick (with Y-adapter and Box) Min $10

Atari 400/800

Minimum bid $1, Minimum increase .50

022 Alien Garden (label wear)
023 Atlantis
024 Battle Zone (Complete) Min $5
025 Basic (version C)
026 Basic (version C)
027 Boulders and Bombs (R) Min $5
028 Centipede
029 Demon Attack
030 Desert Falcon (Complete) Min $5
031 E.T. Phone Home (label bubbling)
032 Final Legacy
033 Food Fight (XL/XE Only) Min $3
034 Gridrunner (R) Min $5
035 Missle Command
036 Mr. Cool (R) Min $5
037 Pac-Man
038 Platter Mania (label crooked)
039 Q-bert (no end label)
040 Sky Writer
041 Thunder Fox (Complete) Min $5

042 Atari 800XL w/ power supply (break and inverse keys broken) Min $7
(everything else works fine!)

043 Atari 800 (Keyboard flaky but works!) Min $5

Atari 2600
---

043 Double Dragon (PAL, New in Box) Min $5

043 Atari 2600 jr. (with power supply and instructions) Min $10

2600 Instructions (Minimum .50, Increases .25)

044 Combat (small booklet)
045 Asteroids
046 Missle Command (Multi-language)
047 Bowling (small booklet) .50 Lexus
048 Bowling (small booklet)
049 Basketball
050 Defender
051 Sprint Master (small tear)
052 Moon Patrol (Multi-language)
053 Battle Zone (Multi-language)

Atari 7800
----

054 Midnight Mutants (complete) Min $3

Intellivision
----

055 Night Stalker (ShrinkWraped, box slightly crushed) Min $3
056 Chip Shot Golf (with instructions) $6 Peter Pepper

2007. Re: Any emulators support the .PRO file type?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: Cathryn Mataga <cathryn@junglevision.com>
Message-ID: <6rvu7o$903$1@news.ncal.verio.com>
Source record: 60573

Is the pro format documented anywhere?

Frank Rachel wrote in message <6rft0pilu1@winter.news.erols.com>...
>APE (and Prosystem) can create images of protected disks.. they use the
.PRO
>extension instead of .ATR. Do any of the emulators work with these?
>
>-Frank
>
>Up to disk #310 in my conversion from floppy to ATR...!
>
>

2008. 2600 Games - Ocean City Defender and Frontline

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-25 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <6s0170hcc1@nntp2.uunet.ca>
Source record: 60574

I have two games (Frontline and Ocean City Defender) that appear to be rip offs of Combat and Atlantis. Are these pirate games, or are they licensed versions ? Their packaging appears to be very simple, and does not have a manufacturer's name printed on them.

Any information on them would be appreciated.

Thanks,

Richard.
~~~~~~
Richard Smith
Barrie, Ontario, Canada
email: rsmith@planeteer.com
Homepage: http://toronto.planeteer.com/~rsmith
Atari Warehouse: http://toronto.planeteer.com/~rsmith/atari.htm
~~~~~~

2009. Re: JAM!! device update

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.104da9d258bd82a98970b@news1.ibm.net>
Source record: 60387

In article <6rpin9$2f9@freenet-news.carleton.ca>, Steven J. Tucker
<ai123@FreeNet.Carleton.CA> stated:

> Is this an external dodad or does it still run in a PC slot? I missed the
> original post, is there a URL for it?

Totally external, no PC required. You can hook a PC to it, but that is
purely an option, and is to provide for switching between the PC's
display output and that of the JAM!! device on the same monitor.

Jeff Potter posted the URL in his message, but for any who missed it,
here it is again:

http://www.aimslab.com/Products/JAM!!/jamhome.htm

==========
lmcclure@ibm.net

2010. FS: SIO2PC cables, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6s0pqp$i9u$1@korweta.task.gda.pl>
Source record: 60388

If you are interested in transfering data from PC to Atari or the other way
and you need a SIO2PC cable for that - contact me at:
webmaster@cbmpan.gdynia.pl
The picture of the cable can be seen at my auctions pages on www.ebay.com.

j131

2011. looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: shaunaf <shaunaf@sk.sympatico.ca>
Message-ID: <35E3CA2F.B9EA73DE@sk.sympatico.ca>
Source record: 60389

heard that atari games were put on disc for PCs now?
anyone knows..send e-mail: little_ethel@hotmail.com
http://www.geocities.com/SouthBeach/Jetty/4211/geopage.htm

2012. Re: Mapping the atari available on web/e-text???

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: un55@rz114s1.rz.uni-karlsruhe.de
Message-ID: <6s0qpp$c4v@rz114s1.rz.uni-karlsruhe.de>
Source record: 60390

In article <6rt0s5$un8$1@enyo.uwa.edu.au>,
Darrin Smith <darrins@cyllene.uwa.edu.au> wrote:
>Can anyone point me to a copy of mapping the atari either on the web or
>as e-text? I haven't programmed 8-bit for years so I really need a good
>memory map and a bit of a blurb about what location does what!!!

Even if it isn't as nearly as complete as "Mapping the Atari" you might want
to have a look at

http://www.uni-karlsruhe.de/~Marek.Tomczyk/Hardware/Ref/index.html

Rob Funk was kind enough to allow me to put his materials on my WEB page.

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

2013. FS: Misc. Software (U.S.)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <01bdd0e3$63ffbd20$3a184d0c@sheldon>
Source record: 60391

Misc. 8-Bit Atari Software For Sale:

THE PRINT SHOP: Complete with original Print Shop program disk, Reference Manual, Reference Card, red card stock paper and original box. $5.00

THE BACKUP MASTER: Original disk programs from Duplicating Technologies Inc. for backing up copy-protected diskettes. Includes original version, revision 2, and revision 3 diskettes. Three diskettes, complete. $2.00

SUNARTS PRINTSHOP GRAPHICS: Disk 1 and Disk 2, Two diskettes complete with four pages of graphical printout indexes. A total of 205 different Printshop icons. $3.00 for everything.

PUBLIC DOMAIN PRINTSHOP ICONS: Six diskettes of printshop graphics, complete with 12 pages of graphical printout indexes. A total of 722 images for use with Printshop. $5.00 for everything.

ONE-ON-ONE (Julius Erving vs Larry Bird Basketball): Original program disk, command summary and original packaging. $2.00

MICROLEAGUE BASEBALL: Original program disks and full documentation in original packaging. $2.00

SYNFILE+ (Ultimate Filing System): Complete database software package with original program disk and full documentation in original binder and packaging. $5.00

SYNCALC (Advanced Electronic Spreadsheet): Complete spreadsheet software package with program diskette and full documentation in original binder and packaging. $5.00

SCREEN PLOT (APX Classics from Antic - Disk #AP135): Original program diskette (documentation on side 2): 50 cents.

130XE ARTSHOW (Antic Public Domain Disk #PD065): 50 cents

(above prices do not include shipping)

Please respond via Email to: s.winick@worldnet.att.net

Sheldon

2014. Re: APE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: heinzelmann@my-dejanews.com
Message-ID: <6s0vv5$16p$1@nnrp1.dejanews.com>
Source record: 60392

In article <6rq42j$sm0$1@news2.ispnews.com>,
"Mark H. Kusz" <mkusz@rust.net> wrote:
> Has anyone used APE? Please tell me what you think of it and if you
> recommend it. Thanks!
>
>
It's a great software. I use it in a Compaq notebook, and run it from within Windows95. I have all my classic games on a CD, and APE works fine with it.

Try te demo version. If you like, register it, so you have access to more powerful features.

Werner
Brazil

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2015. Re: Your reply, jt {#2} (was Re: Space Maker Auction Final Update)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: bubba <biif@barney.com>
Message-ID: <f7TE1.368$yE.699554@newsread.com>
Source record: 60393
Cross-posted to: rec.games.video.classic,rec.games.video.misc,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

Sorcerer clean up your mouth and grow up!!!

>Look, mike, JUST GO THE FUCK AWAY!! No one cares about your conspiracy
>theories, no one cares that a small comment describing what happened turned
>into this. Go listen to that song 'Paranoia' by Harvey Danger..
>
>BTW.. I don't give a shit if you put me on your hate list.
>
>Sorcerers
>
>

2016. Re: atari 600xl help

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6s11eu$2ou$1@nnrp1.dejanews.com>
Source record: 60394

The 600xl only has 16k memory. It can use the disk drive but doesn't have
enough memory to do much. Try to find a cassette recorder. But the 410 is
finicky. I'm not sure how the 1010 is though.
98% of the cartridges will work. They are the best reason to have an atari :)
You can find most common carts for it for 3 to 5 bucks. All the activision
games are great. And the atari games like ms. pacman and pole position and
millipede are just classics and everybody should own them :)
Take care
Mark

In article <10881-35E32D5E-16@newsd-174.iap.bryant.webtv.net>,
theSpectator@webtv.net (Curious Spectator) wrote:
> i found an atari 600xl at a thrift store
> powers up and i can do some basic
> programming
> but i want a storage device and other peripherals
> what i'm mostly wanting is games
> what carts work with this computer
> and are interchangable with other
> 8-bit Atari computers
> anybody have any games?
> thanks
> sean k.(atari 8-bit illiterate)
> e-mail me ------theSpectator@webtv.net
>
>

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2017. Riddles & Atari FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: riddles@ehrich.com
Message-ID: <35E40A40.36A957EC@ehrich.com>
Source record: 60395
Cross-posted to: alt.atari.2600,alt.atari,comp.sys.atari.8bit,comp.sys.atari,rec.games.video.atari

Come solve the riddles and then look at some great Atari for sale lists.

--
http://members.bellatlantic.net/~generic

then click to go to the

World Wide Web Computer Garage Sale

sw/hw PC 8-Bit MAC Video-Games Music Fun

2018. Re: Zap - rise and fall still available?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: "Tim J. Clevenger" <tim@clevenger.org>
Message-ID: <35E42B14.82B31D95@clevenger.org>
Source record: 60396

I got my copy in the 'old and decrepit' section at Crown for $3. You
might check around locally first, then try Amazon.com.

Regards,

Tim Clevenger

Iain Laskey wrote:
>
> ISTR that Zap got rereleased as a new edition recently. Anyone know where
> from or how to get a copy?
>
> **
> * Iain R Laskey * ilaskey@cix.compulink.co.uk *
> **
> * Analyst Programmer/ Freelance IT writer *
> **

2019. Re: Derivation of "Atari" ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdd11a$029f6f80$55374382@vidar>
Source record: 60397

Thanks! I knew it had something to do with GO! Take Atarian care

> Hello Vidar,
>
> >I do mean something. I think it was Japanese for Go or something! Not
too
>
> Atari is a position in the Japanese game of Go. It's similar to check in
> chess, in that it serves as a warning to your opponent that you're about
to
> gain an advantage, unless they block your efforts. It's been a while
since
> I played Go, so I can't recall the exact rules relevant, sorry.

2020. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_904134606@rtfm.mit.edu>
Source record: 60398
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 25, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

2021. Repairs for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: dmbach@lycosmail.com
Message-ID: <6s1hk8$c85@news3.newsguy.com>
Source record: 60399

I have two Atari 800xl computers. Both won't work. I'm not sure if it's a problem with the computer or with the cables/adapters I am using. Is there still a shop that does repairs on Atari 8-bit computers? Email please. Thanks

dmbach@lycosmail.com

2022. Re: Zap - rise and fall still available?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2608981516150001@unassigned-nic173.acns.carleton.edu>
Source record: 60400

In article <35E42B14.82B31D95@clevenger.org>, tim@clevenger.org wrote:

>I got my copy in the 'old and decrepit' section at Crown for $3. You
>might check around locally first, then try Amazon.com.

Amazon.com has been trying to find one to sell me for 14 months now. To
my surprise, they're still trying!

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2023. My fault entirely, I jinxed this newsgroup!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdd133$9859c840$1fc3accf@asharkis.erols.com>
Source record: 60401

Well, I won't take total blame -- I leave that to the guys that started the Novak, etc., mess. I don't even read messages in that thread any more.

But a day before it started, I was trying to interest people in the 8-bit echo of FidoNet in setting up a cross-post with a mailing list like Info-Atari8 or Atari8-l. It would be tough, because the Fido echo is moderated, but I shot off my mouth and said that self-moderated discussion groups like the mailing list _AND_ csa8 are really models of propriety where it comes to following rules without the aid of a moderator. I gave credit to the 8-bit community for the maturity and good manners it takes to do that. I hope I wasn't wrong.

The message is simple: It's not difficult at all to take something to e-mail or some other forum if necessary, and we all know when it's necessary.

2024. Please help....Atari to Zip..Possible??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: sixosix
Message-ID: <35e491b1.1085884@news1.ibm.net>
Source record: 60402

I would like to ATTEMPT to hook up an Atari 8bit to an Iomega zip drive (PC format). Is this possible?? Has anyone tried it?

Thank You!

Sixosix

2025. Re: Derivation of "Atari" ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: Graeme Fenwick <gfenwick@BYESPAMprimex.co.uk>
Message-ID: <35e49204.0@mercury.nildram.co.uk>
Source record: 60403

GSB wrote in message <01bdd078$40335200$bc68cad0@none>...
> Somebody in the office of the California
>Secretary of State liked the second name best, and on June 27, 1972, Atari
>was
>officially incorporated.

I always liked the name Atari, and the fuji logo (not the original) is an absolute classic too. Shame it didn't have the owners to match, most of the time.

Graeme Fenwick - gfenwick@BYESPAMprimex.co.uk
(Remove "BYEPSAM" spam filter when replying by mail)

2026. Re: Any emulators support the .PRO file type?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: Cathryn Mataga <cathryn@junglevision.com>
Message-ID: <6s0hv7jgg1@news.ncal.verio.com>
Source record: 60404

Jindra Kubec wrote in message <35E3A40A.1BD77229@asw.cz>...
>Cathryn Mataga wrote:
>
>> Is the pro format documented anywhere?
>
>No. But doesn't seem too complex. There is also some kind of browser in
APE.
>The problem is that I have only the *.pro images distributed with APE, so
>that I can't make full reverse engineering.
>
>J.

Well, getting the .pro format documented is probably the first step towards
getting it in an emulator.

Doesn't anyone make a PC disk controller that can read Atari Single Density,
and maybe C64 and Apple disks too, for that matter. That'd be worth $50
to me to use with the emulators.

2027. Re: Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: Charles.Hughes@bigfoot.com
Message-ID: <MPG.104e7998b93f3309989752@news.snet.net>
Source record: 60405

In article <35DF4B08.F1B467CB@sisna.com>, bobkla19@sisna.com says...
> I personally don't like auctions, have been to several and one tends to
> get in to the (feeding frenzy) as they call it and generally over pay
> for an item. Live computer auctions are a lot of good entertainment if
> you go check out the items set a price and stick with it. Then when
> bypassed just watch those caught up in the frenzy..
>
> You can't have that I want it and I am going to get it no matter what!

I know what you mean Bob. I've seen people pay 90% of full retail for a used item, and 150% retail for a new item. It boggles my mind. For those of you who want to buy via an auction - set an upper limit of between 50% and 75% of the value of the item and don't go above it. My upper limit is usually 50%, but I will NEVER pay 100% of the value of an item when bought through auction. (If you are going to pay 100%, why not just buy it from a store? :)

2028. Duh... How do I run program from 800 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: Mike <sales@ewtech.com>
Message-ID: <6s2h7e$s7q$1@news1.fast.net>
Source record: 60406

It's been 16 years since I had my first computer, and Atari 800. Many years, many systems later, I can't remember anything about it !

I bought an 800 and a disk drive, and a bunch of games were included. When I boot from one of the game disks, it comes up into DOS. I can do a directory and see the game I want to play listed as

CAVERNS0EXE 0073

How do I get out of this DOS screen and run this damn game !!
Thanx
Mike
(off to search for FAQ's somewhere)

2029. Which Monitors work with the Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <6s2ijebsu1@nntp2.uunet.ca>
Source record: 60407
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I have an Atari 800XL, and was wondering which monitors are compatible with it (to avoid tying up the TV). I remember some people used to use the old Commodore models but I have no idea which ones. I would appreciate any help anybody could give me, then I would do the rounds of the local thrift stores to try and pick one up.

Thanks in advance,

Richard.

~~~~~~
Richard Smith
Barrie, Ontario, Canada
email: rsmith@planeteer.com
Homepage: http://toronto.planeteer.com/~rsmith
Atari Warehouse: http://toronto.planeteer.com/~rsmith/atari.htm
~~~~~~

2030. Re: Which Monitors work with the Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: Larry Murray <lmurray@hatchcom.com>
Message-ID: <6s2qef$cmd1@dragon.sk.sympatico.ca>
Source record: 60408
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Richard Smith wrote in message <6s2ijebsu1@nntp2.uunet.ca>...
>I have an Atari 800XL, and was wondering which monitors are
compatible with
>it (to avoid tying up the TV). I remember some people used to use the
old
>Commodore models but I have no idea which ones. I would appreciate
any help
>anybody could give me, then I would do the rounds of the local thrift
stores
>to try and pick one up.
>
>Thanks in advance,
>
> Richard.

You can use any of the 170x, 180x and I believe there was also a 190x series of monitors. I use a 1701 and a 1702 on my systems, have had them since '85 and both are still going strong. The 180x series are not as reliable or as long lasting as the 170x series. They look best if you get the real cable and use the monitor output on the 800xl into the rear connections on the Commodore. There are also RCA phono plug sound and video connections on the front and a switch on the back that allows you to hook 2 systems into each monitor and use the switch to select which system you are viewing - I have 13 Atari 8-bits and 4 ST's so this comes in handy. I also have virtually every book manual and software release for the 8-bits, although I am currently in Regina and quite a bit of my reference material is still in storage in Calgary. I have been doing hardware and software support for Atari's since 1980, so if you have any questions I might be able to answer, feel free to ask here or email me from http://www.hatchcom.com/horizon where I intend to start an Atari section when I get the other 3 websites I have to build done.

Take care!

2031. Re: The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: David_Wykes@removeme.curtisfinepapers.com
Message-ID: <35e170ce.22299309@nnrp.news.uk.psi.net>
Source record: 60409
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

On Sun, 23 Aug 1998 14:47:57 GMT, see_the_below@text.com wrote:

>On Thu, 02 Jul 1998 19:17:11 GMT, see_the_below@text.com wrote:
>
>>The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show
>>--
>>
>
>Urgent Announcement!
>
>If you have not seen earlier follow-ups, the show is now to be held on
>November 28th 1998, at the same venue as below.
>
>>This time, we're opening at a BRAND NEW LOCATION! Instead of at
>>Wetherby, which some people have had trouble in reaching, we have
>>organised this show for Bolton, in Greater Manchester. The new
>>location offers a much greater facility for parking, and offers easy
>>availability by rail and bus.
>

Buugers now i'm earning and in a position to go to one of these things
they move it...

I would have thought Wetherby was easier to reach than Bolton being
right next to the A1 and, being as small as it is, a lot easier to
find you way around.

David

2032. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: XK <XKenickie@arse.bigfoot.com>
Message-ID: <6s35uv$9ro$1@mendelevium.btinternet.com>
Source record: 60410
Cross-posted to: comp.sys.amiga.cd32,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.cd32,rec.games.video.classic

I would just like to point out that at www.fuckwit.com (a subtle title,
yes?) they are running polls for the most annoying, misappropriate users of
Usenet. Thankyou.

[crossposted only to groups that haven't complained]

XK (Somewhat bored now)

- * - * - *
http://surf.to/kenickie = http://listen.to/kenickie (Kenickie)
http://come.to/ukhitlist (The people's UK singles chart)
- * - * - *
Take your arse out of my e-mail to respond.
- * - * - *
ICQ: 13409405 AIM:XKenickie/duSantiago
- * - * - *
Favourite current track - Kenickie: "Stay In The Sun"
(predictable I know, but it *is* the best thing ever!
- * - * - *

Jason wrote in message ...
>Michael J. Novak Jr:
>> Oh, I see Paul, its okay for people to lie about me and attack me,
>> but I'm not allowed to defend myself.
>
>The problem most people are having is that your responses alone account
>for almost 50% of the crossposted material (at the moment, of 53 posts
>in this thread on my local drive, 25 are yours and contain over 114,000
>bytes worth of data, including quoting). Nobody else has come close to
>*half* of that.
>
>On most of the groups crossposted we don't know you and I expect most
>people just ignored the crossposts, writing them off as "nowt to do with
>me". But *you* are making a nuisance of yourself.
>
>The person doing the most harm to your reputation on the crossposted
>groups is *you*
>--
>- - -- -- -- - -
>Jason tmr@cosine.demon.co.uk - tegan@babylon.org - tmr@ihgs.ac.uk (soon)
> TMR_CSL on IRCNet - http://www.cosine.demon.co.uk - "Noo-Noo" on DalNet
>- - -- -- -- - -

2033. Club Annual Swap/Sale Columbus, OH USA Sept 26 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: "R. Wayne Arenz" <rwarenz@infinet.com>
Message-ID: <35E36E56.FEFFAB5B@infinet.com>
Source record: 60575

The Atari Computer Enthusiasts of Columbus, OH, are holding their annual swap & sale Sept 26. Please contact me with your interest for details/map. Please spread the word. Vendors especially appreciated to grace our show. Entry donation price is so low (even for vendors) EVERYONE can afford to come.

2034. Re: Your reply, Matthew (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: Peter Pachla <abuse@virgin.net>
Message-ID: <6rvqro$r4v$2@nclient3-gui.server.virgin.net>
Source record: 60576
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

To Matt, et al....

>> I think that this "discussion," such as it is, was wasting an insane
>> amount of bandwidth in the newsgroups....

Quite! Now will you lot *PLEASE* cease cross-posting this rubbish into so many newsgroups!?

If you must bicker like a bunch of 5 year olds then please do so via e-mail and give the rest of us a break, if we want to see this sort of stuff we'll watch "Southpark"....

TTFN - Pete.

--
Spam deflector in effect.

ICQ# 12560790

Peter Pachla: Computer Hardware/Software Engineer,
Collector Of Arcade Machines & Obsolete Computers,
Sound Engineer,
Barman(!),
General Fun Guy....
--

2035. 850 manuals

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: chrisw@srv1.thelanlab.com
Message-ID: <35e38661.8839089@news.alterdial.uu.net>
Source record: 60577

I'm looking for a source (online?) for the 850 interface technical
manuals.

I must be doing something wrong because from my C code, I can open R1,
configure baudrate, and go into concurrent mode, and continue running
fine until a key is pressed at which point I lock up. I wonder if
it's an interrupt issue or a memory conflict of some sort.

I've been muddling along with on the "System Reference Manual" and
"Your Atari Computer", but neither have been much help with this.

thanks,
chris

chrisw@srv1.thelanlab.com

2036. Re: Your reply, Matthew (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: graciem@canisius.edu
Message-ID: <6s000n$h59@klaatu.canisius.edu>
Source record: 60578
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

>Quite! Now will you lot *PLEASE* cease cross-posting this rubbish into so many
>newsgroups!?

Again, my apologies for my part in the start of this. Since Mr. Novak
refuses to discuss anything in e-mail, I've moved "my" portion of the
argument into rec.games.video.classic, as it's the only newsgroup I could
think of that's even marginally appropriate. So, unless someone else
decides to cross-post it back, it shouldn't trouble you again.

Fair enough?

--Matt

2037. Re: Any emulators support the .PRO file type?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: Jindra Kubec <kubecj@asw.cz>
Message-ID: <35E3A40A.1BD77229@asw.cz>
Source record: 60579

Cathryn Mataga wrote:

> Is the pro format documented anywhere?

No. But doesn't seem too complex. There is also some kind of browser in APE.
The problem is that I have only the *.pro images distributed with APE, so
that I can't make full reverse engineering.

J.

2038. Re: Onslaught

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: Jindra Kubec <kubecj@asw.cz>
Message-ID: <35E3A4AC.4FD895C1@asw.cz>
Source record: 60580

Charles Bond wrote:

> Is there a version of Onslaught that works on Atari Emulators?

I've got small (5KB) game called Onslaught ((c) 1982). Works under
Atari800 v.9.7 with -b switch (use OS/B)

J.

2039. FS: "THE PILL" Cartridge Backup System (U.S.)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <01bdd0ca$937dac60$59184d0c@sheldon>
Source record: 60581

For Sale: "THE PILL" Cartridge Backup System. Allows you to backup and store the contents of your Atari executable cartridges on disks (up to twenty 8K programs or ten 16K programs with their names on a single disk) simply and easily. "THE PILL" then allows you to select and EXECUTE any of the stored CARTRIDGE programs with equal ease and simplicity.

Includes "THE PILL" cartridge, written documentation, and diskette with utility software programs.

Price: $5 plus shipping.

Reply in Email to: s.winick@worldnet.att.net

2040. FS: Misc Owner's Manuals (U.S.)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <01bdd0cb$a26e0660$59184d0c@sheldon>
Source record: 60582

For Sale: Miscellaneous original Atari Equipment Manuals:

ATARI 1050 DISK DRIVE MANUALS:
- Owner's Guide
- An Introduction to the Disk Operating System
- Disk Operating Sysem II Reference Manual
All three above manuals for $2 plus shipping

ATARI 850 INTERFACE MODULE OPERATOR'S MANUAL
Original 103 page owner's manual in Atari loose-leaf binder. $2 plus shipping.

Please reply in Email to: s.winick@worldnet.att.net

Sheldon

2041. Re: 2600 Games - Ocean City Defender and Frontline

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6s025p$9et@dailyplanet.wam.umd.edu>
Source record: 60583

Richard Smith (rsmith@planeteer.com) wrote:
: I have two games (Frontline and Ocean City Defender) that appear to be rip
: offs of Combat and Atlantis. Are these pirate games, or are they licensed
: versions ? Their packaging appears to be very simple, and does not have a
: manufacturer's name printed on them.

: Any information on them would be appreciated.

One guess: These were the versions that was licensed to Sears. Sears put
out the VCS (as well as other Atari games) under their own brand label.
I forgot what it was called (something like the Home Arcade Machine, or
something along those lines). Sears also sold Intellivision the same
way, but it was known as the Super Arcade Machine (?). It's been so long.

Or maybe those were knock-offs. There was quite a bit of that going on
back then...

2042. Zap - rise and fall still available?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EyAHE5.J64@cix.compulink.co.uk>
Source record: 60584

ISTR that Zap got rereleased as a new edition recently. Anyone know where from or how to get a copy?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2043. Re: JAM!! device update

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.104d9a15c6dde87c989707@news1.ibm.net>
Source record: 60585

In article <1998082416230900.MAA13005@ladder01.news.aol.com>, LWhite6497 <lwhite6497@aol.com> stated:

> What is Elec. Bot's. web site address?

http://www.ebworld.com/

==========
lmcclure@ibm.net

2044. Re: JAM!! device update

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-26 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.104da8cd2791246f98970a@news1.ibm.net>
Source record: 60586

In article <1998082416492000.MAA15854@ladder01.news.aol.com>, LWhite6497 <lwhite6497@aol.com> stated:

> Thanks for the info. As I read the info at their
> site, I interpret that this device plugs into
> the back of a PC into the VGA card,
> allowing input of the composite signal to
> the card, and the card sends the signal out
> to the VGA monitor. So you have to operate
> the PC to get the composite picture. (?)

The connection to the VGA card is just to allow switching between the PC's output and that of the JAM!!. It is not required in order for the JAM!! to operate. Not only does your PC have to be, but you do not even have to have a PC.

They cover this in the FAQ on their site, but oddly, the review from "Game Fan" that they have reprinted on their site also implies a PC is required. I e-mailed AIMS Labs' sales department and queried them as to whether it was a good idea to post the review without noting the error. While they confirmed it was indeed in error, they did not really give a satisfactory explanation for not pointing it out in on the same page as the review.

==========
lmcclure@ibm.net

2045. Re: FS: SIO2PC cables, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6s4bug$3ab$1@nnrp1.dejanews.com>
Source record: 60337

In article <35E50355.2BE2F84D@classic-games.com>,
Greg Miller <gmiller@classic-games.com> wrote:
> webmaster@cbmpan.gdynia.pl wrote:
> >
> > If you are interested in transfering data from PC to Atari or the other way
> > and you need a SIO2PC cable for that - contact me at:
> > webmaster@cbmpan.gdynia.pl
> > The picture of the cable can be seen at my auctions pages on www.ebay.com.
> >
> > j131
>
> I just thought I'd reply and give a little testimonial... I've been
> using one of his SIO2PC cables for some months now, without a hitch.
> Good person to buy from.

I second that :)
I got mine from him a month ago...
Mark

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2046. Looking for an 'action' cart. Also need cart cases/info

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6s4d3n$54o$1@nnrp1.dejanews.com>
Source record: 60338

Hi
Anybody know where I can get an action programming language cartridge?
I have this strange urge to write some code for the 800xl :)

I also have a few cartridge circuit boards with working games on them. I noticed most of them are pink circuit boards except centipede which has a normal green board but the two chips are socketed. Is this normal? And does anybody know where I can get some empty cases or anybody have any dead carts they want to trade?

Any info greatly appreciated.
Mark

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2047. Re: Which Monitors work with the Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6s4ccr$3v1$1@nnrp1.dejanews.com>
Source record: 60339
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

The best is the commodore 17xx or the 18xx. I have had a 1702 for 13 years and it still works great. The 1802 were not made as well but you can probably get them now for 30-40. And get a video cable with seperate luma-chroma video. You can use composite video but it's not as good.
Mark

In article <6s2ijebsu1@nntp2.uunet.ca>,
"Richard Smith" <rsmith@planeteer.com> wrote:
> I have an Atari 800XL, and was wondering which monitors are compatible with
> it (to avoid tying up the TV). I remember some people used to use the old
> Commodore models but I have no idea which ones. I would appreciate any help
> anybody could give me, then I would do the rounds of the local thrift stores
> to try and pick one up.
>
> Thanks in advance,
>
> Richard.
>
> ~~~~~~
> Richard Smith
> Barrie, Ontario, Canada
> email: rsmith@planeteer.com
> Homepage: http://toronto.planeteer.com/~rsmith
> Atari Warehouse: http://toronto.planeteer.com/~rsmith/atari.htm
> ~~~~~~
>
>

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2048. Re: The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: mr.green@the.martian.madhouse
Message-ID: <35e5ac92.1369664@news.clara.net>
Source record: 60340
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

On Wed, 26 Aug 1998 10:18:10 GMT,
David_Wykes@removeme.curtisfinepapers.com (David Wykes) wrote:

>On Sun, 23 Aug 1998 14:47:57 GMT, see_the_below@text.com wrote:
>
>>On Thu, 02 Jul 1998 19:17:11 GMT, see_the_below@text.com wrote:
>>
>>>The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show
>>>--
>>>
>>
>>Urgent Announcement!
>>
>>If you have not seen earlier follow-ups, the show is now to be held on
>>November 28th 1998, at the same venue as below.
>>
>>>This time, we're opening at a BRAND NEW LOCATION! Instead of at
>>>Wetherby, which some people have had trouble in reaching, we have
>>>organised this show for Bolton, in Greater Manchester. The new
>>>location offers a much greater facility for parking, and offers easy
>>>availability by rail and bus.
>>
>>
>Buugers now i'm earning and in a position to go to one of these things
>they move it...
>
>I would have thought Wetherby was easier to reach than Bolton being
>right next to the A1 and, being as small as it is, a lot easier to
>find you way around.

Not really. It's almost impossible to get to by train, and it is a
hard to get to area. From what I know of the new shows location, it is
covered by bus, rail and coach... And is close enough to the M62 to
find.

2049. Re: You suck balls, my friend. (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <35e5b050.27297598@207.97.159.250>
Source record: 60341
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Thu, 27 Aug 1998 20:38:18 GMT, vga2000@ix.netcom.com (Michael J.
Novak Jr.) wrote:

Why can't everyone just ignore this? Why do you feel the need to
respond when someone attacks you? The internet is NOT real life for
most people. If someone walked up to you in a bar and said "Hey you,
asshole" and it was clear they wanted a fight, would you fight them?
This is the same thing.... it's very childish.

I don't check the news groups for a week and I find 10000+ lines of
this crap.
"I pay for my webspace so I don't want people linking"
(quote paraphrased)
well, BOO HOO HOO, welcome to the internet. It happens all the time
it''s the easiest way for lamers to put a page up.
"I reformatted the text----" blah blah blah

This is why the atari died out - people were too busy having flame
wars to go out and purchase anything

everyone put a cork in it!

2050. Re: moronic site (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <35e6b15b.27565366@207.97.159.250>
Source record: 60342
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

```
>
>You software pirates have a rather warped sense of right and wrong.
>
>
>Michael
>
>*** REPLY ENDS ***
>
>Buying/Selling/Trading video game systems Michael J. Novak Jr.
>and software, almost everything ever made, Video Game Advantage
>including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
>and many more (also older computers) for Parma Hts., OH 44130
>over 4 years on the Internet! Visit us 1-440-843-8815 Voice
>on the WWW at http://www.io.com/~vga2000/
>The Video Game Advantage Definitive Known Software List Collection,
>Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
>The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com
>

I don't. I'm HAPPY i ripped off all those companies. Anything truly
good for the 8 bit, I bought. If youse guys decided to d/l it after
it was cracked, thats your business.
```

2051. Re: Your reply, jt {#2} (was Re: Space Maker Auction Final Update)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35fcc918.15811415@news.demon.co.uk>
Source record: 60343

The other Day vga2000@ix.netcom.com (Michael J. Novak Jr.) wrote:

I wonder if I can think of 6 reasons why Michael gets the shit he
does...

>1) I'll "JUST GO THE FUCK AWAY!!" when it stops.
>
>2) Attacking me will NOT help it stop.
>
>3) I never said there was a conspiracy.
>
>4) No paranoia here, your post proves that.
>
>5) I don't have a hate list. I post truthfully about
>how others (mis)treat me.
>
>6) If you don't like it, FUCK OFF!

Oh, he did it for me...

Methinks its time to use the "plonk" button...
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2052. Re: Looking for an 'action' cart. Also need cart cases/info

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <6s4i5bolo1@news.storm.ca>
Source record: 60344

You can get empty carts and unpopulated ROM boards from BEST and other sources. For making your own carts, you'll need some sort of EPROM programmer. Mapping The Atari explains the six byte table needed for carts to boot properly - run, init addresses along with one other which slips the mind.

Good luck

8bitz@my-dejanews.com <8bitz@my-dejanews.com> wrote in message <6s4d3n$54o$1@nnrp1.dejanews.com>...
>Hi
>Anybody know where I can get an action programming language cartridge?
>I have this strange urge to write some code for the 800xl :)
>
>I also have a few cartridge circuit boards with working games on them. I
>noticed most of them are pink circuit boards except centipede which has a
>normal green board but the two chips are socketed. Is this normal? And does
>anybody know where I can get some empty cases or anybody have any dead
carts
>they want to trade?
>
>Any info greatly appreciated.
>Mark
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2053. Re: Zap - rise and fall still available?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <35e6d75f.8423448@news.pipeline.com>
Source record: 60345

I've got an acrobat version on my personal web-site.

www.pipeline.com/~jhardie

Take care,
John

ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:

>ISTR that Zap got rereleased as a new edition recently. Anyone know where
>from or how to get a copy?
>
>***
>* Iain R Laskey * ilaskey@cix.compulink.co.uk *
>***
>* Analyst Programmer/ Freelance IT writer *
>***

2054. Re: Your reply, Matthew (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: khortonBLOCK@iquest.net
Message-ID: <6s4pg9$rd0$1@news.iquest.net>
Source record: 60346
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

In article <35ebc8e3.6217254@nntp.ix.netcom.com>,
VideoGameAdvantage@DittosRush.com wrote:

>Well, Kevin, you are proving with each attack that I am right (that
>you and a few others feel you have the right to say anything you
>want to about me and that I am not allowed to reply) and you are
>a real piece of shit. No, I take that back. You give shit a bad
>name.

Well, I see you sure can curse on Usenet. Why not remove those asterisks on
your hate pages then? They look pretty pathedic after your grand flourish
here.

>1) you bought yourself a web page (I know you don't care, but its
>going up anyway and mine will contain the truth, unlike yours),

Woohoo!

>2) someday, somewhere, we'll come face to face. I don't think
>you will find this so fucking funny at that point you son of a bitch!

Yeah. The usual reply... "if we ever meet face to face <stammers> I don't
know what I'll do, but it'll be bad! <huff-puff>". This is Usenet (And by
extention, the Internet. It gives just about everyone a level playing field
to work with... meager personal threats are all but worthless.

>You live in Texas, right? Thats interesting, because I happen
>to have a brother who lives in Texas. Maybe its time for a
>visit... :)

Well, have at it... I'm sure it'll be "intresting".

2055. Tempest's Auction Update #4

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35E5F473.48EA@pilot.msu.edu>
Source record: 60347
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

Heres the latest update. If I dont get anymore bids soon I my just wrap
this thing up early and try again some other time. To all who have bid
already, please send me your e-mail addresses!

Welcome to Tempest's first auction or the....

I need to pay off my debts or they're going to break my legs auction.

Rules: 1. Auction ends September 11th at 11:59pm (no G1, G2 stuff)
2. You pay for what you bid on.
2. Buyouts accepted
3. I reserve the right to pull anything from the auction.
4. All items are loose, and in good condition unless noted.
5. Please send the number of the game you are bidding on
(ie. 002 Berzerk)
6. There is no rule 6!
7. You MUST have fun. (Or you will die!)

Please send all bids to: reicher6@pilot.msu.edu

Updates will be sent to the newsgroups nightly. A current update can be
found at: http://pilot.msu.edu/user/reicher6/auction.txt

So, with out further ado, here are the goodies!

Atari 5200

Minimum bid $2, Minimum increase .50

001 Ball Blazer (complete) min $5
002 Berzerk
003 Blue Print (Upside down label)
004 Centipede (complete, bad box)
005 Counter Measure
006 Defender
007 Dig Dug
008 Frogger
009 Gremlins (complete) $15 Pac-Rat
010 Jungle Hunt
011 Kaboom (label wear)
012 Kangaroo
013 Pac-Man
014 Pole Position
015 Q-bert
016 Qix
017 Qix

018 Space Dungeon
019 Star Raiders (with instructions)

020 Football Play books Min $1

021 Wico Joystick (with Y-adapter and Box) Min $10

Atari 400/800

Minimum bid $2, Minimum increase .50

022 Alien Garden (label wear)
023 Atlantis
024 Battle Zone (Complete) Min $5
025 Basic (version C)
026 Basic (version C)
027 Boulders and Bombs (R) Min $5
028 Centipede
029 Demon Attack $1 rlcolli
030 Desert Falcon (Complete) Min $5
031 E.T. Phone Home (label bubbling) $1 rlcolli
032 Final Legacy
033 Food Fight (XL/XE Only) Min $3
034 Gridrunner (R) Min $5
035 Missle Command
036 Mr. Cool (R) Min $5
037 Pac-Man
038 Platter Mania (label crooked)
039 Q-bert (no end label) $1 rlcolli
040 Sky Writer
041 Thunder Fox (Complete) Min $5

042 Atari 800XL w/ power supply (break and inverse keys broken) Min $7
(everything else works fine!)

044 Atari 800 (Keyboard flaky but works!) Min $5

Atari 2600
---

045 Sorcerers Apprentice (end label a bit grimy) Min $4
046 Double Dragon (PAL, New in Box) Min $5

047 Atari 2600 jr. (with power supply and instructions) Min $10

2600 Instructions (Minimum .50, Increases .25)

048 Combat (small booklet)
049 Asteroids
050 Missle Command (Multi-language)
051 Bowling (small booklet) .50 Lexus
052 Bowling (small booklet)
053 Basketball

054 Defender
055 Sprint Master (small tear)
056 Moon Patrol (Multi-language)
057 Battle Zone (Multi-language)

Atari 7800
----

058 Midnight Mutants (complete) Min $3

Intellivision
----

059 Night Stalker (ShrinkWraped, box slightly crushed) Min $3
060 Chip Shot Golf (with instructions) $7 Peter Pepper

2056. ".GZ" Decompression Blues

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: Nick Chionilos <CHIONILOS@Megahits.com>
Message-ID: <35E5FD2E.993E25E5@Megahits.com>
Source record: 60348

Can anyone help me decompress files with the .GZ extension?

I downloaded a few programs off of Yogi's site (or a mirror) and the stuff seems to be compressed. I thought WinZipcould handle this file type, but it claims the file is bad. I can't believe that ALL the files I downloaded are bad... maybe I have a version problem?

Can someone send me a de-arcer?

Also, I'm running Windows 95. Can anyone tell me how to get a program that will compare two files and tell me if they are identical? Something like the DOS COMPARE command? I have a billion copies of autoduel, looking for a complete working set of ATRs and I'm afraid to delete any versions. Please help!

-Nick

2057. Re: Your reply, jt {#2} (was Re: Space Maker Auction Final Update)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: Sorcerers <palex1@nycap.killspam.rr.com>
Message-ID: <R4oF1.85$HD.1701668@proxye1.nycap.rr.com>
Source record: 60349
Cross-posted to: rec.games.video.classic,rec.games.video.misc,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

No thanks, I think you should fuck off. I was contradicting myself, and I deeply apologize. Paranoia can be thought of as when the world is out to get you. Well, you started it, now RGVC is out to get you. That is not paranoia, that is fact.

Sorcerers

2058. Re: You suck balls, my friend. (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: gippah <gippah@spyvspy.com>
Message-ID: <35E61ACD.CF7F37DF@spyvspy.com>
Source record: 60350
Cross-posted to: rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

```
> Question is: Why aren't _you_ telling the people who started this
> to stop!? Why pick on the guy who was attacked!? Stuff it!

I'm telling everyone to stop.
```

2059. Re: Atari 8-Bit Hard Back And Restore

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35E6091F.3E7040D@sisna.com>
Source record: 60351

It was set up for Sparta Dos.

bob

2060. Re: Your reply, Matthew (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: Peter Pachla <abuse@virgin.net>
Message-ID: <6s25fn$20a$1@nclient1-gui.server.virgin.net>
Source record: 60411
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Hi Matt,

> Again, my apologies for my part in the start of this. Since Mr. Novak
>refuses to discuss anything in e-mail, I've moved "my" portion of the
>argument into rec.games.video.classic, as it's the only newsgroup I could
>think of that's even marginally appropriate. So, unless someone else
>decides to cross-post it back, it shouldn't trouble you again.

Sorry, normally I would've just continued ignoring this thread.

I'm afraid I'd had a BAAAAD day and was pretty narked when I found over three
quarters of the messages in "rec.games.vectrex" were to do with this
argument....

Heck, I know what it's like when you get dragged into one of these arguments,
especially when you do try and keep it in e-mail and the others insist on
cross-posting to newsgroups.

I'll continue keeping out of it, but could everyone involved PLEASE try and
move this to e-mail?

TTFN - Pete.

--
Spam deflector in effect.

ICQ# 12560790

Peter Pachla: Computer Hardware/Software Engineer,
Collector Of Arcade Machines & Obsolete Computers,
Sound Engineer,
Barman(!),
General Fun Guy....
--

2061. atari 8 bit ide interface??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: Jose Moreno <jose55@bellsouth.net>
Message-ID: <35E4AF1A.38F33782@bellsouth.net>
Source record: 60412

Hi!!

I hearded that someone has developed a 1 IC IDE interface???
if this is true... and someone point me to where i can find info on this
interface and
how to build one....

please e-mail me please...

thanks

Jose

2062. Re: Duh... How do I run program from 800 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: Rohan Langley <gamemaster@quake.com.sg>
Message-ID: <35E4E1AD.C4BEEAEB@quake.com.sg>
Source record: 60413

I believe dos has a "load binary" option. By convention, exe files are
binaries, though on the atari this extension is optional..

After selecting "load binary" simply type d:cavernso.exe

This of course depends on the version of DOS you're using (is it Dos 2?)
but there should always be something that resembles "load file" in every
version of Atari DOS

Rohan

Mike wrote:
>
> It's been 16 years since I had my first computer, and Atari 800. Many
> years, many systems later, I can't remember anything about it !
>
> I bought an 800 and a disk drive, and a bunch of games were included. When
> I boot from one of the game disks, it comes up into DOS. I can do a
> directory and see the game I want to play listed as
>
> CAVERNS0EXE 0073
>
> How do I get out of this DOS screen and run this damn game !!
> Thanx
> Mike
> (off to search for FAQ's somewhere)

2063. Re: atari 8 bit ide interface??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: Rohan Langley <gamemaster@quake.com.sg>
Message-ID: <35E4E269.F1AA4F87@quake.com.sg>
Source record: 60414

Hi Jose,

This is a German device. Some cool Atari stuff still comes out of
Germany and Poland. I wish I could give you the URL... If I had it I
would swing by and take a look too...

Rohan

Jose Moreno wrote:
>
> Hi!!
>
> I hearded that someone has developed a 1 IC IDE interface???
> if this is true... and someone point me to where i can find info on this
> interface and
> how to build one....
>
> please e-mail me please...
>
> thanks
>
> Jose

2064. Re: Duh... How do I run program from 800 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6s2p2t$98h@dailyplanet.wam.umd.edu>
Source record: 60415

Rohan Langley (gamemaster@quake.com.sg) wrote:
: I believe dos has a "load binary" option. By convention, exe files are
: binaries, though on the atari this extension is optional..

: After selecting "load binary" simply type d:cavernso.exe

Also, one of the nice things about using DOS on the Atari, is that you can use wildcards, saving yourself typing out the full names. For example, if you did the load binary option and it asked if you for the filename, all you need to type is C*.* This, of course, providing there aren't any similar filenames, otherwise it'll load the first viable match. But this way, all you need to type in partial names. You could also do this with SpartaDOS, if I remember right. (Been awhile, as my 1050 died three years ago.)

Of course, the easiest way would be to set up the proverbial AUTORUN.SYS boot disk menu program, and load your binaries from there.

2065. Re: Derivation of "Atari" ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <35E5020D.917C9D88@classic-games.com>
Source record: 60416

Robotron wrote:
>
> >> Was it just made up or does it mean something in some foreign language?
> >It is the equivelent of chess's 'check' in the Japanese game of Go.
> >
>
> And the word for the equivalent of 'checkmate' in GO was Sente, which was
> used in another company founded by the same person. sente technologies. An
> obsession with Go, I believe.

Actually, "Atari" means "I can capture a group of pieces on the next
move" and "Sente" refers to being in control of play, that is, you're
not forced to respond immediately to the other player's last move.
--
Video games: http://www.classic-games.com/
TW (online game): http://www.classic-games.com/tw.html
Magic cards: http://www.classic-games.com/magic.html
***** ATTENTION NEWBIES: Limit signatures to four lines! *****

2066. Re: FS: SIO2PC cables, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <35E50355.2BE2F84D@classic-games.com>
Source record: 60417

webmaster@cbmpan.gdynia.pl wrote:
>
> If you are interested in transfering data from PC to Atari or the other way
> and you need a SIO2PC cable for that - contact me at:
> webmaster@cbmpan.gdynia.pl
> The picture of the cable can be seen at my auctions pages on www.ebay.com.
>
> j131

I just thought I'd reply and give a little testimonial... I've been
using one of his SIO2PC cables for some months now, without a hitch.
Good person to buy from.
--
Video games: http://www.classic-games.com/
TW (online game): http://www.classic-games.com/tw.html
Magic cards: http://www.classic-games.com/magic.html
***** ATTENTION NEWBIES: Limit signatures to four lines! *****

2067. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.104ee05240fbfbd69896b3@news.midwest.net>
Source record: 60418

In article <Pine.OSF.4.02A.9808172237140.2816-100000@wpi.WPI.EDU>,
bwhitman@wpi.edu says...
>
> I've been going nutty trying to remember this. I recently pulled my 130
> out of storage and have been playing around with it. I lost my favorite
> game cartridge in the move though and can't remember what it was called to
> go look for a new one. Nor can I remember much about the game. Well, here
> goes:
>
> There were a bunch of planets that your ship had to land on. Once oyu
> landed, you had to get out of your ship and go look for a certain object.
> Of course, the only object I remember that oyu had to get was called a
> "Candleabra." And landing on each planet was no small task -- it was a
> lunar lander type affair-- if you came down too fast, you'd crash, and so
> on. I remember finsihing the game up to the last planet or whatever and
> crashing on the landing pad. Arrgh.
>
> Anyway, any clues? Again, i had this on Cartridge. Don't know if it was on
> disk or not. Have a vauge recollection of buying it at a Kay-bee for a
> small amount of money (during the productive years of the 8-bit, so it
> must not have been a well-known game.)
>
>
>
> Brian Whitman - bwhitman@wpi.edu
> http://www.netspace.org/users/bwhitman
> "..."
>
>
>
Ever play Castle Hassle? (also from Roklan)

--
Ron
rlaski@midwest.net

2068. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdd19c$31e47100$75374382@vidar>
Source record: 60419

> Ever play Castle Hassle? (also from Roklan)

And very similiar games are Action Quest and the sequel I can't remember
the name of.

2069. Re: Any emulators support the .PRO file type?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35E54235.B2F62131@ix.netcom.com>
Source record: 60420

Cathryn Mataga wrote:
>
> Jindra Kubec wrote in message <35E3A40A.1BD77229@asw.cz>...
> >Cathryn Mataga wrote:
> >
> >> Is the pro format documented anywhere?
> >
> >No. But doesn't seem too complex. There is also some kind of browser in
> APE.
> >The problem is that I have only the *.pro images distributed with APE, so
> >that I can't make full reverse engineering.
> >
> >J.
>
> Well, getting the .pro format documented is probably the first step towards
> getting it in an emulator.
>
> Doesn't anyone make a PC disk controller that can read Atari Single Density,
> and maybe C64 and Apple disks too, for that matter. That'd be worth $50
> to me to use with the emulators.

Cathryn,
Actually, there is a cable that allows you to connect an Atari floppy
drive to your PC. However, it is designed strictly for use with the PC
Xformer emulator. I haven't seen any this else that uses this cable. The
instructions for this cable as well as a free version of the emulator
are available at www.emulators.com. This may not be the best emulator
available, but it does work (in most cases). The thing I like about it
is that you can load/copy files directly from your Atari floppies onto
the PC with this. Unfortunately, you can't write to those floppies.
It's a nice feature, if you want to load files into the emulator w/o
copying them to disk images. Great for game disks!.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2070. Re: Please help....Atari to Zip..Possible??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35E54366.6606FC7D@ix.netcom.com>
Source record: 60421

sixosix wrote:
>
> I would like to ATTEMPT to hook up an Atari 8bit to an Iomega zip
> drive (PC format). Is this possible?? Has anyone tried it?
>
> Thank You!
>
> Sixosix

Sixosix,
It's been done with the SCSI Zip and the CSS Blackbox. I don't think
the ICD MI/O will do it. I haven't seen any drivers/access software
available though. You may not need any.
The closest I've come is via moving files to/from my PC with parallel
Zip attached. This could be done with the SIO2PC cable and A.P.E., but I
haven't thied this way yet. I just happen to have my 8-bit system next
to my PC.

--
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===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2071. Re: Derivation of "Atari" ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <6s3fql$kj2$1@mark.ucdavis.edu>
Source record: 60422

```
: > Does anyone here know the derivation of the tradename "Atari"?
: >
: > Was it just made up or does it mean something in some foreign language?
: It is the equivelent of chess's 'check' in the Japanese game of Go.

Another translation is "Prepare To Be Attacked", which is also
the title of my band's demo :)

-Reinhard

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-----------------------------------|
| Graphic and Web Site Designer | "Art as expression - Not as market |
| Atari 2600 Game Cart Collector | campaigns - Will still capture our |
| Drummer for Missile Command | imaginations" - Neil Peart |
```

2072. Atari Interface Magazine & DOM

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35E54618.148EB987@ix.netcom.com>
Source record: 60423

All,
I'm looking for Atari Interface Magazines (some issues) and more
especially the disks that went with them. Does anyone have these that
could be posted to an FTP site or could you e-mail file versions of
these disks. I can use any regular format of file.
If you want something in return I have loads of software and some
hardware to trade.

--
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rsely@dhs.state.nj.us -or- rely@ix.netcom.com
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===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2073. Re: Duh... How do I run program from 800 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6s3l2e$59f$1@nnrp1.dejanews.com>
Source record: 60424

Don't forget about removing the basic cartridge if the games don't use it. So much easier on the XL with the option key :)

In article <6s2p2t$98h@dailyplanet.wam.umd.edu>,
eplicon@wam.umd.edu (Jack H. Lee) wrote:
> Rohan Langley (gamemaster@quake.com.sg) wrote:
> : I believe dos has a "load binary" option. By convention, exe files are
> : binaries, though on the atari this extension is optional..
>
> : After selecting "load binary" simply type d:cavernso.exe
>
> Also, one of the nice things about using DOS on the Atari, is that you can
> use wildcards, saving yourself typing out the full names. For example, if
> you did the load binary option and it asked if you for the filename, all
> you need to type is C*.* This, of course, providing there aren't any
> similar filenames, otherwise it'll load the first viable match. But this
> way, all you need to type in partial names. You could also do this with
> SpartaDOS, if I remember right. (Been awhile, as my 1050 died three
> years ago.)
>
> Of course, the easiest way would be to set up the proverbial AUTORUN.SYS
> boot disk menu program, and load your binaries from there.
>
>

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2074. power supplies on atari 800 xl 130 xe

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: Dan Willars <dan.willars@dial.pipex.com>
Message-ID: <6s3t44$t34$1@plug.news.pipex.net>
Source record: 60425

I have recently acquired one each of the above machines.
However i am in uk and these machines are from us.
As far as ican tell the only part of the machine that relies on us voltage
is the power pack itself.
What i want ot do is but a uk transformer and use this as the power for the
machines.
Is this viable does any know.
If not i will have to buy a step down power converter i suppose

2075. Re: Atari Interface Magazine & DOM

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: Larry Murray <lmurray@hatchcom.com>
Message-ID: <6s3tho$cvb2@dragon.sk.sympatico.ca>
Source record: 60426

Robert S Ely wrote in message <35E54618.148EB987@ix.netcom.com>...
>All,
> I'm looking for Atari Interface Magazines (some issues) and more
>especially the disks that went with them. Does anyone have these that
>could be posted to an FTP site or could you e-mail file versions of
>these disks. I can use any regular format of file.
> If you want something in return I have loads of software and some
>hardware to trade.

I would also be interested in these if you find them - I have almost
every Antic and Analog issues that were published and possible every
disk issue of these.

2076. Re: power supplies on atari 800 xl 130 xe

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdd1d2$c9387660$39374382@vidar>
Source record: 60427

I do this with my NTSC 130XE. I use the PAL power supply and there's no problem. I guess the monitor you use it on is more important, but you probably know that! Take care

Dan Willars <dan.willars@dial.pipex.com> wrote in article <6s3t44$t34$1@plug.news.pipex.net>...
> I have recently acquired one each of the above machines.
> However i am in uk and these machines are from us.
> As far as ican tell the only part of the machine that relies on us voltage
> is the power pack itself.
> What i want ot do is but a uk transformer and use this as the power for the
> machines.
> Is this viable does any know.
> If not i will have to buy a step down power converter i suppose
>
>
>

2077. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e5c243.4521325@nntp.ix.netcom.com>
Source record: 60428
Cross-posted to:
comp.sys.amiga.cd32,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,rec.games.vectrex,rec.games.video.cd32

On 24 Aug 98 17:24:34 GMT, Lawrence Kenchel <lkench@umr.edu> wrote:

>In comp.sys.ti biggfredd@NOSPAMcomputech-online.net wrote:
>
> >> 2) the actual figure is less than 1/4 of 1% (253KB = 259072 bytes
> >> and then 259072 / 110000000), and not ".25%", as YOU (not I) stated.
>
>bNn> What are you arguing about here? .014%? 1/4 of 1% IS .25%
>
>Not to mention, 110MB is 115343360 bytes, not 110000000 bytes.
>
>lkench@umr.edu

Yeah! :)

Michael

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on the WWW at http://www.io.com/~vga2000/
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Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

2078. Re: Crank call is the last straw! (was Re: Definitive Known Software Lists...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e6c281.4582686@nntp.ix.netcom.com>
Source record: 60429
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit,comp.sys.cbm

On 25 Aug 1998 16:04:02 PDT, Cameron Kaiser
<cdkaiser@delete.these.four.words.concentric.net> wrote:

>vga2000@ix.netcom.com (Michael J. Novak Jr.) writes:
>
>>Since I first encountered these little attack threads in comp.sys.cbm,
>>and since other are posting them there (as well as to other groups)
>>I will continue to post there too. Why you would change that so that
>>the messages go only to RGVC (since I haven't been involved with
>>that group in two years) is beyond me.
>
>IIRC, no one from comp.sys.cbm precipitated the attacks, however.

You say that, but thats where I first encountered them and thats the
only place that a few of them were posted (I know because I checked
the headers).

Michael

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2079. Re: You suck balls, my friend. (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e9c327.4749286@nntp.ix.netcom.com>
Source record: 60430
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On 25 Aug 1998 09:06:51 GMT, martijnb@stack.nl (Martijn van Buul)
wrote:

>It occurred to me that Michael J. Novak Jr. wrote:
>> Attention Internet Terrorists! You are not permitted to send
>> me e-mail.
>
>Question is: Are _you_ permitted to spoil my day by crossposting your
>pathetic fight to several newsgroups!? Get lost!
>
>(followup-to: set to something more appropriate)

Question is: Why aren't _you_ telling the people who started this
to stop!? Why pick on the guy who was attacked!? Stuff it!

(followup-to: set back to where the attacks are taking place)

Michael

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2080. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35eac3e6.4939517@nntp.ix.netcom.com>
Source record: 60431
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Tue, 25 Aug 1998 08:19:32 +0100, Jason <tmr@cosine.demon.co.uk>
wrote:

>Michael J. Novak Jr:
>> Oh, I see Paul, its okay for people to lie about me and attack me,
>> but I'm not allowed to defend myself.
>
>The problem most people are having is that your responses alone account
>for almost 50% of the crossposted material (at the moment, of 53 posts
>in this thread on my local drive, 25 are yours and contain over 114,000
>bytes worth of data, including quoting). Nobody else has come close to
>*half* of that.

Excuse me, the attacks were crossposted. I simply posted my
replys to the same place. Why pick on me? Why didn't you say
something when they started it? Do you also blame mugging or
rape victims as well? I wasn't posting until the attacks and lies
started.

>On most of the groups crossposted we don't know you and I expect most
>people just ignored the crossposts, writing them off as "nowt to do with
>me". But *you* are making a nuisance of yourself.

Again, I would think that *you* should be more upset that some on
Usenet feel that they can say anything about anybody and that if
that person replies they are wrong. It bother me.

>The person doing the most harm to your reputation on the crossposted
>groups is *you*

I doubt it. *I* have been off Usenet again for a few days because I
was swamped with orders. I guess at least some people can tell
the difference between right and wrong. Too bad *you* don't. :)

Michael

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2081. Re: Your reply, Matthew (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35ebc8e3.6217254@nntp.ix.netcom.com>
Source record: 60432
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Tue, 25 Aug 1998 05:09:54 GMT, khortonBLOCK@iquest.net (Kevin
Horton) wrote:

>In article <35ec5f7e.2625664@nntp.ix.netcom.com>, VideoGameAdvantage@DittosRush.com
wrote:
>
>>1) You will not be allowed to launch attacks on me in public and
>>then "take it to e-mail". You started it in public, and we will
>>finish it there. As such, this reply is also being posted, Matthew.
>>And should you decide to reply in e-mail, I assure you that I
>>will not see it (figure it out).
>
>What if someone where to do something like this:
>
>http://www.iquest.net/~khorton/parody/index.html
>
>I found this web site scunging on an ancient file partition locked up in the
>Dungeon of the Webmasters(tm). It will be appearing here for a little
>bit before being removed again and moved to it's permanent home in the
>bitbucket.

Well, Kevin, you are proving with each attack that I am right (that
you and a few others feel you have the right to say anything you
want to about me and that I am not allowed to reply) and you are
a real piece of shit. No, I take that back. You give shit a bad
name.

1) you bought yourself a web page (I know you don't care, but its
going up anyway and mine will contain the truth, unlike yours),

2) someday, somewhere, we'll come face to face. I don't think
you will find this so fucking funny at that point you son of a bitch!

You live in Texas, right? Thats interesting, because I happen
to have a brother who lives in Texas. Maybe its time for a
visit... :)

Michael
(and picking on my mother was *totally* uncool, as you will find out)

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2082. Re: Your reply, Matthew (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35eccada.6720653@nntp.ix.netcom.com>
Source record: 60433
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Wed, 26 Aug 1998 02:59:23 +0100, "Peter Pachla" <abuse@virgin.net>
wrote:

>To Matt, et al....
>
> >> I think that this "discussion," such as it is, was wasting an insane
> >> amount of bandwidth in the newsgroups....
>
>Quite! Now will you lot *PLEASE* cease cross-posting this rubbish into so many
>newsgroups!?
>
>If you must bicker like a bunch of 5 year olds then please do so via e-mail and
>give the rest of us a break, if we want to see this sort of stuff we'll watch
>"Southpark"....
>
>
> TTFN - Pete.

I will reply to all attacks.

Michael

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2083. Re: Your reply, Matthew (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35edcb3c.6817846@nntp.ix.netcom.com>
Source record: 60434
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On 26 Aug 1998 03:39:02 GMT, graciem@canisius.edu wrote:

>>Quite! Now will you lot *PLEASE* cease cross-posting this rubbish into so many
>>newsgroups!?
>
> Again, my apologies for my part in the start of this. Since Mr. Novak
>refuses to discuss anything in e-mail, I've moved "my" portion of the
>argument into rec.games.video.classic, as it's the only newsgroup I could
>think of that's even marginally appropriate. So, unless someone else
>decides to cross-post it back, it shouldn't trouble you again.
>
> Fair enough?
>
>--Matt

I thought we were done, Matt. You did apologize. Oh well... I
guess you didn't *really* mean it. I'll have to go to RGVC and
see what you've dredged up now.

Michael

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2084. Re: Your reply, jt {#2} (was Re: Space Maker Auction Final Update)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35efcde3.7496930@nntp.ix.netcom.com>
Source record: 60435
Cross-posted to: rec.games.video.classic,rec.games.video.misc,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

On Tue, 25 Aug 1998 09:46:03 -0400, "Sorcerers"
<palex1@nycap.killspam.rr.com> wrote:

>Look, mike, JUST GO THE FUCK AWAY!! No one cares about your conspiracy
>theories, no one cares that a small comment describing what happened turned
>into this. Go listen to that song 'Paranoia' by Harvey Danger..
>
>BTW.. I don't give a shit if you put me on your hate list.
>
>Sorcerers

1) I'll "JUST GO THE FUCK AWAY!!" when it stops.

2) Attacking me will NOT help it stop.

3) I never said there was a conspiracy.

4) No paranoia here, your post proves that.

5) I don't have a hate list. I post truthfully about
how others (mis)treat me.

6) If you don't like it, FUCK OFF!

Michael

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2085. Re: Your reply, jt {#2} (was Re: Space Maker Auction Final Update)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-27 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35f0cef5.7771556@nntp.ix.netcom.com>
Source record: 60436
Cross-posted to: rec.games.video.classic,rec.games.video.misc,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

On Wed, 26 Aug 1998 07:26:11 -0500, "bubba" <biif@barney.com> wrote:

>Sorcerer clean up your mouth and grow up!!!
>
>>Look, mike, JUST GO THE FUCK AWAY!! No one cares about your conspiracy
>>theories, no one cares that a small comment describing what happened turned
>>into this. Go listen to that song 'Paranoia' by Harvey Danger..
>>
>>BTW.. I don't give a shit if you put me on your hate list.
>>
>>Sorcerers

Gee, now I feel guilty (I swore back at him)!

Michael
(I didn't used to do that, really, but I'm tired of taking crap!)

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The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

2086. Atari Computers for sale cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6s4s1vnut1@nnrp1.dejanews.com>
Source record: 60352

Atari 130 XE Computer

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27576674

Item number 27576674

Atari 800 XL Computer

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27577544

Item number 27577544

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2087. Atari/Indus Disk and Tape Drives for sale cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6s4s9jods1@nnrp1.dejanews.com>
Source record: 60353

Atari 1050 Diskette Drive

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27578367

Item number 27578367

Indus GT DSDD Diskette Drives

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27581449

Item number 27581449

Atari 1010 Program Recorder (Tape Drive)

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27579248

Item number 27579248

Thanx!

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2088. Atari Controllers for sale cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6s4schoec1@nnrp1.dejanews.com>
Source record: 60354

```
Atari CX85 Numeric Keypad and
Atari Deluxe TrakBall

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27580119

Item number 27580119

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
```

2089. Re: Please help....Atari to Zip..Possible??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998082804230700.AAA23396@ladder01.news.aol.com>
Source record: 60355

sixosix-
This has come up several times. Please send
me a valid email address, and I'll send a file
with some tips that I put together. I've been
running an internal scsi ZIP for a year with
my Black Box, and it works great. If you have a parallel, I don't believe it
will work, and if you have an IDE ZIP, you will need an IDE interface.
Larry White

2090. Re: Which Monitors work with the Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <35E66344.BD69F712@classic-games.com>
Source record: 60356
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

8bitz@my-dejanews.com wrote:
>
> The best is the commodore 17xx or the 18xx. I have had a 1702 for 13 years and
> it still works great. The 1802 were not made as well but you can probably get
> them now for 30-40. And get a video cable with seperate luma-chroma video. You
> can use composite video but it's not as good.
> Mark

The 1902 and 2002 are also quite good... I haven't used a 2002, but I'm
told the picture is the best of the line.

--
Video games: http://www.classic-games.com/
TW (online game): http://www.classic-games.com/tw.html
Magic cards: http://www.classic-games.com/magic.html
***** ATTENTION NEWBIES: Limit signatures to four lines! *****

2091. Ordering your World of Atari Video!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: Mark Santora <santora@earthlink.net>
Message-ID: <35E661F1.3E898794@earthlink.net>
Source record: 60357
Cross-posted to: rec.games.video.atari,alt.atari.2600,alt.atari-jaguar,alt.atari-jaguar.discussion,comp.sys.atari.st,comp.sys.atari.8bit,alt.emulators.classic-arcade,comp.sys.atari.st.tech,alt.games.video.classic,rec.games.video.classic

Well, the show is over. By now you've heard all about it. But wouldn't it have been great to see and hear the speakers? Watch the BattleSphere Tournement? Play or even just SEE a working Computer Space Machine? What about Neutron Star, an Atari Pinball Machine? 5200 Tempest? Or how about hearing how Wiztronics is possibly going to release a stand alone lynx box for your tv(no lcd screen) that uses a Jaguar Joypad?

Worry No More! That's right. You can hear, see, and experience it all(minus tactile and olfactory feedback)! For $25 including shipping in the US, you can have it all. Just follow the link below!

And now for a production update. After a tough early week(my ide controller died on my new motherboard), I've logged 3/4 of the footage shot and will be hammering down this weekend to set up the outline of the tape and start editing. We're well into post production folks. Also, for those that need it, I can now get PAL copies of the tape.

-More soon.
-Mark "Stingray" Santora

2092. Re: "THE PILL" Cartridge Backup System (U.S.)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <01bdd27a$fdac1c00$0d184d0c@sheldon>
Source record: 60358

"THE PILL" Cartridge has been sold. Thanks to all that responded.

Sheldon

2093. Re: Looking for an 'action' cart. Also need cart cases/info

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6s6a44$93p$1@nnrp1.dejanews.com>
Source record: 60359

Cool.
I'm off to find best. And I have seen someone selling the book. I have also seen amazon.com advertizing old atari books. They say it takes 4 to 6 weeks. I wonder where they dig them up from :)
Mark

In article <6s4i5bolo1@news.storm.ca>,
"David A. Paterson" <david_p@storm.ca> wrote:
> You can get empty carts and unpopulated ROM boards from BEST and other
> sources. For making your own carts, you'll need some sort of EPROM
> programmer. Mapping The Atari explains the six byte table needed for carts
> to boot properly - run, init addresses along with one other which slips the
> mind.
>
> Good luck
>
> 8bitz@my-dejanews.com <8bitz@my-dejanews.com> wrote in message
> <6s4d3n$54o$1@nnrp1.dejanews.com>...
> >Hi
> >Anybody know where I can get an action programming language cartridge?
> >I have this strange urge to write some code for the 800xl :)
> >
> >I also have a few cartridge circuit boards with working games on them. I
> >noticed most of them are pink circuit boards except centipede which has a
> >normal green board but the two chips are socketed. Is this normal? And does
> >anybody know where I can get some empty cases or anybody have any dead
> carts
> >they want to trade?
> >
> >Any info greatly appreciated.
> >Mark
> >
> >-----== Posted via Deja News, The Leader in Internet Discussion ==-----
> >http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
>
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2094. Re: ".GZ" Decompression Blues

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6s6akb$9ju$1@nnrp1.dejanews.com>
Source record: 60360

Would you believe it's a netscape problem :) I tried explorer and it works
fine after you use winzip on them.
Mark

In article <35E5FD2E.993E25E5@Megahits.com>,
Nick Chionilos <CHIONILOS@Megahits.com> wrote:
> Can anyone help me decompress files with the .GZ extension?
>
> I downloaded a few programs off of Yogi's site (or a mirror) and the
> stuff seems to be compressed. I thought WinZipcould handle this file
> type, but it claims the file is bad. I can't believe that ALL the files
> I downloaded are bad... maybe I have a version problem?
>
> Can someone send me a de-arcer?
>
> Also, I'm running Windows 95. Can anyone tell me how to get a program
> that will compare two files and tell me if they are identical? Something
> like the DOS COMPARE command? I have a billion copies of autoduel,
> looking for a complete working set of ATRs and I'm afraid to delete any
> versions. Please help!
>
> -Nick
>
>

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2095. GREAT SITE / SUPER SITE !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: PM <p_michon@hotmail.com>
Message-ID: <6s69ii$ad6$1@platane.wanadoo.fr>
Source record: 60361
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

ALL about old home computers and game systems.
Have a look at our collection and technical informations.
------> NEW !!!! ====> CHAT ROOM / MESSAGE BOARD

FRANCAIS / ENGLISH
http://www.chez.com/cmpi

ATARI COMMODORE APPLE ORIC TEXAS INSTRUMENTS NINTENDO SEGA CBS
MATTEL AMSTRAD THOMSON SINCLAIR AMIGA NEO-GEO YENO MSX MULTITECH
C64 A500 VCS2600 TI99 4/A TO7 ZX81 520ST MPF2 COLECOVISON
VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM ......

2096. Re: power supplies on atari 800 xl 130 xe

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdd289$92d49600$57374382@vidar>
Source record: 60362

I know! My Philips monitor displays BW only too, but my Thomson TV with
Scart works fine with my NTSC. You need another TV set I guess!

> But I've got another problem, the 800 just works in B/W,
> I mean the 60Hz is not a problem but I think the FBAS-signal is
different.
> I'm using a Monitor-to-Scart-cable which works fine with my PAL-800XL.
> But for the NTSC-800 it works only in B/W on TV or Monitor.
> Does this work with a normal Monitor-cable ?
>
> I've got this old (and excellent) machine just to play
> M.U.L.E. with 4 players !! Ever tried to play M.U.L.E. in B/W? :-(

I believe you ;-)

2097. Re: ".GZ" Decompression Blues

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <6s6a9f$96g$1@dartvax.dartmouth.edu>
Source record: 60363

Nick Chionilos <CHIONILOS@Megahits.com> writes:

>Can anyone help me decompress files with the .GZ extension?

.gz files are files compressed with the gzip program. This has become
pretty much the standard compression program for Unix systems. There
is also a DOS version. Do an archie search for gzip.exe.

>Also, I'm running Windows 95. Can anyone tell me how to get a program
>that will compare two files and tell me if they are identical? Something
>like the DOS COMPARE command? I have a billion copies of autoduel,
>looking for a complete working set of ATRs and I'm afraid to delete any
>versions. Please help!

You could bring up a DOS window under 95 and see if the command is there.
Under Unix, you would use the cmp command; I don't use Windows.

--PC
--
DOE SHP @ NMFECC/LLNL (NERSC) ID 87

2098. fuji on IE 4 taskbar

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: Rohan Langley <rohan@spamout.pacific.net.sg>
Message-ID: <6s6i1k$ed1$1@newton2.pacific.net.sg>
Source record: 60364

I wonder why there's an Atari logo lodged on my IE 4 taskbar? Damned cute I tell you! It's lodged right where the "show desktop" logo should be. Seems to have found its way there since running Atari800win!

Just my little piece of useless trivia for the day

Rohan

2099. FS/T Various Atari Computer Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: Jim Lazarenko <jim_lazarenko@NOSPAM.powersurfr.com>
Message-ID: <6s6pgp$lnd1@burn.videotron.ab.ca>
Source record: 60365
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.arts.startrek.misc

I have the following Atari 8bit components and cartridges for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask. I am open to reasonable offers on all items, please make all offers in U.S. Funds (buyer pays shipping). I am also be willing to trade for some shrink-wrapped or new cartridges (mainly rarer titles) for Intellivision, ColecoVision or various Atari systems as well as some rare Mattel and Coleco Handhelds.

If you are interested in any of these items, please respond to jim_lazarenko@NOSPAM.powersurfr.com (removing the NOSPAM section first).

Hardware Please make an offer
==========
-Atari 800XL With Power Supply, RF Cable
-Atari 800XL No Power Supply
-Atari 600XL With Power Supply, RF Cable
-Atari 520 ST Missing all accesories
Custom made Atari RGB and audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
-Custom made Atari ST Composite Video/Audio cable (standard RCA jacks)

Controllers Please make an offer
==========
-Paddles (multiple sets) -for Atari & Commodore units
-2x Suncom Tac Joysticks -for Atari & Commodore units
-2x Wico Joystick (Black handle with grey base) -for Atari & Commodore units
-1x Spectravideo Joystick with suction cup base -for Atari & Commodore units

Cartridges Please make an offer
==========
Atari Writer
Basic
Centipede
Defender
Donkey Kong
Donkey Kong Junior
Eastern Front (1941)
Final Legacy
Frogger
Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
Miner 2049er
Missle Command
Moon Patrol

Ms. Pacman
Pac-Man
Pole Position
Qbert
Realsports Football
Robotron: 2084
Star Raiders
Tennis

Books and Manuals Please make an offer
==========
-Atari 800XL Manual and connection guide
-Atari 1050 Manual
-Consumer's Guide "The Users Guide to the Atari"
-Compute's "Third book of Atari"
-Compute's "The Atari Basic Source Book"

Magazines and Specification sheets Please make an offer
==========
-1983 Atari 800XL Brochure
-1986 Atari ST Computer Brochure
-Start - Premiere Issue Summer 1986
-Start - Spring 1988
-ST-Log - January 1987
-Antic - February 1986

Atari Force Comics
All are in Mint Condition
==========
-Issue #2 - February 84
-Issue #3 - March 84
-Issue #9 - September 84
-Issue #11 - November 84
-Special Issue #1 - 1986

North American Gaming Magazines
==========
-Computer Gaming World - December 1988
-Game Players - February/March 1989
-Game Players - June/July 1989
-Video Games & Computer Entertainment - June 1989

European Gaming Magazines
==========
-Ace - November 1989
-Ace - December 1989
-Ace - April 1990
-Computer & Video Games - August 1988
-Computer & Video Games - May 1989
-Raze - December 1990
-The Games Machine - August 1988
-The Games Machine - September 1988

-The Games Machine - June 1989

2100. Re: ".GZ" Decompression Blues

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: "Tim J. Clevenger" <tim@clevenger.org>
Message-ID: <35E6F2E1.6155DD3D@clevenger.org>
Source record: 60366

I've had good luck unzipping ".Z" and ".GZ" files with WinZip, but I
think the support was just recently added, so older versions may not
like it.

Regards,

Tim Clevenger

Preston F. Crow wrote:
>
> Nick Chionilos <CHIONILOS@Megahits.com> writes:
>
> >Can anyone help me decompress files with the .GZ extension?
>
> .gz files are files compressed with the gzip program. This has become
> pretty much the standard compression program for Unix systems. There
> is also a DOS version. Do an archie search for gzip.exe.
>
> >Also, I'm running Windows 95. Can anyone tell me how to get a program
> >that will compare two files and tell me if they are identical? Something
> >like the DOS COMPARE command? I have a billion copies of autoduel,
> >looking for a complete working set of ATRs and I'm afraid to delete any
> >versions. Please help!
>
> You could bring up a DOS window under 95 and see if the command is there.
> Under Unix, you would use the cmp command; I don't use Windows.
>
> --PC
> --
> DOE SHP @ NMFECC/LLNL (NERSC) ID 87

2101. Re: ".GZ" Decompression Blues

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6s6s6o$6qb$1@pale-rider.INS.CWRU.Edu>
Source record: 60367

(wants to compare two files, see if same.)
You said you're running Win95 and want something like DOS
comp to compare. Why not use DOS comp? It'll work in DOS mode
(or probably in Windows mode).
Second. Do a crc on the files in question. 99.999% certain
if the crc are the same, and the file size the same,
the files are the same.
Russ

2102. Re: atari 8 bit ide interface??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <35E6F855.17AE@pacbell.net>
Source record: 60368

Jose Moreno wrote:
>
> Hi!!
>
> I hearded that someone has developed a 1 IC IDE interface???
> if this is true... and someone point me to where i can find info on this
> interface and
> how to build one....
>
> please e-mail me please...
>
> thanks
>
> Jose

My Grandfather was German, but I don't think that qualifies the IDE
interface.... <g>

I did a one chip interface that mounts internally in a 1200XL. To be
really clean, you need to use a programmable OS or a PBI based
interface, though.

This stuff was published in Atari Classics a while back. What are you
looking to do? What system are you using?

Bob

2103. Re: Looking for an 'action' cart. Also need cart cases/info

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <35E70D42.B0C76D25@classic-games.com>
Source record: 60369

8bitz@my-dejanews.com wrote:
>
> Cool.
> I'm off to find best. And I have seen someone selling the book. I have also
> seen amazon.com advertizing old atari books. They say it takes 4 to 6 weeks. I
> wonder where they dig them up from :)
> Mark

They search the online used book dealers, and add a finder's fee.
--
Video games: http://www.classic-games.com/
TW (online game): http://www.classic-games.com/tw.html
Magic cards: http://www.classic-games.com/magic.html
***** ATTENTION NEWBIES: Limit signatures to four lines! *****

2104. FA: Atari 8-bit Computer and Accessories

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: salzman@gte.net
Message-ID: <6s7isi$k4s$1@news-1.news.gte.net>
Source record: 60370

Less than 24 hours left........

I have the following items for auction on eBay:

Atari 800XL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26816789

Atari 1050 Disk Drive - Mint in Box
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=26820125

Jeff Salzman

2105. To all who are provoking the Novak thread:

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: "William M. Hayden" <whayden@vvm.com>
Message-ID: <35E75D9E.6A282FCA@vvm.com>
Source record: 60371
Cross-posted to:
rec.games.vectrex,rec.games.video.cd32,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit
Body handling: Binary attachment payload not displayed: vcard.vcf

Get a life you Geeks. I mean really. It is getting tiresome. Novak
you loser just stop and I am sure they will too. At least someone has
to stop. Why don't you show everyone what a great fella you are and
just end the thread. This is my first and hopefully last response on
this matter. Be adults and if you can not do that then run to your
rooms and pout. Geeesh.

To all others who are just trying to read something INTERESTING I
apologize for creating yet another message to weed through regarding
this matter. I tried to just ignore it however when you have 77 unread
messages sitting in just one group and 90% of them were from this Novak
nerd I had to say something.

Once again I apologize.

Novak I have nothing against you or your page. The only problem I have
is your spam. Like I said this will be my only post so please if you
take this the wrong way leave me out.

Have a nice day! :-)

[One or more binary attachments are retained only in the source text.]

2106. Tempest Auction update #5

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35E77153.270D@pilot.msu.edu>
Source record: 60372
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

Heres update #5. No much has changed, but I'm hoping for some major
action soon.....

Welcome to Tempest's first auction or the....

I need to pay off my debts or they're going to break my legs auction.

Rules: 1. Auction ends September 11th at 11:59pm (no G1, G2 stuff)
2. You pay for what you bid on.
2. Buyouts accepted
3. I reserve the right to pull anything from the auction.
4. All items are loose, and in good condition unless noted.
5. Please send the number of the game you are bidding on
(ie. 002 Berzerk)
6. There is no rule 6!
7. You MUST have fun. (Or you will die!)

Please send all bids to: reicher6@pilot.msu.edu

Updates will be sent to the newsgroups nightly. A current update can be
found at: http://pilot.msu.edu/user/reicher6/auction.txt

So, with out further ado, here are the goodies!

Atari 5200

Minimum bid $2, Minimum increase .50

001 Ball Blazer (complete) min $5
002 Berzerk
003 Blue Print (Upside down label) Chapin $2
004 Centipede (complete, bad box)
005 Counter Measure
006 Defender
007 Dig Dug
008 Frogger
009 Gremlins (complete) $15 Pac-Rat
010 Jungle Hunt
011 Kaboom (label wear) Chapin $2
012 Kangaroo
013 Pac-Man
014 Pole Position
015 Q-bert
016 Qix
017 Qix
018 Space Dungeon

019 Star Raiders (with instructions)

020 Football Play books Min $1

021 Wico Joystick (with Y-adapter and Box) Min $10

Atari 400/800

Minimum bid $2, Minimum increase .50

022 Alien Garden (label wear)
023 Atlantis
024 Battle Zone (Complete) Min $5
025 Basic (version C)
026 Basic (version C)
027 Boulders and Bombs (R) Min $5
028 Centipede
029 Demon Attack $1 rlcolli
030 Desert Falcon (Complete) Min $5
031 E.T. Phone Home (label bubbling) $1 rlcolli
032 Final Legacy
033 Food Fight (XL/XE Only) Min $3
034 Gridrunner (R) Min $5
035 Missle Command
036 Mr. Cool (R) Min $5
037 Pac-Man
038 Platter Mania (label crooked)
039 Q-bert (no end label) $1 rlcolli
040 Sky Writer
041 Thunder Fox (Complete) Min $5

042 Atari 800XL w/ power supply (break and inverse keys broken) Min $7
(everything else works fine!)

043 Atari 800 (Keyboard flaky but works!) Min $5

Atari 2600
---

043 Double Dragon (PAL, New in Box) Min $5

043 Atari 2600 jr. (with power supply and instructions) Min $10

2600 Instructions (Minimum .50, Increases .25)

044 Combat (small booklet)
045 Asteroids
046 Missle Command (Multi-language)
047 Bowling (small booklet) .50 Lexus
048 Bowling (small booklet)
049 Basketball
050 Defender
051 Sprint Master (small tear)

052 Moon Patrol (Multi-language)
053 Battle Zone (Multi-language)

Atari 7800
----

054 Midnight Mutants (complete) Min $3

Intellivision
----

055 Night Stalker (ShrinkWraped, box slightly crushed) Min $3
056 Chip Shot Golf (with instructions) $7 Peter Pepper

2107. 8-bit on SRAM cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-28 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6s7vgb$4kj$1@news-1.news.gte.net>
Source record: 60373

I wonder how difficult it would be to load atari code into the Nintendo 64 SRAM mempak cart and rig it into the Atari 8-bit cartridge port. I have not found the pinouts for the nintendo sram so i can't experiment with it...

2108. FS: ANTIC Magazines & Diskettes (U.S.)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <01bdd37c$a1d5f100$b2184d0c@sheldon>
Source record: 60288

For Sale (U.S.): ANTIC MAGAZINES and monthly diskettes. Magazines and software for Atari's 8-bit glory days, full of helpful information and valuable programs.

ANTIC Magazine: May, Aug-Dec 1983 -- 6 hardcopy issues. $1.00 plus shipping.

ANTIC Magazine: Jan-Dec 1984 -- 11 issues (May 1984 issue missing). $3.00 plus shipping.

ANTIC Magazine: Jan-Dec 1985 -- 12 issues complete, plus all 12 monthly diskettes and plastic diskette storage case. $5.00 plus shipping.

ANTIC Magazine: Jan-Dec 1986 -- 12 issues complete, plus all 12 monthly diskettes and plastic diskette storage case. $5.00 plus shipping.

ANTIC Magazine: Jan-Dec 1987 -- 10 hardcopy issues (Feb & March issues missing), plus all 12 monthly diskettes and plastic diskette storage case. $5.00 plus shipping.

ANTIC Magazine: Jan-Dec 1988 -- 11 hardcopy issues (Dec issue missing), plus all 12 monthly diskettes and plastic diskette storage case. $5.00 plus shipping.

ANTIC Magazine: Jan-Mar 1989 -- 3 hardcopy issues. $1.00 plus shipping.

Please respond in Email to: s.winick@worldnet.att.net

Sheldon

2109. FS: COMPUTE! Magazines & Diskettes (U.S.)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <01bdd37c$e2c971a0$b2184d0c@sheldon>
Source record: 60289

For Sale (U.S.): COMPUTE! MAGAZINES and quarterly/monthly diskettes.
Magazines from the 8-bit Atari glory days, full of helpful information and
valuable programs.

COMPUTE! Magazine: Jan-Dec 1983 -- 12 issues complete. ₰3.00 plus
shipping.

COMPUTE! Magazine: Jan-Dec 1984 -- 12 issues complete. $3.00 plus
shipping.

COMPUTE! Magazine: Jan-Dec 1985 -- 12 issues complete, plus May 1985 disk.
$3.00 plus shipping.

COMPUTE! Magazine: Jan-Dec 1986 -- 12 issues complete, plus all four
quartely diskettes and plastic diskette storage case. All for only $5.00
plus shipping.

COMPUTE! Magazine: Jan-Dec 1987 -- 12 issues complete, plus all four
quartely diskettes and plastic diskette storage case. All for only $5.00
plus shipping.

COMPUTE! Magazine: Mar-July 1988 -- 5 issues plus first quarter disk and
April disk (2 diskettes total) and plastic storage case for diskettes. All
for only $2.00 plus shipping.

Please respond in Email to: s.winick@worldnet.att.net

Sheldon

2110. Re: Please help....Atari to Zip..Possible??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <6s9jtj$h74@news2.tds.net>
Source record: 60290

On 1998-08-28 lwhite6497@aol.com(LWhite6497) said:
lw>Path: news.tds.net!gail.ripco.com!tezcat!cam-news-hub1.bbnplanet.
lw>com!cpk-news-hub1.bbnplanet.com!news.bbnplanet.com!portc02.blue
lw>Newsgroups: comp.sys.atari.8bit
lw>Lines: 8
lw>NNTP-Posting-Host: ladder01.news.aol.com
lw>X-Admin: news@aol.com
lw>Date: 28 Aug 1998 04:23:07 GMT
lw>Organization: AOL http://www.aol.com
lw>References: <35e491b1.1085884@news1.ibm.net>
lw>sixosix-
lw>This has come up several times. Please send
lw>me a valid email address, and I'll send a file
lw>with some tips that I put together. I've been
lw>running an internal scsi ZIP for a year with
lw>my Black Box, and it works great. If you have a parallel, I don't
lw>believe it will work, and if you have an IDE ZIP, you will need an
lw>IDE interface. Larry White
Larry, I've been wondering for a long time if this could be done. Could you
please send me a copy of whatever info you have? If the above address
doesn't come through right, send it to mschoedel@compuserve.com. Thanks.

Michael Schoedel, Atari Nut!

I haven't lost my mind; it's backed up on tape somewhere!

Net-Tamer V 1.10 - Test Drive

2111. Re: Mapping the atari available on web/e-text???

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: "Tim J. Clevenger" <tim@clevenger.org>
Message-ID: <35E86648.1A839303@clevenger.org>
Source record: 60291

I have the book, and with Ian's permission, I would be happy to start
converting it to HTML.

Regards,

Tim Clevenger

Robert S Ely wrote:
>
> Darrin Smith wrote:
> >
> > Can anyone point me to a copy of mapping the atari either on the web or
> > as e-text? I haven't programmed 8-bit for years so I really need a good
> > memory map and a bit of a blurb about what location does what!!!
> > Thanks!
> >
> > --
> > Darrin Smith Phone:(work)08 9224 0263 (+61 8 9224 0263)
> > Ph.D Student, University Dept of Medicine (fax) 08 9224 0246 (+61 8 9224 0246)
> > Medical Research Foundation Building (home)08 9305 9425 (+61 8 9305 9425)
> > Level 4, 50 Murray St. PERTH WA 6000 NEW (mob) 0414 756 502 (+61 414 756 502)
> > ----------------------PORSCHE- There is no substitute-----------------------
> > E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
> > ---
>
> Darrin,
> This comes up once in a while. Currently it is not available in
> electronic form. The original author, Ian Chadwick, was here about a
> year ago and said he was going to handle it. Since then there has been
> no word on progress of the project. Unfortunately for us, this is a very
> importand missing document that needs to be made available in this form.
> Stay tuned. Maybe Ian is listening.
>
> --
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2112. Pro images on emulators???

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35f13ab5.6402619@news.demon.co.uk>
Source record: 60292

I asked about this last week but can't tell if I got a response since my ISP is doing odd things with the news. Anyway...

Could someone from the Atariwin / dos team or Steven Tucker please answer if APE's pro images could be booted on an emulator or would the needed protection emulation slow loading / emu running too much.

Just curious
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2113. FS: Conversational Spanish (U.S.)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <01bdd390$a65e6f40$31184d0c@sheldon>
Source record: 60293

For Sale: Atari 400/800 Conversational Spanish. This excellent
interactive educational software package requires the cassette recorder,
and includes an owner's manual, five (5) computer/audio program cassettes,
all bound in a bookshelf style case. Price only $7.00 which INCLUDES
priority mail shipment anywhere in the continental U.S. (48-state area).

Please respond in Email to:

s.winick@worldnet.att.net

Sheldon

2114. FS: 1020 and 1027 printers NIB

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <35e876ae.33202878@news.pipeline.com>
Source record: 60294

Hi all,

Picked up a small stash of these. They're priced to move, so don't
dally.

1020 plotters - New in Box - $20 each - or - 2 for $30
1027 printers - New in Box - $30 each - or - 2 for $45

These prices INCLUDE shipping.

Drop me a line with any questions, comments, or orders.

John
jhardie@pipeline.com

2115. jam!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <35E8B0CF.340D@sprynet.com>
Source record: 60295

hey gang,

I read a few, posts in various groups about JAM. its a NTSC to VGA converter, that allows composite video signal input. anyway, i bought one to try it out. I think its awesome, finally i can use one monitor for all my computers. it cost about 80 bucks. you can switch between your pc or Atari, or commie , with the touch of a switch, you don't need to have your pc on to use it, just the monitor; seems to switch in all modes. of course C128 80mode is out of the question, but everything else works great. No software is needed, picture is full screen. Works in any O/S and is completely external.I know a lot of people out there were asking for a way to use there old computers on modern monitors. I think this is a friendly and cool solution.

Have fun!,
dan
dalabast@sprynet.com

--
Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

2116. Re: jam!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <35E89EF4.5CF77910@postoffice.pacbell.net>
Source record: 60296

So, where did you get this interesting gadget??

Bob

dan wrote:

> hey gang,
>
> I read a few, posts in various groups about JAM. its a NTSC to VGA
> converter, that allows composite video signal input. anyway, i bought
> one to try it out. I think its awesome, finally i can use one monitor
> for all my computers. it cost about 80 bucks. you can switch between
> your pc or Atari, or commie , with the touch of a switch, you don't need
> to have your pc on to use it, just the monitor; seems to switch in all
> modes. of course C128 80mode is out of the question, but everything else
> works great. No software is needed, picture is full screen. Works in any
> O/S and is completely external.I know a lot of people out there were
> asking for a way to use there old computers on modern monitors. I think
> this is a friendly and cool solution.
>
> Have fun!,
> dan
> dalabast@sprynet.com
>
> --
> Windows 95 (n) - 32-bit extensions and a graphical
> shell for a 16-bit patch to an 8-bit operating system
> originally coded for a 4-bit microprocessor, written
> by a 2-bit company that can't stand 1 bit of competition

2117. Re: Temptest Arcade game ever available for comps

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: Chet Chudasama <x@jps.net>
Message-ID: <35E8E9E5.B975B0DB@jps.net>
Source record: 60297

Axis Assassin was similar game too (by Electronic Arts)

David A. Paterson wrote:

> I don't know about the original, but ANALOG had a decent rip-off called
> LiveWire (in #12, I believe). Tom Hudson wrote it. It supported joystick
> and paddle, and was one of those great hexadecimal loaders that drove so
> many of us to distraction (remeber debugging those? Hundreds of lines of
> hex code gibberish, all for a game. Those were the days - a single issue
> would keep me busy for weeks, as I typed in the games, looked for my
> mistakes, and then "improved" the games in a variety of ways.
>
> David
> Randal R. Gray wrote in message <6s8vlqiau1@News.Dal.Ca>...
> >Does anybody know if the arcade game Temptest(vector graphics) was ever
> >produced for the atari computers? Where can I find it if it was.
> >
> >thanks,
> > randy.
> >

2118. Re: Temptest Arcade game ever available for comps

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <VCJ61Q7YaeyH092yn@ibm.net>
Source record: 60298

In article <6s8vlqiau1@News.Dal.Ca>,
at289@chebucto.ns.ca (Randal R. Gray) wrote:
>Does anybody know if the arcade game Temptest(vector graphics) was ever
>produced for the atari computers? Where can I find it if it was.

In one of the World of Atari posts they said that they saw a 5200 version
of Tempest. Since the 5200 is practically identical to our 8-bits, I'm
surprised a version has not been leaked. (Or is there something I
should know about? :-)

--

**** Please remove * in the e-mail address to reply *****
Ryan 'Gozar' Collins rlcolli@ibm.net
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove * in the e-mail address to reply *****

2119. Re: fuji on IE 4 taskbar

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: rich@cstone.net
Message-ID: <6s7tjh$7uk$1@nnrp1.dejanews.com>
Source record: 60374

In article <6s6i1k$ed1$1@newton2.pacific.net.sg>,
"Rohan Langley" <rohan@spamout.pacific.net.sg> wrote:
> I wonder why there's an Atari logo lodged on my IE 4 taskbar? Damned cute I
> tell you! It's lodged right where the "show desktop" logo should be. Seems
> to have found its way there since running Atari800win!

Got me. Atari800Win did NOT do this to you. There is an icon associated with the Atari800Win executable, and Win95 does have an icon cache that has been known to get out of whack (there are a couple of freeware utils that will fix that for you), but there is no attempt by Atari800win to mess around with your IE4 settings.

-Rich

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2120. Re: Please help....Atari to Zip..Possible?? - ReLowlevelformatwMIO.txt [0/1]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.104ee17a7981bc29896b4@news.midwest.net>
Source record: 60375

```
In article <35e491b1.1085884@news1.ibm.net>, sixosix says...
>
>
> I would like to ATTEMPT to hook up an Atari 8bit to an Iomega zip
> drive (PC format). Is this possible?? Has anyone tried it?
>
> Thank You!
>
> Sixosix
>
This is what i got when i asked the same, tho i haven't tried it yet...

--
Ron
rlaski@midwest.net
```

2121. Re: moronic site (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e9e3ac.17053436@nntp.ix.netcom.com>
Source record: 60376
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Thu, 27 Aug 1998 19:20:50 GMT, arfy@catch-22.org (Yogi) wrote:

>>You software pirates have a rather warped sense of right and wrong.
>>
>>
>>Michael
>>
>>*** REPLY ENDS ***
>
>I don't. I'm HAPPY i ripped off all those companies. Anything truly
>good for the 8 bit, I bought. If youse guys decided to d/l it after
>it was cracked, thats your business.

Great attitude! You are probably on welfare too (I mean
after all, the world owes you, right).

Michael

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
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Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

2122. Re: You suck balls, my friend. (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35e7e2ed.16862006@nntp.ix.netcom.com>
Source record: 60377
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Thu, 27 Aug 1998 19:19:09 GMT, arfy@catch-22.org (Yogi) wrote:

>On Thu, 27 Aug 1998 20:38:18 GMT, vga2000@ix.netcom.com (Michael J.
>Novak Jr.) wrote:
>
>Why can't everyone just ignore this? Why do you feel the need to
>respond when someone attacks you? The internet is NOT real life for
>most people. If someone walked up to you in a bar and said "Hey you,
>asshole" and it was clear they wanted a fight, would you fight them?
>This is the same thing.... it's very childish.
>
>I don't check the news groups for a week and I find 10000+ lines of
>this crap.
>"I pay for my webspace so I don't want people linking"
>(quote paraphrased)
>well, BOO HOO HOO, welcome to the internet. It happens all the time
>it''s the easiest way for lamers to put a page up.
>"I reformatted the text----" blah blah blah
>
>This is why the atari died out - people were too busy having flame
>wars to go out and purchase anything
>
>everyone put a cork in it!

This is the part that really cracks me up. Someone is getting
attacked, and instead of trying to stop the attackers, you tell
the victim they are to blame. Very funny!

Michael

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and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
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2123. Re: Your reply, Matthew (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35eae4a6.17303605@nntp.ix.netcom.com>
Source record: 60378
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Thu, 27 Aug 1998 20:24:57 GMT, khortonBLOCK@iquest.net (Kevin
Horton) wrote:

>In article <35ebc8e3.6217254@nntp.ix.netcom.com>,
>VideoGameAdvantage@DittosRush.com wrote:
>
>>Well, Kevin, you are proving with each attack that I am right (that
>>you and a few others feel you have the right to say anything you
>>want to about me and that I am not allowed to reply) and you are
>>a real piece of shit. No, I take that back. You give shit a bad
>>name.
>
>Well, I see you sure can curse on Usenet. Why not remove those asterisks on
>your hate pages then? They look pretty pathedic after your grand flourish
>here.

I'm sure you know the reason for that (ie, LE). I'd like to keep the
rating I have.

And I never said I didn't swear, I always said that I didn't do it
in public, or in front of children. Of course, that was before
children starting doing it to me, so...things change.

>>1) you bought yourself a web page (I know you don't care, but its
>>going up anyway and mine will contain the truth, unlike yours),
>
>Woohoo!

I think so. I'm having fun getting ready!

>>2) someday, somewhere, we'll come face to face. I don't think
>>you will find this so fucking funny at that point you son of a bitch!
>
>Yeah. The usual reply... "if we ever meet face to face <stammers> I don't
>know what I'll do, but it'll be bad! <huff-puff>". This is Usenet (And by
>extention, the Internet. It gives just about everyone a level playing field
>to work with... meager personal threats are all but worthless.

If you want to believe that Kev, if it will keep you warm at night,
thats fine. I will sure enjoy the look on your face when it does
happen. And I am very patient.

>>You live in Texas, right? Thats interesting, because I happen
>>to have a brother who lives in Texas. Maybe its time for a

>>visit... :)
>
>Well, have at it... I'm sure it'll be "intresting".

My mistake. Its Indianapolis, Indiana. I was thinking
of two other jerks. :)

And if its not me, I'm sure someone will eventually grow
tired of your crap. The world is a funny place, and things
have a way of balancing out in the end. But I see you
already know about that. ;)

Michael

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
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Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

2124. Re: Your reply, Matthew (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35ebe86e.18271826@nntp.ix.netcom.com>
Source record: 60379
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Thu, 27 Aug 1998 00:34:12 +0100, "Peter Pachla" <abuse@virgin.net>
wrote:

>Hi Matt,
>
> > Again, my apologies for my part in the start of this. Since Mr. Novak
> >refuses to discuss anything in e-mail, I've moved "my" portion of the
> >argument into rec.games.video.classic, as it's the only newsgroup I could
> >think of that's even marginally appropriate. So, unless someone else
> >decides to cross-post it back, it shouldn't trouble you again.
>
>Sorry, normally I would've just continued ignoring this thread.
>
>I'm afraid I'd had a BAAAAD day and was pretty narked when I found over three
>quarters of the messages in "rec.games.vectrex" were to do with this
>argument....
>
>Heck, I know what it's like when you get dragged into one of these arguments,
>especially when you do try and keep it in e-mail and the others insist on
>cross-posting to newsgroups.
>
>I'll continue keeping out of it, but could everyone involved PLEASE try and
>move this to e-mail?
>
>
> TTFN - Pete.

He started it, and in public. You might have missed that,
but it did happen.

Do you always sympathize with the attackers?

Michael

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including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
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2125. Re: You suck balls, my friend. (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: gippah <gippah@spyvspy.com>
Message-ID: <35E7C4F9.13334D03@spyvspy.com>
Source record: 60380
Cross-posted to: rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Michael J. Novak Jr. wrote:

> This is the part that really cracks me up. Someone is getting
> attacked, and instead of trying to stop the attackers, you tell
> the victim they are to blame. Very funny!

Who cares who is to blame..... just shut up. And stop quoting huge
messages.

2126. Re: Your reply, jt {#2} (was Re: Space Maker Auction Final Update)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35edec8b.19324852@nntp.ix.netcom.com>
Source record: 60381
Cross-posted to: rec.games.video.classic,rec.games.video.misc,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

On Thu, 27 Aug 1998 21:59:03 -0400, "Sorcerers"
<palex1@nycap.killspam.rr.com> wrote:

>No thanks, I think you should fuck off. I was contradicting myself, and I
>deeply apologize. Paranoia can be thought of as when the world is out to get
>you. Well, you started it, now RGVC is out to get you. That is not paranoia,
>that is fact.
>
>Sorcerers
>

I'd like for you to say that to my face :)

I didn't start a thing you piece of shit. And I never said the
world was out to get me. I don't post replies to every
message on Usenet, just the ones that lie about and
attack me. That includes your messages, dolt.

Michael

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Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

2127. Re: To all who are provoking the Novak thread:

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35f1eefd.19950438@nntp.ix.netcom.com>
Source record: 60382
Cross-posted to:
rec.games.vectrex,rec.games.video.cd32,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

On Fri, 28 Aug 1998 20:47:10 -0500, "William M. Hayden"
<whayden@vvm.com> wrote:

>Get a life you Geeks. I mean really. It is getting tiresome. Novak
>you loser just stop and I am sure they will too. At least someone has
>to stop.

Hayden, you jackass, are you really so stupid as to think I'm going
to take an attack like that from you after all of this!?!

>Why don't you show everyone what a great fella you are and
>just end the thread.

I thought I was a "loser". Now I'm confused.

>This is my first and hopefully last response on
>this matter. Be adults and if you can not do that then run to your
>rooms and pout. Geeesh.

Yeah, you set a great example, what with calling the victim of
an attack a name.

>To all others who are just trying to read something INTERESTING I
>apologize for creating yet another message to weed through regarding
>this matter. I tried to just ignore it however when you have 77 unread
>messages sitting in just one group and 90% of them were from this Novak
>nerd I had to say something.

There you go again, you dolt.

>Once again I apologize.

Well stop doing it and you wouldn't have to apologize.

>Novak I have nothing against you or your page.

But, I thought I was a loser!?! And a nerd!?!

>The only problem I have
>is your spam. Like I said this will be my only post so please if you
>take this the wrong way leave me out.
>
>Have a nice day! :-)

I don't spam.

Leave you out!?! After you called me names, hardly!

Michael

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

2128. Re: Your reply, Matthew (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: khortonBLOCK@iquest.net
Message-ID: <6s8k80$ip7$1@news.iquest.net>
Source record: 60383
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

In article <35eae4a6.17303605@nntp.ix.netcom.com>, VideoGameAdvantage@DittosRush.com wrote:

<hate page dealings, snipped>
>I think so. I'm having fun getting ready!

I can see it now....

<wavy lines>

"don't do business with that Horton dude! he like umm... well crud. I don't know why he's in this section, other than he made up a phony page like mine. I couldn't dig up any dirt on him from Dejanews or Excite or Four11 but just beleeeeeve me! I'm telling you the troooooooooooth!"

</wavy lines>

<snip threat of bodily harm from previous post>
>If you want to believe that Kev, if it will keep you warm at night,
>thats fine. I will sure enjoy the look on your face when it does
>happen. And I am very patient.

As much as you know, you already have seen me 10, 20, 30 times and not even have known it. Because this is Usenet we communicate via type-written words (if you haven't noticed yet). Threats such as these do not amount to much, and makes you look very lame... I will attach the Standard Usenet Bonehead Reply Form to end of this.

>My mistake. Its Indianapolis, Indiana. I was thinking
>of two other jerks. :)

If you are having problems keeping your list of "bad" people in order, maybe you should re-examine your own position. And yes, I *do* live in Indy, but my phone number is not listed, and neither is my address. You will have a fun time just trying to find it. But not to worry, you are lame and love to make "Big Boy" threats to people. I bet I could glean many of these such bodily harm threats from Dejanews if I so desired.

>And if its not me, I'm sure someone will eventually grow
>tired of your crap. The world is a funny place, and things
>have a way of balancing out in the end. But I see you
>already know about that. ;)

Well, please enlighten me as to what "crap" you are talking about. I think you're just pissed 'cuz the parody page looks a bit better than your real page. :-) Other than that page I have not "Attacked(tm)" you in any way.

***

Standard Usenet Bonehead Reply Form

I took exception to your recent _N_ posts to __comp.*, rec.games.*__ (newsgroups)

It was (check all that apply):

_X_ lame.
_X_ stupid.
_X_ much longer than any worthwhile thought of which you may be capable.

Your attention is drawn to the fact that:

___ you posted a "newgroup" message without Leader Kibo's permission.
_X_ you have a lame login name.
___ your machine has a stupid name.
___ you quoted an article/letter in followup and added no new text.
_X_ you quoted an article/letter in followup and only added _few_ lines of text.
___ you asked for replies via email because you "don't read this group".
_X_ you flamed someone who has been around far longer than you.
_X_ you flamed someone who is far more intelligent and witty than you.
___ you posted someone else's email address and then referred to them as your "friend".
___ your lines are 80 columns wide or wider.
_X_ you failed to check the "Followups-To:" line.
_X_ your .sig is longer than four lines.
(Mark only if above checked)
___ And your newsreader truncated it.
_X_ your .sig is ridiculous because (check all that apply):
_X_ you listed _1_ snail mail address(es).
(Mark only if above checked)
___ you listed a nine-digit ZIP code.
_X_ you listed _1_ phone numbers for people to use in prank calls.
___ you included a stupid disclaimer.
(Mark only if above also)
___ your pathetic attempt at being witty in the disclaimer failed
(Mark only if above also)
___ Miserably.
_X_ you included:
(Mark all that apply)
___ a stupid self-quote.
___ a stupid quote from a net.nobody.
_X_ a Rush Limbaugh quote. (e-mail addy close enough)
___ a Dan Quayle joke.

Furthermore:

_X_ You have greatly misunderstood the purpose of _comp.*, rec.games.*_
(newsgroups)
_X_ You have greatly misunderstood the purpose of the net.
_X_ You are a loser.
_X_ You must have spent your entire life in a skinner box to be this
clueless.
___ *plonk*
_X_ This has been pointed out to you before.
_X_ It is recommended that you:
(Mark all that apply)
___ stick to FidoNet and come back when you've grown up.
___ find a volcano and throw yourself in.
___ get a gun and shoot yourself.
_X_ stop reading Usenet news and get a life.
___ stop sending email and get a life.
___ consume excrement.
_X_ consume excrement and thus expire.

2129. Unopened Atari Trakball FA L@@K

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: Ron <user@isp.com>
Message-ID: <01bdd343$eea98ac0$6c038fd1@skygodd>
Source record: 60384
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

New unopened Atari trakball for auction. Check it out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27191391

--
Ron - zbargains@bright.net (remove the "z")

My rookie homepage... Skydivin' stuff, Midi, Wav, Classic Arcade Games, you know the story
http://www.bright.net/~skygodd

2130. For Sale--Atari 800 and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: reflash <reflashg@execpc.com>
Message-ID: <6s96gv$7hk@newsops.execpc.com>
Source record: 60385

I have for sale an 800 system with all the extras.
Have not used in a couple years, but all was working ok.

My main thing here is that I don't want to throw this stuff away, but also can't part with it for free. The sentimental value of this system is very high, but I can't stand the fact that it is going to waste in storage, I will probably never use it again, myself, as I'm deeply commited to my PC,. I would like to start an informal auction with bids starting at $75 + shipping. I will not sell items separately--all must go as a package(about 3 or 4 of them actually). I want all the stuff out of here.

I am compiling a list of everything this weekend, so if you're interested in the list let me know. Below is the general inventory.
Includes 2--810 drives
2--tape recorders
1--numeric keypad
4--16k ram module + whats in the unit
1--10k rom module + the installed one
1-- modem
tons of manuals/books.
software..cartridges, floppy stuff.
Misc. stuff such as tons of joysticks(some don't work, but there's so many, you can get a couple more working) a graphics tablet that was working but the case screws are out ..don't know the status of this.

Amdek color monitor
9 pin dot matrix printer--Star Micronics

2131. Re: Temptest Arcade game ever available for comps

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-29 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <6s9iij$kg8$1@news.storm.ca>
Source record: 60386

I don't know about the original, but ANALOG had a decent rip-off called LiveWire (in #12, I believe). Tom Hudson wrote it. It supported joystick and paddle, and was one of those great hexadecimal loaders that drove so many of us to distraction (remeber debugging those? Hundreds of lines of hex code gibberish, all for a game. Those were the days - a single issue would keep me busy for weeks, as I typed in the games, looked for my mistakes, and then "improved" the games in a variety of ways.

David
Randal R. Gray wrote in message <6s8vlqiau1@News.Dal.Ca>...
>Does anybody know if the arcade game Temptest(vector graphics) was ever
>produced for the atari computers? Where can I find it if it was.
>
>thanks,
> randy.
>

2132. Re: Your reply, jt {#2} (was Re: Space Maker Auction Final Update)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <35fdd280.3843634@nntp.ix.netcom.com>
Source record: 60299
Cross-posted to: rec.games.video.classic,rec.games.video.misc,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

On Thu, 27 Aug 1998 21:59:03 -0400, "Sorcerers"
<palex1@nycap.killspam.rr.com> wrote:

>No thanks, I think you should fuck off. I was contradicting myself, and I
>deeply apologize. Paranoia can be thought of as when the world is out to get
>you. Well, you started it, now RGVC is out to get you. That is not paranoia,
>that is fact.
>
>Sorcerers
>

Thats not fact. Some on RGVC started this, a long time ago, and
have kept it up ever since. Thats fact.

I'll explain it as best I can (with the truth, as always).

I found rec.games.video.classic in early 1994. I was
fascinated to find people still played the older systems.
I still owned my Atari 2600 and games, as well as my
Colecovision and games. I thought I had found a home.

I lurked for awhile (only reading) and finally, after I felt
that I had the mood of the place down, I began posting.
After some time I made mention of the fact that certain
people would attack any newbie who asked a question,
which drove them away. The attacks on me started
shortly after that.

Some said I posted too often, or I quoted wrong, or why
didn't I shut up, etc. At first it was only a few people, but
pretty soon others began buying into the lies that the
few were spreading, and it was soon like a snowball
rolling down a hill. I was even attacked when posting
helpful information. Would you attack someone for
saying that he stores the board game pieces from
Odyssey2 board games in zip lock bags? Someone
did. And there are other examples of the same type
of behavior.

Of course, when the attacks took a shift to being more
personal, I would always reply to them. Bullies don't
like people who stand up to them, especially those
bullies who use computers and feel that they should
be able to say anything they want to you and about
you, and damn you for replying.

Anyway, I put up with that crap for quite some time,
then after continually hearing that if I would "shut up"
the attacks would stop, and having given it some
thought (and observing the behavior of some others,
such as JerryG) I decided to simply stop. Not just
posting, but also reading RGVC.

Over the next two years, I hardly posted there,
and then only announcements and (for awhile)
stuff FS/T. I received e-mail from time to time
telling me that people were still attacking me and
spreading lies. I just ignored it.

During that time, I was even attacked for posting
a warning about someone who had stopped payment
on a check after they *knew* that I had taken it to
the bank. Would you attack someone for that?
Several on RGVC did. That was one of the times
that I broke my silence for a day or so and replied.
And there was one other, but besides those two
times, I was gone for two years.

Then, about a week ago, I discovered by accident
that I was again being attacked (I was on Dejanews)
and after reading a few of them, I decided that based
on what was being said, I could not let it pass. I replied
where I first saw the attacks and lies (comp.sys.cbm)
and then the problem seemed to shift over here, so
I decided to come back. I'd been thinking about it
for awhile, so it wasn't a hard choice to make.

And then I saw your message... :)

To sum up the answer to your question (the short
version): nothing has changed, really. This group
has always been like this.

Michael

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

2133. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <360ad803.5254320@nntp.ix.netcom.com>
Source record: 60300
Cross-posted to: comp.sys.amiga.cd32,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.cd32,rec.games.video.classic

On Wed, 26 Aug 1998 14:44:37 +0100, "XK" <XKenickie@arse.bigfoot.com>
wrote:

>I would just like to point out that at www.fuckwit.com (a subtle title,
>yes?) they are running polls for the most annoying, misappropriate users of
>Usenet. Thankyou.
>
>[crossposted only to groups that haven't complained]
>
>XK (Somewhat bored now)
>
>
>Jason wrote in message ...
>>Michael J. Novak Jr:
>>> Oh, I see Paul, its okay for people to lie about me and attack me,
>>> but I'm not allowed to defend myself.
>>
>>The problem most people are having is that your responses alone account
>>for almost 50% of the crossposted material (at the moment, of 53 posts
>>in this thread on my local drive, 25 are yours and contain over 114,000
>>bytes worth of data, including quoting). Nobody else has come close to
>>*half* of that.
>>
>>On most of the groups crossposted we don't know you and I expect most
>>people just ignored the crossposts, writing them off as "nowt to do with
>>me". But *you* are making a nuisance of yourself.
>>
>>The person doing the most harm to your reputation on the crossposted
>>groups is *you*

I'll explain it as best I can (with the truth, as always).

I found rec.games.video.classic in early 1994. I was
fascinated to find people still played the older systems.
I still owned my Atari 2600 and games, as well as my
Colecovision and games. I thought I had found a home.

I lurked for awhile (only reading) and finally, after I felt
that I had the mood of the place down, I began posting.
After some time I made mention of the fact that certain
people would attack any newbie who asked a question,
which drove them away. The attacks on me started
shortly after that.

Some said I posted too often, or I quoted wrong, or why
didn't I shut up, etc. At first it was only a few people, but
pretty soon others began buying into the lies that the
few were spreading, and it was soon like a snowball
rolling down a hill. I was even attacked when posting
helpful information. Would you attack someone for
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Odyssey2 board games in zip lock bags? Someone
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that I was again being attacked (I was on Dejanews)
and after reading a few of them, I decided that based
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and then the problem seemed to shift over here, so
I decided to come back. I'd been thinking about it
for awhile, so it wasn't a hard choice to make.

And then I saw your message... :)

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and many more (also older computers) for Parma Hts., OH 44130
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on the WWW at http://www.io.com/~vga2000/
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2134. Re: Definitive Known Software Lists (cartridge and CD) [08/10/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: James Vigliotti <jamesvig@ehome.com>
Message-ID: <rv3G1.2688$MS.5280680@news.rdc1.sdca.home.com>
Source record: 60301
Cross-posted to: comp.sys.amiga.cd32,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.cd32,rec.games.video.classic

Done

2135. Re: To all who are provoking the Novak thread:

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: James Vigliotti <jamesvig@ehome.com>
Message-ID: <hw3G1.2690$MS.5280922@news.rdc1.sdca.home.com>
Source record: 60302
Cross-posted to:
rec.games.vectrex,rec.games.video.cd32,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Done

2136. Re: You suck balls, my friend. (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: James Vigliotti <jamesvig@ehome.com>
Message-ID: <Kt3G1.2685$MS.5279679@news.rdc1.sdca.home.com>
Source record: 60303
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Done

2137. Re: moronic site (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: James Vigliotti <jamesvig@ehome.com>
Message-ID: <gu3G1.2686$MS.5280164@news.rdc1.sdca.home.com>
Source record: 60304
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Done

2138. Re: Your reply, Matthew (was Re: Definitive Known Software Lists (cartridge and CD) [08/10/98])

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: James Vigliotti <jamesvig@ehome.com>
Message-ID: <Ru3G1.2687$MS.5280466@news.rdc1.sdca.home.com>
Source record: 60305
Cross-posted to:
rec.games.video.cd32,rec.games.vectrex,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

Done

2139. Re: fuji on IE 4 taskbar

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: Rohan Langley <rohan@spamout.pacific.net.sg>
Message-ID: <6savdc$4po$1@newton2.pacific.net.sg>
Source record: 60306

>Got me. Atari800Win did NOT do this to you. There is an icon associated
with
>the Atari800Win executable, and Win95 does have an icon cache that has been
>known to get out of whack (there are a couple of freeware utils that will
fix
>that for you), but there is no attempt by Atari800win to mess around with
your
>IE4 settings.

hehe! I hope I can get it back sometime! My system's back to the boring
little MS picture since the last reboot...

Cheers,

Rohan

>
>-Rich
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2140. Atari 130XE / 800XL Computers

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6sbufekvo1@nnrp1.dejanews.com>
Source record: 60307

For Sale!

Atari 130 XE Computer

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27576674

Item number 27576674

Atari 800 XL Computer

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27577544

Item number 27577544

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2141. Atari CX85 Numeric Keypad / Deluxe TrakBall

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6sbuh1kvu1@nnrp1.dejanews.com>
Source record: 60308

For Sale!

Atari CX85 Numeric Keypad and
Atari Deluxe TrakBall

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27580119

Item number 27580119

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2142. Atari / Indus Diskette Drives / Tape Drives

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6sbuj1$l03$1@nnrp1.dejanews.com>
Source record: 60309

For Sale!

Atari 1050 Diskette Drive

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27578367

Item number 27578367

Indus GT DSDD Diskette Drives

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27581449

Item number 27581449

Atari 1010 Program Recorder (Tape Drive)

Check the eBay auction at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27579248

Item number 27579248

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2143. Not sure what this is...any help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: "Dos Ver 3.0" <DosVer30@hotmail.com>
Message-ID: <35E9276D.E55F0A4F@hotmail.com>
Source record: 60310

So I found this cassette tape at a thrift store the other day. It says "Atari(R) Educational System" on it and is lesson CX6016, Basic Electricity. I thought this came in with the Atari 400 I found, but other than having the name "Atari" in the title, there's nothing else on this tape that's typical of Atari (no symbol or trademark notice). And here's the interesting part...I put it in my stereo and out of the right speaker comes the voice of some guy yammering on about resistors and such, but out of the left speaker is a computer data stream. Anyone know what this tape would be used with?

2144. Re: DK-Utilites by Dan Knauff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01bdd401$b433ee80$a792e289@irata.kawo2.rwth-aachen.de>
Source record: 60311

Alan Sharkis <asharkis@erols.com> schrieb im Beitrag
<01bf567c$e16cca80$63c2accf@asharkis.erols.com>...
>
>
> BobKlaas <bobkla19@sisna.com> wrote in article
> <35DE0213.BC2A1829@sisna.com>...
> > One of the grest strengths of Sparta Dos is the ability to run batch
> > files. Includes is Bootmenu.com which allows you to select one of up
> > to 31 batch files when you boot up your computer.
> >
> Since you mention batch files, I got a question on FidoNet that somebody
> here might be able to answer.
>
> The guy who asked vaguely remembered a German disk that was supposed to
> provide a batch language for MyDos. He remembers that some of the
commands
> were preceeded by pound signs and that the disk had a special loader and
> the directory was not in the customary place.
>
> Does that sound familiar to anyone? The guy has since lost the disk and
> would like to find another copy. He's got me curious, too.

I don't know the right name, but T. Karwoth wrote a batch-enhancement for
MyDOS.
I`m not sure, but it s possible, that a copy is on the "130 XE-Ass" disks -
a free assembler for RAM enhanced computers.

Maybe on Umich you can found a copy of it ...

Matt

2145. Re: Not sure what this is...any help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdd406$b63a2c80$d5364382@vidar>
Source record: 60312

It's for the Atari computers. The series about programming is the same (Introduction to Sound and graphics) While the computer loads the next quizes and infos the voice teaches you some stuff. Haven't used it in ages myself, but it was kinda cool. Dimension X cassette version played music while loading on that track, as I believe did Lone Raider. There was probably more. Oh, Moonbase IO used that track to good effect.

Take Atarian care

Dos Ver 3.0 <DosVer30@hotmail.com> wrote in article
<35E9276D.E55F0A4F@hotmail.com>...
> So I found this cassette tape at a thrift store the other day. It says
> "Atari(R) Educational System" on it and is lesson CX6016, Basic
> Electricity. I thought this came in with the Atari 400 I found, but
> other than having the name "Atari" in the title, there's nothing else on
> this tape that's typical of Atari (no symbol or trademark notice). And
> here's the interesting part...I put it in my stereo and out of the right
> speaker comes the voice of some guy yammering on about resistors and
> such, but out of the left speaker is a computer data stream. Anyone
> know what this tape would be used with?
>
>

2146. Re: jam!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998083012135500.IAA03108@ladder03.news.aol.com>
Source record: 60313

Dan-
Did you hook it up using the single
composite input, or with the S-video?
And how was the video quality?
Larry

2147. Re: DK-Utilites by Dan Knauff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdd419$b2bacf20$7ec2accf@asharkis.erols.com>
Source record: 60314

Matt,

I did a brief search under the DOS folder at UMICH and found nothing back when I saw the message on Fido from the guy who was looking. Now I'm going back to UMICH and checking out the assembly-language files. Thanks for the hint.

> I don't know the right name, but T. Karwoth wrote a batch-enhancement for
> MyDOS.
> I`m not sure, but it s possible, that a copy is on the "130 XE-Ass" disks
-
> a free assembler for RAM enhanced computers.
>
> Maybe on Umich you can found a copy of it ...
>
> Matt
>

2148. 1050 help

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: "Stephen M. Stephens" <sstephens@AMERITECH.NET>
Message-ID: <35E95AF9.37ECC68C@AMERITECH.NET>
Source record: 60315

I have 3 1050's hooked up to a 130xe. I also have an 800xl that has
the same problem when used in place of the 130xe. The problem is I
can't get dos 2.5 to recognize either drive 3 or (if I change the
switches) drive 4. It doesn't matter which drives I setup as 1,2 or 3 I
still get the same problem when trying to take a directory
error - 160. (non-existant device) I don't change any of the diasy
chaining
cpu - 1050 - 1050 - 1050 - sx212
yet no matter which drives I set to 1,2,3 I still can't get a directory
for D3: I have NO PROBLEMS getting directories from D1: or D2: and the
SX212 responds without problem so I don't suspect a bad sio cable.

Anybody got any ideas???

2149. Re: 1050 help

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdd429$4cae9760$d5364382@vidar>
Source record: 60316

I guess the SETUP.COM (or .EXE) on the DOS 2.5 master disk will do it. I think you have to reconfigure the DOS. It works with MYDOS I guess. Take Atarian care

Stephen M. Stephens <sstephens@AMERITECH.NET> wrote in article <35E95AF9.37ECC68C@AMERITECH.NET>...
> I have 3 1050's hooked up to a 130xe. I also have an 800xl that has
> the same problem when used in place of the 130xe. The problem is I
> can't get dos 2.5 to recognize either drive 3 or (if I change the
> switches) drive 4. It doesn't matter which drives I setup as 1,2 or 3 I
> still get the same problem when trying to take a directory
> error - 160. (non-existant device) I don't change any of the diasy
> chaining
> cpu - 1050 - 1050 - 1050 - sx212
> yet no matter which drives I set to 1,2,3 I still can't get a directory
> for D3: I have NO PROBLEMS getting directories from D1: or D2: and the
> SX212 responds without problem so I don't suspect a bad sio cable.
>
> Anybody got any ideas???
>

2150. Re: Any emulators support the .PRO file type?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.10533dbfadb73cf8989722@news1.ibm.net>
Source record: 60317

In article <6s0hv7jgg1@news.ncal.verio.com>, Cathryn Mataga
<cathryn@junglevision.com> stated:

> Doesn't anyone make a PC disk controller that can read Atari Single Density,
> and maybe C64 and Apple disks too, for that matter. That'd be worth $50
> to me to use with the emulators.

There is a PC controller called the "Catweasel" (also available from the
same folks for the Amiga) that should be able to do it.

At least, the hardware should certainly be up to the task, but I do not
know if it includes the software to read/write Atari SD disks.

I believe it is close to 2X the price you mentioned it would be worth,
however. <grin>

==========
lmcclure@ibm.net

2151. Re: atari 8 bit ide interface??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.10533ee198d6d4fe989723@news1.ibm.net>
Source record: 60318

In article <35E4AF1A.38F33782@bellsouth.net>, Jose Moreno
<jose55@bellsouth.net> stated:

> I hearded that someone has developed a 1 IC IDE interface???
> if this is true... and someone point me to where i can find info on this
> interface and how to build one....

Came across this on bit.listserv.coco:

==========
PT IDE802 - Single Chip IDE and Centronics Interface for 8 Bit CPU's
==========

Features:

IDE Interface incorporates all functions necessary to interface a
16 bit IDE drive to an 8 bit CPU, including address buffers.
Mimics Western Digital WD1000/1001/1002HDO Boards.

Centronics type parallel port with bi- or uni-directional data lines.
5 input, 4 output handshake lines.

Speaker or general purpose output.

On-Chip Interrupts for Centronics, ID and 1 general purpose.

Requires no external buffers, and little or no extra glue logic to
interface with most 8-bit CPU's such as 805x, 68xx or Z80.

Fast Operation: Adds only 75nS to IDE drive access time. This chip
has been successfully tested with an ST351 40MB Seagate
drive and a Z8S180 CPU at 20Mhz clock on zero I/O waits
using DMA transfer with an I/O Cycle duration of 200ns and
350 ns repeat cycle time.

==========

The post mentioned the chip was from a company called "PALMTECH"

==========
lmcclure@ibm.net

2152. Re: 1050 help

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6sc3k2pis1@pale-rider.INS.CWRU.Edu>
Source record: 60319

DOS 2.0 and 2.5 have default of two drives.
poke 1802,15 to get access to 4 drives (set bits 3,2,1,0).
Then goto DOS dup and write DOS files. Then reboot.
Russ

2153. Re: Not sure what this is...any help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdd442$2900f2e0$5668cad0@none>
Source record: 60320

There is a companion cartridge that goes with that cassette. It
is a educational system cartridge. You plug this cartridge into the
computer and use a 410 or 1010 tape unit with the cassette. The
cartridge will load graphics info from the tape to display on the monitor
while the voice narrator on the tape provides the instruction for
the particular lesson. You can visit B&C Computervisions web page
and see if he has any of these cartridges. His address is:

http://www.myatari.com/

Or, go back to that thrift store and see if you can find the cartridge.

Also, check with Best Electronics if B&C doesn't have it anymore.

Glenn Bruner
brunergs@pcisys.net

Dos Ver 3.0 <DosVer30@hotmail.com> wrote in article
<35E9276D.E55F0A4F@hotmail.com>...
> So I found this cassette tape at a thrift store the other day. It says
> "Atari(R) Educational System" on it and is lesson CX6016, Basic
> Electricity. I thought this came in with the Atari 400 I found, but
> other than having the name "Atari" in the title, there's nothing else on
> this tape that's typical of Atari (no symbol or trademark notice). And
> here's the interesting part...I put it in my stereo and out of the right
> speaker comes the voice of some guy yammering on about resistors and
> such, but out of the left speaker is a computer data stream. Anyone
> know what this tape would be used with?
>
>

2154. Re: Temptest Arcade game ever available for comps

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdd443$5eded0c0$5668cad0@none>
Source record: 60321

If you want to play the real McCoy on a IBM PC, you need to get
MAME (Mulitple Arcade Machine Emulator). This will play nearly all
the classic arcades, including the vector graphic ones. Go to Yahoo.com
and try a search for MAME. If you can find Sean Kelly's web page, you
can find the program there (currently version 0.3). This is the best
arcade
emulator you will find for the PC, even better than commercial ones selling
for $30 (and it's FREE). The best part about this emulator is that it uses
the actual game rom code to play. This will give you all the original play
from
the game. Especially the cheat code that was built into Tempest.

Good luck,

Glenn Bruner
brunergs@pcisys.net

Randal R. Gray <at289@chebucto.ns.ca> wrote in article
<6s8vlqiau1@News.Dal.Ca>...
> Does anybody know if the arcade game Temptest(vector graphics) was ever
> produced for the atari computers? Where can I find it if it was.
>
> thanks,
> randy.
>
>

2155. Re: JAM!! device update

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998083021563200.RAA06793@ladder03.news.aol.com>
Source record: 60322

Hooked the Jam!! up today, and I'm blown
away with the excellent picture quality!
I use a 130 XE with the XE video upgrade
from AC. No grain, no smear, no RFI.
Excellent color saturation. Awesome. I
hooked up the composite video, not even
the S-video.

One drawback, the picture is now at least
25% smaller, but with clear, sharp 40 column,
the size reduction is no problem. I never
would have believed it could be this good!

Now, to try the XEP80...

Larry

2156. Re: Please help....Atari to Zip..Possible??

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6scdpi$ina@freenet-news.carleton.ca>
Source record: 60323

(sixosix) writes:
> I would like to ATTEMPT to hook up an Atari 8bit to an Iomega zip
> drive (PC format). Is this possible?? Has anyone tried it?

The parallel port zip drive uses a subset of the SCSI protocol to
communicate, so you would have to implement SCSI on the Atari or your
embedded adapter to get it to work. I believe its already possible
to hook a SCSI zip to a black box.

Hooking the IDE version of the ZIP up would probably be trivial, since
the IDE interface is just a couple of registers you pump commands into
and read the data back out of, with a few control lines in there somewhere.

A uC IDE->SIO translator would be a start, or you could just weld it onto
the PBI if you wanted any kind of speed. Writing the drivers would be
the only interesting part ;)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2157. Re: 1050 help

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: "Stephen M. Stephens" <sstephens@AMERITECH.NET>
Message-ID: <35E9D4C7.C0725D4C@AMERITECH.NET>
Source record: 60324

Thanks to all who replied on the group and through e-mail!
I forgot about running setup on dos 2.5. You'd think that
atari was aware that we could have 4 1050's and would default
to leave them all active.
A default that limits a user is more microsoft's style, not
atari's

James R. Gilbert wrote:
>
> DOS 2.0 and 2.5 have default of two drives.
> poke 1802,15 to get access to 4 drives (set bits 3,2,1,0).
> Then goto DOS dup and write DOS files. Then reboot.
> Russ

2158. Trade Apple IIgs for Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: The Basement <swolfe1@mail.gcnet.net>
Message-ID: <6sclls$m9a@world1.bellatlantic.net>
Source record: 60325

I'll trade an Apple IIgs with Monitor, 1.25 megs of Ram, 3.5 inch disk drive, 5.25 inch BuggDisk (Specially modified disk II # 84)... all kinds of software, keyboard, mouse.... for Atari 8 bit stuff or an Atari ST...

2159. Humongous Atari 800XL lot for auction (eBay)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: Jeremy Larsen <larsenTTT@geocities.com>
Message-ID: <35EA0B7F.32FB@geocities.com>
Source record: 60326
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Hi everyone,

I have a huge Atari 800XL lot on eBay, complete with disk drives (one an Indus GT!), printers, tape player, modems, the P:R: Connection device for serial and parallel printers and modems, books and manuals, and also several carts and a BUNCH of disk software. There is a picture of everything on the eBay page below:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27750336

Auction ends Sept. 3. Thanks!

Jeremy
--
To reply via email, remove the three capital letters from my address

2160. For Sale: Atari 2600 Games - Pirate/Re-Releases

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <6sd1ujiuu1@nntp2.uunet.ca>
Source record: 60327
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I have the following Atari 2600 games for sale. They all appear to be pirate or re-release versions of legitimate games. For example "Frontline" appears to be a re-release of Atari Combat, and "Ocean City Defender" appears to be a re-release of Atlantis by Imagic.

I have the following games available:

Challenge
Sea Hawk
Laser Volley
Scuba Diver
Dragon Treasure
Survival Run
Spitfire Attack
Frontline
Ocean City Defender

All of the above have been tested as working. If you are interested, please email me with your offer.

Best regards,

Richard.
~~~~~~
Richard Smith
Barrie, Ontario, Canada
email: rsmith@planeteer.com
Homepage: http://toronto.planeteer.com/~rsmith
Atari Warehouse: http://toronto.planeteer.com/~rsmith/atari.htm
~~~~~~

2161. Re: Your reply, jt {#2} (was Re: Space Maker Auction Final Update)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <6sd5ad$mkg@james.hwcn.org>
Source record: 60328
Cross-posted to: rec.games.video.classic,rec.games.video.misc,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

In article <35edec8b.19324852@nntp.ix.netcom.com>, vga2000@ix.netcom.com (Michael J. Novak Jr.) wrote:

>I'd like for you to say that to my face :)
~^~^~^

2162. Re: DK-Utilites by Dan Knauff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35E970FB.EE2D1DD2@sisna.com>
Source record: 60329

I not sure all are familiar with Dan Knoff!. He was at one time a Atari programer who dedicated his total being to our needs. He was a logger who do to his profession lost his ability to program/think ect. Was hurt in an logging accident several years ago and last I heard lives with a relative in a camper shell on a pickup in the drive way of the relative.

A logging accident made him incapable of programing anymore. I bought his rights to what he produced. I donate the proceeds to Dan and his needs. To date have not sold many of his items, but oh well a few $$ in his area are truely appreciated.

bob/dan!

2163. Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-30 00:00:00 UTC
From: Erik Van den Broeck <erik.vandenbroeck@ping.be>
Message-ID: <6shkoudcl1@news3.Belgium.EU.net>
Source record: 60330

I read you have tons of books on the Atari for sale, I'm interested in the
"Atari BASIC Source Book" by Bill Wilkinson ISBN 0-942386-15-9.
If by chance you sell this book then mail me.

2164. Re: ANTIC Magazines & Diskettes (U.S.)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <01bdd50b$24b5e960$7d184d0c@sheldon>
Source record: 60188

The above items have all been sold. Thanks to all that responded.

Sheldon

2165. Re: Atari Interface Magazine & DOM

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <RvWvmbe.rldetlefsen@delphi.com>
Source record: 60189

to you. As I said, my Atari time is limited, but you should have them by the weekend.
Rick D.

2166. Re: Atari Interface Magazine & DOM

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <ZvXuOvV.rldetlefsen@delphi.com>
Source record: 60190

from the mangled first reply...
Robert, I am in the process of compressing the 44 disk sides and emailing them
to you. I don't have much time for Atari anymore, but you should have the
disks by this weekend.
Rick D.

2167. Re: To all who are provoking the Novak thread:

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: Jason Hedrick <Jason.Hedrick@DaytonOH.NCR.COM>
Message-ID: <#8Nob9Q19GA.156@rpc1285.daytonoh.ncr.com>
Source record: 60191
Cross-posted to:
rec.games.vectrex,rec.games.video.cd32,comp.sys.amiga.cd32,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit

I have the feeling I'm going to get flamed somehow, but here it goes.

__PLEASE__ STOP!!! I have been a member of the Atari 8-bit community
for ten years now, and everybody's always been warm and fuzzy...until now. I
am terribly sorry that this has all had to happen. I am by absolutely no
means intending to insult anyone by this message, but all this name calling
seems to be a bit silly. When I come to read the posts in this newsgroup, I
want to see meaningful things about my favorite classic computer, but it's
all being ruined by this flame war. I __BEG__ all of you in the name of good
sense, please stop the flame war. Don't ruin it for the people who _haven't_
insulted someone.

Respectfully Submitted,
Jason Hedrick
Michael J. Novak Jr. wrote in message
<35f1eefd.19950438@nntp.ix.netcom.com>...
>On Fri, 28 Aug 1998 20:47:10 -0500, "William M. Hayden"
><whayden@vvm.com> wrote:
>
>>Get a life you Geeks. I mean really. It is getting tiresome. Novak
>>you loser just stop and I am sure they will too. At least someone has
>>to stop.
>
>Hayden, you jackass, are you really so stupid as to think I'm going
>to take an attack like that from you after all of this!?!
>
>
>>Why don't you show everyone what a great fella you are and
>>just end the thread.
>
>I thought I was a "loser". Now I'm confused.
>
>
>>This is my first and hopefully last response on
>>this matter. Be adults and if you can not do that then run to your
>>rooms and pout. Geeesh.
>
>Yeah, you set a great example, what with calling the victim of
>an attack a name.
>
>
>>To all others who are just trying to read something INTERESTING I
>>apologize for creating yet another message to weed through regarding

>>this matter. I tried to just ignore it however when you have 77 unread
>>messages sitting in just one group and 90% of them were from this Novak
>>nerd I had to say something.
>
>There you go again, you dolt.
>
>
>>Once again I apologize.
>
>Well stop doing it and you wouldn't have to apologize.
>
>
>>Novak I have nothing against you or your page.
>
>But, I thought I was a loser!?! And a nerd!?!
>
>
>>The only problem I have
>>is your spam. Like I said this will be my only post so please if you
>>take this the wrong way leave me out.
>>
>>Have a nice day! :-)
>
>I don't spam.
>
>Leave you out!?! After you called me names, hardly!
>
>
>Michael
>
>Buying/Selling/Trading video game systems Michael J. Novak Jr.
>and software, almost everything ever made, Video Game Advantage
>including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
>and many more (also older computers) for Parma Hts., OH 44130
>over 4 years on the Internet! Visit us 1-440-843-8815 Voice
>on the WWW at http://www.io.com/~vga2000/
>The Video Game Advantage Definitive Known Software List Collection,
>Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
>The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com
>

2168. Re: DK-Utilites by Dan Knauff

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdd517$252fdde0$0bc3accf@asharkis.erols.com>
Source record: 60192

OK, so now I'm quoting and answering myself (and no, I don't have money in the bank<G>).

I went to UMICH and found the files that produce that batch language for MyDos. There are two .DCMs and an .ARC with a short blurb in it. Neither of the DCMs would un-Discomm, even after running through FileFix2. They both gave 129 errors, BTW.

I did get to Tom Hunt's Web site and found them there. I downloaded them. They worked. Tom even has .ATRs of this assembler package! Now I have a copy and my correspondent over at Fido will know where to get them. Thanks for the advice again, Matt.

Alan Sharkis <asharkis@erols.com> wrote in article
<01bdd419$b2bacf20$7ec2accf@asharkis.erols.com>...
>
> Matt,
>
> I did a brief search under the DOS folder at UMICH and found nothing back
> when I saw the message on Fido from the guy who was looking. Now I'm
going
> back to UMICH and checking out the assembly-language files. Thanks for
the
> hint.
>
> > I don't know the right name, but T. Karwoth wrote a batch-enhancement
for
> > MyDOS.
> > I`m not sure, but it s possible, that a copy is on the "130 XE-Ass"
disks
> -
> > a free assembler for RAM enhanced computers.
> >
> > Maybe on Umich you can found a copy of it ...
> >
> > Matt
> >
>

2169. Re: Atari Interface Magazine & DOM

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <RRXv+VW.rldetlefsen@delphi.com>
Source record: 60193

P.S. the 44 disk sidea rea about 4 megabytes of data. My A8 has no way to handle this much, so I'm having to port it over to the ST to compress and then convert to mime for mailing. It will probably be at least 6 messages when done. Unless you can handle 1 meg floppies in ATR-8000 format :).
Rick D.

2170. Re: Mapping the atari available on web/e-text???

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <RXYvOlb.rldetlefsen@delphi.com>
Source record: 60194

Darrin Smith <darrins@cyllene.uwa.edu.au> writes:

>Can anyone point me to a copy of mapping the atari either on the web or
>as e-text? I haven't programmed 8-bit for years so I really need a good
>memory map and a bit of a blurb about what location does what!!!
>Thanks!

Darren, while not electronic, I do have several printed copies of the Mapping
original edition, with photocopies of the new stuff for $7.00 +shipping.
Rick D.

2171. Re: Cartcopy

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <RVQNuhZ.rldetlefsen@delphi.com>
Source record: 60195

Stephen Knox <gooch@erols.comX> writes:

>A loooong time ago I had a program called Cartcopy that would make
>backups of carts using an Atari 800 and the right slot. I went to use
>this again 15 years later and my disk is corrupt. I couldn't find this
>on any FTP sites(most of which are down) and was wondering if this was
>avail anywhere?

I'll dig out my copy. If its all ascii, I'll post it here, otherwise I'll mime
it. Its small.
Rick D.

2172. Re: Humongous Atari 800XL lot for auction (eBay)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: Jeremy Larsen <larsenYYY@geocities.com>
Message-ID: <35EB1C2D.4705@geocities.com>
Source record: 60196
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Doug Wheeler wrote:
> I don't know if it was intentional, but the link you provided is to a
> collection of trading cards, not Atari stuff.

Whoops, no that wasn't intentional! Here is the real link (or do an eBay search for seller ID, which is my email address minus the capital letters)

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27550336

Thanks everyone (and Doug especially!)

> >I have a huge Atari 800XL lot on eBay, complete with disk drives (one an
> >Indus GT!), printers, tape player, modems, the P:R: Connection device
> >for serial and parallel printers and modems, books and manuals, and also
> >several carts and a BUNCH of disk software. There is a picture of
> >everything on the eBay page.
--
To reply via email, remove the three capital letters from my address

2173. Where can I get an Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: Mattias Perrson <lamperss@algonet.se>
Message-ID: <01bdd51b$e74da2a0$6e0064c3@preinsta>
Source record: 60197

I want to find an Atari 400 with the original membrane keyboard intact (and
maybe an Atari 800 as well).
I am a collector, and I live in Uppsala in Sweden
my email address is lamperss@algonet.se

2174. Re: Atari / Indus Diskette Drives / Tape Drives

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6sf853$2mt@freenet-news.carleton.ca>
Source record: 60198

(sripkowski@my-dejanews.com) writes:
> For Sale!
>
> Indus GT DSDD Diskette Drives
>
> Check the eBay auction at:
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27581449
>
> Item number 27581449

Is this really a double sided Indus drive, or is it a typo?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2175. Tempest Auction update #8?

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35EB56B6.6061@pilot.msu.edu>
Source record: 60199
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

Ok here's the latest update, I've lost track of which update this is!
Two new items....2600 Taz (holes on end of main label) and Starmaster.

Welcome to Tempest's first auction or the....

I need to pay off my debts or they're going to break my legs auction.

Rules: 1. Auction ends September 11th at 11:59pm (no G1, G2 stuff)
2. You pay for what you bid on.
2. Buyouts accepted
3. I reserve the right to pull anything from the auction.
4. All items are loose, and in good condition unless noted.
5. Please send the number of the game you are bidding on
(ie. 002 Berzerk)
6. There is no rule 6!
7. You MUST have fun. (Or you will die!)

Please send all bids to: reicher6@pilot.msu.edu

Updates will be sent to the newsgroups nightly. A current update can be
found at: http://pilot.msu.edu/user/reicher6/auction.txt

So, with out further ado, here are the goodies!

Atari 5200

Minimum bid $2, Minimum increase .50

001 Ball Blazer (complete) min $5
002 Berzerk
003 Blue Print (Upside down label) Chapin $2
004 Centipede (complete, bad box)
005 Counter Measure
006 Defender
007 Dig Dug
008 Frogger
009 Gremlins (complete) $15 Pac-Rat
010 Jungle Hunt
011 Kaboom (label wear) Chapin $2
012 Kangaroo
013 Pac-Man
014 Pole Position
015 Q-bert
016 Qix
017 Qix
018 Space Dungeon

019 Star Raiders (with instructions)

020 Football Play books Min $1

021 Wico Joystick (with Y-adapter and Box) Min $10

Atari 400/800

Minimum bid $2, Minimum increase .50

022 Alien Garden (label wear) $2 Mark
023 Atlantis
024 Battle Zone (Complete) Min $5
025 Basic (version C)
026 Basic (version C)
027 Boulders and Bombs (R) Min $5
028 Centipede
029 Demon Attack $1 rlcolli
030 Desert Falcon (Complete) Min $5
031 E.T. Phone Home (label bubbling) $1 rlcolli
032 Final Legacy
033 Food Fight (XL/XE Only) Min $3
034 Gridrunner (R) Min $5
035 Missle Command
036 Mr. Cool (R) Min $5
037 Pac-Man
038 Platter Mania (label crooked) $2 Mark
039 Q-bert (no end label) $1 rlcolli
040 Sky Writer
041 Thunder Fox (Complete) Min $5

042 Atari 800XL w/ power supply (break and inverse keys broken) Min $7
(everything else works fine!)

043 Atari 800 (Keyboard flaky but works!) Min $5

Atari 2600
---

044 Double Dragon (PAL, New in Box) Min $5
045 Starmaster
046 Taz (holes in end of main label)

047 Atari 2600 jr. (with power supply and instructions) Min $10

2600 Instructions (Minimum .50, Increases .25)

048 Combat (small booklet)
049 Asteroids
050 Missle Command (Multi-language)
051 Bowling (small booklet) .50 Lexus
052 Bowling (small booklet)
053 Basketball

054 Defender
055 Sprint Master (small tear)
056 Moon Patrol (Multi-language)
057 Battle Zone (Multi-language)

Atari 7800
----

058 Midnight Mutants (complete) Min $3

Intellivision
----

059 Night Stalker (ShrinkWraped, box slightly crushed) Min $3
060 Chip Shot Golf (with instructions) $7 Peter Pepper

2176. cool playstation cheats,arts,price and more

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: Dahm <dahm@okay.net>
Message-ID: <6sac1m$8pd$3@trader.ipf.de>
Source record: 60331

http://www.dado.net/e

2177. Re: Riddles & Atari FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <904541620_OASIS_@nordnet.fr>
Source record: 60332
Cross-posted to: alt.atari.2600,alt.atari,comp.sys.atari.8bit,comp.sys.atari,rec.games.video.atari

In article <35E40A40.36A957EC@ehrich.com>
riddles@ehrich.com said:-

>Newsgroups: alt.atari.2600,
> alt.atari,
> comp.sys.atari.8bit,
> comp.sys.atari,
> rec.games.video.atari
>
>Come solve the riddles and then look at some great Atari for sale lists.

You posted this article in comp.sys.atari.8bit and some other
newsgroups, good, but also in comp.sys.atari: this group doesn't exist,
it's bogus, you should warn your newsmaster so he can remove the group
from the server. Relaying bogus groups is not a good thing, as some
persons not knowing it could post there a question and wait for a never
comming reply...

Bye. Bruno.

PS: Is your email address a real one? You seem to change it frequently
and my mails don't seem to reach you...
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* I have a bad news feed: could you please */
/* send me a copy of your reply by email? */

2178. Re: 1050 help

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.LNX.3.95.980831085409.31546B-100000@moose.erie.net>
Source record: 60333

On Sun, 30 Aug 1998, Stephen M. Stephens wrote:

> Thanks to all who replied on the group and through e-mail!
> I forgot about running setup on dos 2.5. You'd think that
> atari was aware that we could have 4 1050's and would default
> to leave them all active.
> A default that limits a user is more microsoft's style, not
> atari's

Aaaaah, but in this case the default preserves precious chunks of
your 64K of RAM be limiting the number of file buffers to only what most
users would need.

2179. Re: 1050 help

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <35EAC110.DC232752@postoffice.pacbell.net>
Source record: 60334

DOS 2.5 (and 2.0) only allocate the first two drives. If you want to use D3:
and D4:, you need to run the setup utility that comes with DOS 2.5 and tell
DOS that you want 3 or more drives. This uses more of your memory, so take
it easy.

Bob

Stephen M. Stephens wrote:

> I have 3 1050's hooked up to a 130xe. I also have an 800xl that has
> the same problem when used in place of the 130xe. The problem is I
> can't get dos 2.5 to recognize either drive 3 or (if I change the
> switches) drive 4. It doesn't matter which drives I setup as 1,2 or 3 I
> still get the same problem when trying to take a directory
> error - 160. (non-existant device) I don't change any of the diasy
> chaining
> cpu - 1050 - 1050 - 1050 - sx212
> yet no matter which drives I set to 1,2,3 I still can't get a directory
> for D3: I have NO PROBLEMS getting directories from D1: or D2: and the
> SX212 responds without problem so I don't suspect a bad sio cable.
>
> Anybody got any ideas???

2180. Re: Humongous Atari 800XL lot for auction (eBay)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: Doug Wheeler <dwheeler@isd.net>
Message-ID: <6sefl6phc1@blackice.winternet.com>
Source record: 60335
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

I don't know if it was intentional, but the link you provided is to a collection of trading cards, not Atari stuff.

--Doug

Jeremy Larsen <larsenTTT@geocities.com> wrote in message 35EA0B7F.32FB@geocities.com...
>Hi everyone,
>
>I have a huge Atari 800XL lot on eBay, complete with disk drives (one an
>Indus GT!), printers, tape player, modems, the P:R: Connection device
>for serial and parallel printers and modems, books and manuals, and also
>several carts and a BUNCH of disk software. There is a picture of
>everything on the eBay page below:
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=27750336
>
>Auction ends Sept. 3. Thanks!
>
>Jeremy
>--
>To reply via email, remove the three capital letters from my address

2181. Re: COMPUTE! Magazines & Diskettes (U.S.)

Newsgroup: comp.sys.atari.8bit
Date: 1998-08-31 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <01bdd50b$0abf2ee0$7d184d0c@sheldon>
Source record: 60336

The above items have already been sold. Thanks to all that responded.

Sheldon

2182. Re: Atari Interface Magazine & DOM

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-01 00:00:00 UTC
From: johnwest72@my-dejanews.com
Message-ID: <6sfmf2$3o8$1@nnrp1.dejanews.com>
Source record: 60200

My name is John West. A long time ago when Antic was around, I wrote a program that got published in the magazine. I can't even remember the name of the article, but the program was a TSR that converted the IBM carriage returns in files to Atari carriage returns for easier printing to Atari printers. Again, it will have my name (John West) by it, in whatever issue it's in (I'm guessing sometime in '89.)

The reason I post this is 1) I don't have any copies of the magazine and 2) I'd love to buy a copy of the issue in which my program appears from someone

Please, if you can find this issue and want to sell it, or will at least make a copy of the article and send it to me, I'd really appreciate it! I'm even looking for multiple copies of the issue if possible.

Thanks a lot. You can reach me at johnw@intelli.net.

John West

In article <6s3tho$cvb2@dragon.sk.sympatico.ca>,
"Larry Murray" <lmurray@hatchcom.com> wrote:
>
> Robert S Ely wrote in message <35E54618.148EB987@ix.netcom.com>...
> >All,
> > I'm looking for Atari Interface Magazines (some issues) and more
> >especially the disks that went with them. Does anyone have these that
> >could be posted to an FTP site or could you e-mail file versions of
> >these disks. I can use any regular format of file.
> > If you want something in return I have loads of software and some
> >hardware to trade.
>
> I would also be interested in these if you find them - I have almost
> every Antic and Analog issues that were published and possible every
> disk issue of these.
>
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2183. Re: Atari / Indus Diskette Drives / Tape Drives

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-01 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6sfo5o$669$1@nnrp1.dejanews.com>
Source record: 60201

> > Indus GT DSDD Diskette Drives
> >
> Is this really a double sided Indus drive, or is it a typo?
>
> Steve

Sorry. It is a typo...
Wade

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2184. Antic Magazine Issue Desperately Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-01 00:00:00 UTC
From: johnw@intelli.net
Message-ID: <6sfp3p$7f5$1@nnrp1.dejanews.com>
Source record: 60202

I wrote a program that was printed in Antic Magazine some time ago. I think the issue was published in '89, although it might have been '88. I don't remember the title, but the program was a TSR to convert IBM carriage returns to Atari carriage returns on the fly when the user printed a file. It has my name, John West, as the author so it should be easy to find.

Anyway, the reason I want a copy of it is sentimental. I don't have a copy, and I didn't have any way to try to find a copy before I thought about trying the newsgroup. If you can help me get a copy, or multiple copies if possible, I'd really appreciate it. Thanks a lot!

John West

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2185. Atari 8-bit hardware and software for sale (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-01 00:00:00 UTC
From: Mike Blenkiron <hamster@globalnet.co.uk>
Message-ID: <6sghpb$686$3@heliodor.xara.net>
Source record: 60203

```
Atari 8-bit hardware and software for sale (UK)

Contact hamster@globalnet.co.uk for complete list.
```

2186. Re: Atari Interface Magazine & DOM

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-01 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35EBD9E3.23940830@ix.netcom.com>
Source record: 60204

rldetlefsen@delphi.com wrote:
>
> from the mangled first reply...
> Robert, I am in the process of compressing the 44 disk sides and emailing them
> to you. I don't have much time for Atari anymore, but you should have the
> disks by this weekend.
> Rick D.

Rick,
Thanx! If there is anything I can do for you/ trade with you, let me
know.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2187. Re: Atari Interface Magazine & DOM

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-01 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35EBDA3D.A47ECEDB@ix.netcom.com>
Source record: 60205

rldetlefsen@delphi.com wrote:
>
> P.S. the 44 disk sidea rea about 4 megabytes of data. My A8 has no way to
> handle this much, so I'm having to port it over to the ST to compress and then
> convert to mime for mailing. It will probably be at least 6 messages when
> done. Unless you can handle 1 meg floppies in ATR-8000 format :).
> Rick D.

I can deal with just about any file format. Thanx again!!!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2188. COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-01 00:00:00 UTC
From: PM <p_michon@hotmail.com>
Message-ID: <6sglljsgn1@platane.wanadoo.fr>
Source record: 60206
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

ALL about old home computers and game systems.
Have a look at our collection and technical informations.
------> NEW !!!! ====> CHAT ROOM / MESSAGE BOARD

FRANCAIS / ENGLISH
http://www.chez.com/cmpi

ATARI COMMODORE APPLE ORIC TEXAS INSTRUMENTS NINTENDO SEGA CBS
MATTEL AMSTRAD THOMSON SINCLAIR AMIGA NEO-GEO YENO MSX MULTITECH
C64 A500 VCS2600 TI99 4/A TO7 ZX81 520ST MPF2 COLECOVISON
VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM ......

2189. Re: Cartcopy

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-01 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <35EBE927.D0098F4A@erols.comX>
Source record: 60207

Thanks for all the replies. Someone was kind enough to send it to me. I forgot how tough it was to use this program. Every cart I tried it on reset the computer so no luck. I guess the omninon was the only way to go!

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

rldetlefsen@delphi.com wrote:

> Stephen Knox <gooch@erols.comX> writes:
>
> >A loooong time ago I had a program called Cartcopy that would make
> >backups of carts using an Atari 800 and the right slot. I went to use
> >this again 15 years later and my disk is corrupt. I couldn't find this
> >on any FTP sites(most of which are down) and was wondering if this was
> >avail anywhere?
>
> I'll dig out my copy. If its all ascii, I'll post it here, otherwise I'll mime
> it. Its small.
> Rick D.

2190. Re: Temptest Arcade game ever available for comps

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-01 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EyLu9E.99E@cix.compulink.co.uk>
Source record: 60208

In article <6s8vlqiau1@News.Dal.Ca>, at289@chebucto.ns.ca (Randal R. Gray) wrote:

> Does anybody know if the arcade game Temptest(vector graphics) was ever
> produced for the atari computers? Where can I find it if it was.
Atari released it for the ST series in Europe....

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2191. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-01 00:00:00 UTC
From: Thomas Chrapkiewicz <philnovi@popd.ix.netcom.com>
Message-ID: <35EC4D9C.740C@popd.ix.netcom.com>
Source record: 60209

Journey to the Planets.

2192. FA: Atari 800XL system unit, 1050 floppy drive - no cables!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-01 00:00:00 UTC
From: Barton Oleksy <boleksy@nait.ab.ca>
Message-ID: <35EC2F8C.1153@nait.ab.ca>
Source record: 60210
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

Check these out at the following URLs: (min. bid as of posting: $1)

Atari 800XL system unit ONLY (no cables, software, docs):
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28306677

Atari 1050 floppy drive ONLY (no cables/docs):
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28307063

2193. The Prisoner Game

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-01 00:00:00 UTC
From: kab@deletethis.hooked.net
Message-ID: <kab-0109981902160001@elay-1.ppp.hooked.net>
Source record: 60211

I'm looking for a copy of "The Prisoner" that was roughly based on "The Prisoner" TV show. It was done by a company called Intelliware or something like that. It was an Atari adaption of an Apple game. Anyone have a copy I could buy?

2194. atari/epson dip switch settings needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-02 00:00:00 UTC
From: raymond tautvaisas <tautvaisas@worldnet.att.net>
Message-ID: <01bdd60a$4fb941c0$fa64440c@default>
Source record: 60212

I recently bought an Axiom AT-846 parallel printer interface for my Epson LX800 dot matrix
printer. The problem that I'm having is that the printer won't do a carrage roll at the end of
a line. The printer works fine on my PC, so I know it's ok. I need to set up the printer
to accept carrage-return only and not wait for line feeds. Any and all help will be greatly
appreciated.
tautvaisas@att.worldnet.att.net
Ray

2195. SIO2PC Internet

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-02 00:00:00 UTC
From: Jose Moreno <jose55@bellsouth.net>
Message-ID: <35ECA891.F61976C4@bellsouth.net>
Source record: 60213

hey has anyone out there tryed to connect your sio2pc network on the net
and try to access the net using the sio2pc ????
i hearded this could be done..... if anyone has please let me
know..... throue e-mail

thanks

Jose

2196. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-02 00:00:00 UTC
From: mhop@snip.net
Message-ID: <35ecd84a.3016503@news.snip.net>
Source record: 60214

On Thu, 27 Aug 1998 04:18:20 -0500, rlaski@midwest.net (Ronald A.
Laski, Jr.) wrote:

>In article <Pine.OSF.4.02A.9808172237140.2816-100000@wpi.WPI.EDU>,
>bwhitman@wpi.edu says...
>>
>> I've been going nutty trying to remember this. I recently pulled my 130
>> out of storage and have been playing around with it. I lost my favorite
>> game cartridge in the move though and can't remember what it was called to
>> go look for a new one. Nor can I remember much about the game. Well, here
>> goes:
>>
>> There were a bunch of planets that your ship had to land on. Once oyu
>> landed, you had to get out of your ship and go look for a certain object.
>> Of course, the only object I remember that oyu had to get was called a
>> "Candleabra." And landing on each planet was no small task -- it was a
>> lunar lander type affair-- if you came down too fast, you'd crash, and so
>> on. I remember finsihing the game up to the last planet or whatever and
>> crashing on the landing pad. Arrgh.
>>
>> Anyway, any clues? Again, i had this on Cartridge. Don't know if it was on
>> disk or not. Have a vauge recollection of buying it at a Kay-bee for a
>> small amount of money (during the productive years of the 8-bit, so it
>> must not have been a well-known game.)

Journey to the Planets. There were 7 planets I believe.
There was one I could never get.

2197. Re: The Prisoner Game

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdd636$72a2eca0$41374382@vidar>
Source record: 60215

Was it a Prisoner I too ? I think I saw a Prisnoner II, but ... I would
like to buy both of them too!

Randy Cartwright <kab@deletethis.hooked.net> wrote in article
<kab-0109981902160001@elay-1.ppp.hooked.net>...
> I'm looking for a copy of "The Prisoner" that was roughly based on "The
> Prisoner" TV show. It was done by a company called Intelliware or
> something like that. It was an Atari adaption of an Apple game. Anyone
> have a copy I could buy?
>

2198. TouchTablet

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-02 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <35ED0FBB.78DC8A93@france2.fr>
Source record: 60216

Hi everyone,

i'm an Atari Falcon user, and i would like to connect an Atari
touchtablet to a joystick port.
So, is it possible to find the touchtablet wire description to know how
to connect this one on a standard
Atari joystick port ???

thank you

2199. TI-99/4A Carts For Sale & More!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-02 00:00:00 UTC
From: usedgames <usedgame@telepath.com>
Message-ID: <H_9H1.261$qj1.485878@newsread.com>
Source record: 60217
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.ti,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

gfranks@telepath.com

Bid at www.haggle.com

#201738909: Corpse Killer For The Sega CD 32X $1.99
offered by Gary Franks, closes 3-Sep-1998 00:19 EDT

#201738910: New Super Extendo 6-ft. Extension Cables For SNES $4.99
offered by Gary Franks, closes 3-Sep-1998 00:22 EDT

#201738914: Seal INTV Astrosmash Game $2.00
offered by Gary Franks, closes 3-Sep-1998 00:26 EDT

#201740820: Mountain King Atari 5200 Game Cart! $5.00
offered by Gary Franks, closes 4-Sep-1998 18:55 EDT

#201742148: Cyrix M II MMX PR-300+ CPU (66 Mhz Bus) With Large Fan! $85.00
offered by Gary Franks, closes 5-Sep-1998 22:03 EDT (1 bid)

#201742829: TI-99/4A Monitor Ex Picture and Very Fine Case! $35.00
offered by Gary Franks, closes 6-Sep-1998 14:18 EDT (Bid Fast)

#201742835: TI-99/4A Light Brown Computer with Extras $10.00
offered by Gary Franks, closes 6-Sep-1998 14:28 EDT

#201743257: 13 IO Cards IDE Floppy Serial Printer $7.50
offered by Gary Franks, closes 6-Sep-1998 19:24 EDT (1 bid)

#201743363: Super Demon Attack TI-99/4A Cart! $2.50
offered by Gary Franks, closes 6-Sep-1998 21:23 EDT (1 bid)

#201743367: Commando Cart For Intellivision Rare White Lable INTV $7.50
offered by Gary Franks, closes 6-Sep-1998 21:24 EDT

#201743403: Astro Chase For Atari Home Computers! $4.00
offered by Gary Franks, closes 6-Sep-1998 21:34 EDT

#201743406: Jungle Hunt By Atarisoft For TI-99/4A $3.50
offered by Gary Franks, closes 6-Sep-1998 21:35 EDT (1 bid)

#201743411: Moon Patrol By Atarisoft For TI-99/4A $3.50
offered by Gary Franks, closes 6-Sep-1998 21:38 EDT (1 bid)

#201745672: Sound Blaster Plug In Play AWE64 $25.00
offered by Gary Franks, closes 9-Sep-1998 00:33 EDT (1 bid)

#201746013: Nintendo Famicom Family TV Game New In Box! 8Bit $50.00
offered by Gary Franks, closes 9-Sep-1998 07:26 EDT

2200. Re: atari/epson dip switch settings needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-02 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6sjgi9eer1@nnrp1.dejanews.com>
Source record: 60218

I remember having a canon printer in 86 that didn't have dipswitches. I had to send an escape sequence before doing any printing.
I don't know the exact switch setting but it's cr=cr+lf
The printer needs to see a cr and a linefeed when the atari just sends a line feed.
Mark

In article <01bdd60a$4fb941c0$fa64440c@default>,
"raymond tautvaisas" <tautvaisas@worldnet.att.net> wrote:
> I recently bought an Axiom AT-846 parallel printer interface for my Epson
> LX800 dot matrix
> printer. The problem that I'm having is that the printer won't do a
> carrage roll at the end of
> a line. The printer works fine on my PC, so I know it's ok. I need to set
> up the printer
> to accept carrage-return only and not wait for line feeds. Any and all
> help will be greatly
> appreciated.
> tautvaisas@att.worldnet.att.net
> Ray
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2201. Re: Mapping the atari available on web/

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-02 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6siom9$h8i@news2.tds.net>
Source record: 60219

On 29 Aug 1998 13:36:24, "Tim J. Clevenger" wrote:
>I have the book, and with Ian's permission, I would be happy to start
>converting it to HTML.
>
>Regards,
>
>Tim Clevenger

If you don't have it, I have Ian's URL in the "Whatever happened
to...." area of my ARD site

http://www.geocities.com/SiliconValley/Peaks/6320/whatever.htm

I've also got a copy of it, so if he gives you permission, perhaps it
might be more efficient if we split the workload.

Terry Ross
--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2202. Site update, testers

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-02 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6sip4h$h8i@news2.tds.net>
Source record: 60220

Hi, I'm reconfiguring the 'Browse Links' section on my ARD site, and
I'd like to ensure that no Atari users experience any problems with
the new format:

http://www.geocities.com/SiliconValley/Peaks/6320/bl_per.htm

Actually, there is only one entry up, in the TT Specific section (the
old Browse Links will remain available from the ARD until this gets
going) but you should be able to see if you're going to experience any
problems.

In addition, I'd really love to get some more 8-bit links up, so if
you have a site, please consider filling out my "Add a link" form at:

http://www.geocities.com/SiliconValley/Peaks/6320/addlink.htm

Thanks!

Terry Ross
--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2203. FS Atari Video Pinball Standalone system

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-02 00:00:00 UTC
From: kd <isdasdf@yahoo.com>
Message-ID: <yTdH1.1319$TU4.320457@news.mci2000.com>
Source record: 60221

Takes you back to the old days! Excellent condition, everything works!
Standalone Atari Video pinball c-380 (brown) to see go to:
http://www.geocities.com/Heartland/Woods/2570/pinball.jpg

Best offer over $35 plus shipping. e-mail offer to:

delanok@hotmail.com

KD

2204. Latest Atascii Toon now up!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-02 00:00:00 UTC
From: nunayur@bidness.com
Message-ID: <6sjt2b$uo_002@ambrosia.flash.net>
Source record: 60222

The latest bi-weekly Atascii Movie is now online at:

The 'Break Movie' Warehouse.
http://www.flash.net/~ambrosia/index2.html

(The RealMedia plugin is needed to view the online movie)

-*- Tom -*-

2205. converting atari trak-ball to use on pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-02 00:00:00 UTC
From: Cliff Lawley <clifflawley@minerva.ca>
Message-ID: <r7Zlrxq19GA.270@a10is001.mcc.net>
Source record: 60223

has anyone ever been able to get a trak-ball to work with a ibm pc clone?

I'd be interested in how to do it...

Thanks,

Cliff

2206. Re: atari/epson dip switch settings needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-02 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <xxWMGJp.tandrews16@delphi.com>
Source record: 60224

"raymond tautvaisas" <tautvaisas@worldnet.att.net> writes:

>I recently bought an Axiom AT-846 parallel printer interface for my Epson
>LX800 dot matrix
>printer. The problem that I'm having is that the printer won't do a
>carrage roll at the end of
>a line. The printer works fine on my PC, so I know it's ok. I need to set
>up the printer
>to accept carrage-return only and not wait for line feeds. Any and all
>help will be greatly
>appreciated.

I have an LX-800. Nice printer, crisp NLQ print. Just don't let it get exposed to lightning. I lost my first one that way three years ago. This one cost me all of $4 at a garage sale this past May, and works like a champ.

You need to change one of the DIP switches on the back. You'll find them near the cable connector, one set of 8 and another of 4. Epson calls the first set 1-1 to 1-8 and the second 2-1 to 2-4. You need to put switch 2-4 to the ON position, or UP. If you have the manual, check Appendix D.

TJ

2207. Atari 800XL Computer for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: sripkowski@my-dejanews.com
Message-ID: <6sksfi$6kq$1@nnrp1.dejanews.com>
Source record: 60225

This is the last item I have for sale. No one has bid on it, and it's only $10.00.

See the eBay auction, theres not much time left, at:

www.ebay.com, search for item number 27577544

Thanx!

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2208. Tempest Auction Update #9

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35EE1A06.68E1@pilot.msu.edu>
Source record: 60226
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

Ok, Heres the latest update. There have been a few new bids....

Welcome to Tempest's first auction or the....

I need to pay off my debts or they're going to break my legs auction.

Rules: 1. Auction ends September 11th at 11:59pm (no G1, G2 stuff)
2. You pay for what you bid on.
2. Buyouts accepted
3. I reserve the right to pull anything from the auction.
4. All items are loose, and in good condition unless noted.
5. Please send the number of the game you are bidding on
(ie. 002 Berzerk)
6. There is no rule 6!
7. You MUST have fun. (Or you will die!)

Please send all bids to: reicher6@pilot.msu.edu

Updates will be sent to the newsgroups nightly. A current update can be
found at: http://pilot.msu.edu/user/reicher6/auction.txt

So, with out further ado, here are the goodies!

Atari 5200

Minimum bid $2, Minimum increase .50

001 Ball Blazer (complete) min $5
002 Berzerk
003 Blue Print (Upside down label) Chapin $2
004 Centipede (complete, bad box)
005 Counter Measure
006 Defender
007 Dig Dug
008 Frogger
009 Gremlins (complete) $15 Pac-Rat
010 Jungle Hunt
011 Kaboom (label wear) Chapin $2
012 Kangaroo
013 Pac-Man
014 Pole Position
015 Q-bert
016 Qix
017 Qix
018 Space Dungeon
019 Star Raiders (with instructions)

020 Football Play books Min $1

021 Wico Joystick (with Y-adapter and Box) AVE $10

Atari 400/800

Minimum bid $2, Minimum increase .50

022 Alien Garden (label wear) $2 Mark
023 Atlantis
024 Battle Zone (Complete) Min $5
025 Basic (version C)
026 Basic (version C)
027 Boulders and Bombs (R) Min $5
028 Centipede
029 Demon Attack $1 rlcolli
030 Desert Falcon (Complete) Min $5
031 E.T. Phone Home (label bubbling) $1 rlcolli
032 Final Legacy
033 Food Fight (XL/XE Only) Min $3
034 Gridrunner (R) $5 LEXX
035 Missle Command
036 Mr. Cool (R) Min $5
037 Pac-Man
038 Platter Mania (label crooked) $2 Mark
039 Q-bert (no end label) $1 rlcolli
040 Sky Writer
041 Thunder Fox (Complete) Min $5

042 Atari 800XL w/ power supply (break and inverse keys broken) Min $7
(everything else works fine!)

043 Atari 800 (Keyboard flaky but works!) Min $5

Atari 2600
---

044 Double Dragon (PAL, New in Box) Min $5
045 Starmaster
046 Taz (holes in end of main label)

047 Atari 2600 jr. (with power supply and instructions) Min $10

2600 Instructions (Minimum .50, Increases .25)

048 Combat (small booklet)
049 Asteroids
050 Missle Command (Multi-language)
051 Bowling (small booklet) .50 Lexus
052 Bowling (small booklet)
053 Basketball
054 Defender
055 Sprint Master (small tear)
056 Moon Patrol (Multi-language)

057 Battle Zone (Multi-language)

Atari 7800
---

058 Midnight Mutants (complete) Min $3

Intellivision
---

059 Night Stalker (ShrinkWraped, box slightly crushed) Min $3
060 Chip Shot Golf (with instructions) $7 Peter Pepper

2209. Re: Pro images on emulators???

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: rich@cstone.net
Message-ID: <6slctr$g9o$1@nnrp1.dejanews.com>
Source record: 60227

In article <35f13ab5.6402619@news.demon.co.uk>,
mclane@dellos.demon.co.uk wrote:

> Could someone from the Atariwin / dos team or Steven Tucker please
> answer if APE's pro images could be booted on an emulator or would the
> needed protection emulation slow loading / emu running too much.

It's not a speed issue. I've been meaning to ask Steven about this for a while, I've just been busy working on other stuff (state saving or "snapshots", primarily).

Since Steven sells the APE product commercially, there a bunch of questions here only he could answer - would he be willing to share the format with us, being the primary one. I'd completely understand if he said no, since it's possible it would dilute his user base (users get Atari800Win that can read .pro disks, they find .pro disks on the net, they feel no need to order APE from Steven).

But assuming I had a full description of how .pro works, it wouldn't be difficult at all to support it alongside ATR/XFD/DCMs in the emulator. I'd love to do it, so I could have full disk images with intros, and have games in their original form without being all hacked up with crack messages etc.

-Rich

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2210. Re: jam!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.105820829834676998974 2@news1.ibm.net>
Source record: 60228

In article <35E8B0CF.340D@sprynet.com>, dan <dalabast@sprynet.com>
stated:

> of course C128 80mode is out of the question,

You could always use the composite mono output on pin 7 of the RGBI port.
<grin>

Somewhere around here I even have the plans for a circuit to provide
composite color output from RGBI. The problem here is that since you
would still be squeezing the bandwidth through the composite pipe first,
resolution would no doubt suffer.

==========
lmcclure@ibm.net

2211. Re: COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <6sllpk$ai6$2@news.iwaynet.net>
Source record: 60229
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

PM (p_michon@hotmail.com) wrote:
: ALL about old home computers and game systems.
: Have a look at our collection and technical informations.
: ------> NEW !!!! ====> CHAT ROOM / MESSAGE BOARD

: FRANCAIS / ENGLISH
: http://www.chez.com/cmpi

: ATARI COMMODORE APPLE ORIC TEXAS INSTRUMENTS NINTENDO SEGA CBS
: MATTEL AMSTRAD THOMSON SINCLAIR AMIGA NEO-GEO YENO MSX MULTITECH
: C64 A500 VCS2600 TI99 4/A TO7 ZX81 520ST MPF2 COLECOVISON
: VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM ......

I went there and it said to download "Microsoft Internet Explorer" or some such nonsense.I'm pretty sure that I need a IBM for that.Of course if I had a IBM PC/AT,I'd use Netscape (with Linux) which supports JAVAScript.

2212. Re: Latest Atascii Toon now up!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <6sllbe$ai6$1@news.iwaynet.net>
Source record: 60230

Bubba Gump (nunayur@bidness.com) wrote:
: The latest bi-weekly Atascii Movie is now online at:

: The 'Break Movie' Warehouse.
: http://www.flash.net/~ambrosia/index2.html

But the files are all ZIPed!
How are Atarians suppossed to unZIP them?
(we can't unZIP version 2.0 ZIP files)
They should be in ALF format.Or at least ARC.

: (The RealMedia plugin is needed to view the online movie)

What's a "plugin"?

2213. Re: 1050 help

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <6slmun$ai6$4@news.iwaynet.net>
Source record: 60231

Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
: I guess the SETUP.COM (or .EXE) on the DOS 2.5 master disk will do it. I
: think you have to reconfigure the DOS. It works with MYDOS I guess. Take
: Atarian care

MyDOS only has file buffers,not disk buffers.So you can have 9 disk drives
without actually having to have 9 disk buffers.You can use the "O" command in
DUP to configure the number of open files.But remember that each buffer is 256
bytes instead of 128.This is probably the reason why Atari released the 1050
(128bps) drive and not the 815 (256bps) drive.The normal value is 3 file
buffers,which is needed to copy files.

(one for the source file,one for the destination file,and one to read the
directory of the source disk/sub-directory)

2214. Re: 1050 help

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <6sln4d$ai6$5@news.iwaynet.net>
Source record: 60232

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: DOS 2.0 and 2.5 have default of two drives.
: poke 1802,15 to get access to 4 drives (set bits 3,2,1,0).
: Then goto DOS dup and write DOS files. Then reboot.

I read that you can only have 2 drives in DOS 2.0 and 3 for 2.5.The extra was added to make room for a RAM disk.Of course you can increase that limit by descreasing the number of file buffers from the default of 3,but then you can't copy files.The limit is because any more and you'd over-write DUP in memory.

But I remember using 4 disk drives before.

2215. Re: 1050 help

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <6slmmb$ai6$3@news.iwaynet.net>
Source record: 60233

Stephen M. Stephens (sstephens@AMERITECH.NET) wrote:
: I have 3 1050's hooked up to a 130xe. I also have an 800xl that has
: the same problem when used in place of the 130xe. The problem is I
: can't get dos 2.5 to recognize either drive 3 or (if I change the
: switches) drive 4. It doesn't matter which drives I setup as 1,2 or 3 I
: still get the same problem when trying to take a directory
: error - 160. (non-existant device) I don't change any of the diasy
: chaining

160 doesn't mean that.It means that you don't have a disk buffer set for
that drive.You need to run the SETUP.COM programme to configure that.

: cpu - 1050 - 1050 - 1050 - sx212
: yet no matter which drives I set to 1,2,3 I still can't get a directory
: for D3: I have NO PROBLEMS getting directories from D1: or D2: and the
: SX212 responds without problem so I don't suspect a bad sio cable.

It's actualy the POKEY chip,and not the CPU,that connects to the disk drives.
(this isn't the IBM PC we're talking about)

2216. Re: 1050 help

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <6sln8v$ai6$6@news.iwaynet.net>
Source record: 60234

Stephen M. Stephens (sstephens@AMERITECH.NET) wrote:
: Thanks to all who replied on the group and through e-mail!
: I forgot about running setup on dos 2.5. You'd think that
: atari was aware that we could have 4 1050's and would default
: to leave them all active.
: A default that limits a user is more microsoft's style, not
: atari's

As I indicated before,there's a limit on how many buffers you can have before the buffers start over-writing DUP.The buffers would also over-write some programmes.

: James R. Gilbert wrote:
: >
: > DOS 2.0 and 2.5 have default of two drives.
: > poke 1802,15 to get access to 4 drives (set bits 3,2,1,0).
: > Then goto DOS dup and write DOS files. Then reboot.
: > Russ

uh,why is your reply before what you're replying to?

2217. Re: 1050 help

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <6slnd4$ai6$7@news.iwaynet.net>
Source record: 60235

Dennis McGuire (sagedm@erie.net) wrote:
: On Sun, 30 Aug 1998, Stephen M. Stephens wrote:

: > Thanks to all who replied on the group and through e-mail!
: > I forgot about running setup on dos 2.5. You'd think that
: > atari was aware that we could have 4 1050's and would default
: > to leave them all active.
: > A default that limits a user is more microsoft's style, not
: > atari's

: Aaaaah, but in this case the default preserves precious chunks of
: your 64K of RAM be limiting the number of file buffers to only what most
: users would need.

And a default of two drives was excessive.Most people didn't even have one
drive.And Ataris back then had only 16k.(8k Ataris couldn't use DOS)

2218. Re: DK-Utilites by Dan Knauff

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <6slooc$ai6$8@news.iwaynet.net>
Source record: 60236

Alan Sharkis (asharkis@erols.com) wrote:
: OK, so now I'm quoting and answering myself (and no, I don't have money in
: the bank<G>).

: I went to UMICH and found the files that produce that batch language for
: MyDos. There are two .DCMs and an .ARC with a short blurb in it. Neither
: of the DCMs would un-Discomm, even after running through FileFix2. They
: both gave 129 errors, BTW.

How did you download them?

If you use Gopher,then you can't download DCM files.The Gopher (or Gopher-FTP gateway) doesn't understand that DCM files are not text files.Any extentions not in it's limited list are considered text files.It's like downloading via FTP and forgetting to type "TYPE I".

If you use Lynx,then you need to put "DCM" in to your "mime.types" file.
disk-img/diskcomm dcm dsk dc3
It really doesn't matter what you put,as long as you put something to tell Lynx that it's not a text file.That MIME type simply seem to make sense.Many MIME types I see seem to be arbitrary.And you'll have to edit your lynx.cfg file to tell it to look in the corect place for your mime.types file.The general rule is that if it's FTP or Gopher,use RETURN to download the file.If Lynx just displays the file like it was text,then you can't download it with Lynx until you edit/create the mime.types file.If you can't do that,the alternative is to simply view the file as text,then press shift-g to edit the current URL,and append ";type=i",which will force Lynx into "I" ("Image") mode.Shift-G only works in newer versions of Lynx.

In Netscape,you used to be able to do the same trick with the "mime.types" file but they took that (and "mailcap") support out in Netscape version 4.You'll have to configure Netscape directly if you have V4.(and V3?)

: I did get to Tom Hunt's Web site and found them there. I downloaded them.
: They worked. Tom even has .ATRs of this assembler package! Now I have a
: copy and my correspondent over at Fido will know where to get them. Thanks
: for the advice again, Matt.

You'll probably have the same problem with ATR and XFD (which is really no format at all) files.

: Alan Sharkis <asharkis@erols.com> wrote in article
: <01bdd419$b2bacf20$7ec2accf@asharkis.erols.com>...
: >
: > Matt,
: >

: > I did a brief search under the DOS folder at UMICH and found nothing back
: > when I saw the message on Fido from the guy who was looking. Now I'm
: going
: > back to UMICH and checking out the assembly-language files. Thanks for
: the
: > hint.
: >
: > > I don't know the right name, but T. Karwoth wrote a batch-enhancement

Why do you have a "4" with the high/8th bit set in place of a apostrophe?
It comes out as "B4" (one character) on a VT100 terminal set for 8-bit ASCII
codes.It's a "4" on terminals that ignore the eighth bit.

: for
: > > MyDOS.
: > > I`m not sure, but it s possible, that a copy is on the "130 XE-Ass"
: disks
: > -
: > > a free assembler for RAM enhanced computers.
: > >
: > > Maybe on Umich you can found a copy of it ...
: > >
: > > Matt
: > >
: >

2219. Re: Temptest Arcade game ever available for comps

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <6slq00$ai6$9@news.iwaynet.net>
Source record: 60237

GSB (brunergs@pcisys.net) wrote:
: If you want to play the real McCoy on a IBM PC, you need to get
: MAME (Mulitple Arcade Machine Emulator). This will play nearly all
: the classic arcades, including the vector graphic ones. Go to Yahoo.com
: and try a search for MAME. If you can find Sean Kelly's web page, you
: can find the program there (currently version 0.3). This is the best
: arcade
: emulator you will find for the PC, even better than commercial ones selling
: for $30 (and it's FREE). The best part about this emulator is that it uses
: the actual game rom code to play. This will give you all the original play
: from
: the game. Especially the cheat code that was built into Tempest.

For the money involved,you'd be better of buying a Sega Saturn and Tempest 2000.
(which includes the original Tempest)
It also exists for the Atari Jaguar.
(which,I assume,also includes the original)

2220. Re: ".GZ" Decompression Blues

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <6slq7e$ai6$10@news.iwaynet.net>
Source record: 60238

8bitz@my-dejanews.com wrote:
: Would you believe it's a netscape problem :) I tried explorer and it works
: fine after you use winzip on them.
: Mark

You should really use a real FTP programme when FTPing.(try ncftp)

: In article <35E5FD2E.993E25E5@Megahits.com>,
: Nick Chionilos <CHIONILOS@Megahits.com> wrote:
: > Can anyone help me decompress files with the .GZ extension?
: >
: > I downloaded a few programs off of Yogi's site (or a mirror) and the
: > stuff seems to be compressed. I thought WinZipcould handle this file
: > type, but it claims the file is bad. I can't believe that ALL the files
: > I downloaded are bad... maybe I have a version problem?
: >
: > Can someone send me a de-arcer?

You need GNU ZIP to de-compress .gz files.And TAR to handle .tar files.

: > Also, I'm running Windows 95. Can anyone tell me how to get a program
: > that will compare two files and tell me if they are identical? Something
: > like the DOS COMPARE command? I have a billion copies of autoduel,
: > looking for a complete working set of ATRs and I'm afraid to delete any
: > versions. Please help!

MS-DOS comes with "FC" and "COMP".Remember to use FC in "binary" mode.
(FC /B file1 file2)

2221. Re: Looking for an 'action' cart. Also need cart cases/info

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <6slqrv$ai6$11@news.iwaynet.net>
Source record: 60239

8bitz@my-dejanews.com wrote:
: Cool.
: I'm off to find best. And I have seen someone selling the book. I have also
: seen amazon.com advertizing old atari books. They say it takes 4 to 6 weeks. I
: wonder where they dig them up from :)
: Mark

: In article <6s4i5bolo1@news.storm.ca>,
: "David A. Paterson" <david_p@storm.ca> wrote:
: > You can get empty carts and unpopulated ROM boards from BEST and other
: > sources. For making your own carts, you'll need some sort of EPROM
: > programmer. Mapping The Atari explains the six byte table needed for carts
: > to boot properly - run, init addresses along with one other which slips the
: > mind.

And a option byte that tells the OS whether to boot DOS (or whatever),whether
to auto-run the cartridge,and whether it's a diagnostic cartridge.
(diagnostic cartridges get run before the OS is initialized)
There's also a byte that reads zero when a cartridge is inserted.

2222. Re: Your reply, jt {#2} (was Re: Space Maker Auction Final Update)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <6sls13$ai6$12@news.iwaynet.net>
Source record: 60240
Cross-posted to: rec.games.video.classic,rec.games.video.misc,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

Chris Cracknell (ad329@james.hwcn.org) wrote:
: In article <35edec8b.19324852@nntp.ix.netcom.com>, vga2000@ix.netcom.com (Michael J. Novak Jr.) wrote:

: >I'd like for you to say that to my face :)
: ~^~^~^

2223. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y1zptidv5.fsf@co.umist.ac.uk>
Source record: 60241

mhop@snip.net (Mike) writes:
> Journey to the Planets. There were 7 planets I believe.
> There was one I could never get.

Just about everyone I know got stuck on one planet (although not
always the same one). Tell us which one and we'll tell you how to
solve it =-)

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

2224. FA: Atari Basic Computing Language Cartridge.

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: A Hannah <ahannah@mcle.org>
Message-ID: <35EEDC5D.6F1C@mcle.org>
Source record: 60242

For auction on Ebay, ATARI BASIC Computing Language cartridge. For use with console keyboard. Minimum bid is just one dollar and there is no reserve! For more details and a picture, see

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28322515

Thank you for looking.

2225. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6smelg$c7s@dailyplanet.wam.umd.edu>
Source record: 60243

: Just about everyone I know got stuck on one planet (although not
: always the same one). Tell us which one and we'll tell you how to
: solve it =-)

If that's the one with the machine gizmo and the lightning, this was actually brought up a few weeks ago. That, too, was the planet that had me stuck for so long (over 14 years!). But someone gave me a partial solution, and I was able to figure it out from there.

Here's a couple of tips. You will need both items. When you put the black box in the machine thingy, out comes a stick thing. Take that back the screen where you see two doors (the one on the right is one where you came from after the ship), and drop that at the top of the stairs. Stand on top of it, and push the joystick up. This will give you at least a head start without saying the rest of the solution. If you are familiar enough with the problem solving techniques of the other planets, then should ring a bell.

When you complete all the planets, return to your planet of origin (where the game begins). This is where you pick up your last treasure, and it also requires some problem solving. After that, you fly back to your home world. The conclusion is anti-climactic, alas. Whether or not you crash or land successfully there is a bit moot, since the game ends all the same.

2226. Re: Pro images on emulators???

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35fe9674.9494904@news.demon.co.uk>
Source record: 60244

The other Day rich@cstone.net wrote:

>It's not a speed issue. I've been meaning to ask Steven about this for a
>while, I've just been busy working on other stuff (state saving or
>"snapshots", primarily).

Great stuff Rich..Thats good news on both counts..
>
>Since Steven sells the APE product commercially, there a bunch of questions
>here only he could answer - would he be willing to share the format with us,
>being the primary one. I'd completely understand if he said no, since it's
>possible it would dilute his user base (users get Atari800Win that can read
>.pro disks, they find .pro disks on the net, they feel no need to order APE
>from Steven).

Yes, I see the possible concern now. I would love the code to be added
as I do have a large image collection but also have a large original
collection that I would love to be able to use if my poor old 130XE died
etc etc....Not imaged them as yet in .pro since they still work..
>
>But assuming I had a full description of how .pro works, it wouldn't be
>difficult at all to support it alongside ATR/XFD/DCMs in the emulator. I'd
>love to do it, so I could have full disk images with intros, and have games
>in their original form without being all hacked up with crack messages etc.
>
Exactly, you would not mean Tail of the Beta lyre by any chance :)

But I hope that this format can be merged with the emulators, I'm glad
that you could and are willing to inter grate it Rich and now hope that
Steven is keen on the idea...
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2227. Re: Mapping the atari ava

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <904846379@stackbbs.xs4all.nl>
Source record: 60245

-=> Quoting Rely@ix.netcom.com to All <=-

Re> Darrin Smith wrote:
>
> Can anyone point me to a copy of mapping the atari either on the web or
> as e-text? I haven't programmed 8-bit for years so I really need a good
> memory map and a bit of a blurb about what location does what!!!
> Thanks!
>
> --
> Darrin Smith Phone:(work)08 9224 0263 (+61 8 9224 0263)
> Ph.D Student, University Dept of Medicine (fax) 08 9224 0246 (+61 8 9224 0246)
> Medical Research Foundation Building (home)08 9305 9425 (+61 8 9305 9425)
> Level 4, 50 Murray St. PERTH WA 6000 NEW (mob) 0414 756 502 (+61 414 756 502)
> ----------------------PORSCHE- There is no substitute-----------------------
> E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
> ---

Re> Darrin,
Re> This comes up once in a while. Currently it is not available in
Re> electronic form. The original author, Ian Chadwick, was here about a
Re> year ago and said he was going to handle it. Since then there has been
Re> no word on progress of the project. Unfortunately for us, this is a
Re> very importand missing document that needs to be made available in this
Re> form. Stay tuned. Maybe Ian is listening.

Well, I've got the Mapping The Atari in electronic form.
Ian Chadwick gave me permission to do that.
I was allowed to put it on our upcoming POOLDISK TOO CDrom.
I've send him the pages by email.
If he wanted he could put them on the Internet in a jiffy.
It took me several months to enter the text b.t.w.
I also noticed that there are some typo's in the original text ;)
They weren't corrected by me.

Bo.
___ Blue Wave/386 v2.30

2228. 810 Disk drive repairs

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: "C.J. Herr" <cjherr@xnet.com>
Message-ID: <6smohn$7i$1@flood.xnet.com>
Source record: 60246

I have 2 810 disk drives. One is a straight 810, and it never stops spinning at startup. The second is Happy enhanced, and sometimes it will do the same thing, and others it will stop, but the has trouble reading disks (out of alignment, maybe?).

What causes this? It's not like I abuse these drives. Will they go sour if they *aren't* used for a period of weeks? Where can I get them repaired? Any suggestions welcomed.

Thanks,
-CJ

C.J. Herr
cjherr@xnet.com "Reply hazy, ask again later." O-

2229. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: "Tim J. Clevenger" <tim@clevenger.org>
Message-ID: <35EEE5A5.7F9D38A4@clevenger.org>
Source record: 60247

I always got stuck on a particular planet (can't remember which one--the color cyan comes to mind) and couldn't pass it because whenever I touched down, the computer locked up.

Was this game released on cartridge?

Regards,

Tim Clevenger

Jack H. Lee wrote:
>
> : Just about everyone I know got stuck on one planet (although not
> : always the same one). Tell us which one and we'll tell you how to
> : solve it =-)
>
> If that's the one with the machine gizmo and the lightning, this was
> actually brought up a few weeks ago. That, too, was the planet that had
> me stuck for so long (over 14 years!). But someone gave me a partial
> solution, and I was able to figure it out from there.
>
> Here's a couple of tips. You will need both items. When you put the
> black box in the machine thingy, out comes a stick thing. Take that back
> the screen where you see two doors (the one on the right is one where you
> came from after the ship), and drop that at the top of the stairs. Stand
> on top of it, and push the joystick up. This will give you at least a
> head start without saying the rest of the solution. If you are familiar
> enough with the problem solving techniques of the other planets, then
> should ring a bell.
>
> When you complete all the planets, return to your planet of origin (where
> the game begins). This is where you pick up your last treasure, and it
> also requires some problem solving. After that, you fly back to your home
> world. The conclusion is anti-climactic, alas. Whether or not you crash
> or land successfully there is a bit moot, since the game ends all the
> same.

2230. Re: DK-Utilites by Dan Knauff

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdd77a$8b485fc0$67c2accf@asharkis.erols.com>
Source record: 60248

Funny. I use Netscape, not even 4! I've downloaded lots of stuff from UMICH with it, including DCMs, with no problems. I've also downloaded from other sites with it, including DCMs, again with not problems.

But your message has some very valuable info, and I'm saving it and printing it out. I do have LYNX access through my public library account, but they don't (as yet) allow downloads in any form. They even stated that they'd probably get rid of LYNX, PINE and the whole non-graphical end within a year.

But that was before most of the local members of my user group, who use Atari 8-bits to log on, signed up ...

Daniel Klugh <dklugh@user.iwaynet.net> wrote in article
<6slooc$ai6$8@news.iwaynet.net>...
> Alan Sharkis (asharkis@erols.com) wrote:
> : OK, so now I'm quoting and answering myself (and no, I don't have money
in
> : the bank<G>).
>
> : I went to UMICH and found the files that produce that batch language
for
> : MyDos. There are two .DCMs and an .ARC with a short blurb in it.
Neither
> : of the DCMs would un-Discomm, even after running through FileFix2.
They
> : both gave 129 errors, BTW.
>
> How did you download them?
>
> If you use Gopher,then you can't download DCM files.The Gopher (or
Gopher-FTP
> gateway) doesn't understand that DCM files are not text files.Any
extentions
> not in it's limited list are considered text files.It's like downloading
via
> FTP and forgetting to type "TYPE I".
>
> If you use Lynx,then you need to put "DCM" in to your "mime.types" file.
> disk-img/diskcomm dcm dsk dc3
> It really doesn't matter what you put,as long as you put something to
tell Lynx
> that it's not a text file.That MIME type simply seem to make sense.Many
MIME
> types I see seem to be arbitrary.And you'll have to edit your lynx.cfg

file to
> tell it to look in the corect place for your mime.types file.The general
rule
> is that if it's FTP or Gopher,use RETURN to download the file.If Lynx
just
> displays the file like it was text,then you can't download it with Lynx
until
> you edit/create the mime.types file.If you can't do that,the alternative
is to
> simply view the file as text,then press shift-g to edit the current
URL,and
> append ";type=i",which will force Lynx into "I" ("Image") mode.Shift-G
only
> works in newer versions of Lynx.
>
> In Netscape,you used to be able to do the same trick with the
"mime.types" file
> but they took that (and "mailcap") support out in Netscape version
4.You'll
> have to configure Netscape directly if you have V4.(and V3?)
>
> : I did get to Tom Hunt's Web site and found them there. I downloaded
them.
> : They worked. Tom even has .ATRs of this assembler package! Now I have
a
> : copy and my correspondent over at Fido will know where to get them.
Thanks
> : for the advice again, Matt.
>
> You'll probably have the same problem with ATR and XFD (which is really
no
> format at all) files.
>

2231. Re: DK-Utilites by Dan Knauff

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bdd77b$1aef94e0$67c2accf@asharkis.erols.com>
Source record: 60249

> Why do you have a "4" with the high/8th bit set in place of a apostrophe?
> It comes out as "B4" (one character) on a VT100 terminal set for 8-bit
ASCII
> codes.It's a "4" on terminals that ignore the eighth bit.

Dunno. I'm using Microsoft Internet Mail and News. Maybe that's it.

BTW, and admittedly off-topic, since you're a LINUX user, I'd be curious to
know what flavor you use?

Thanks.

Alan

2232. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_904832367@rtfm.mit.edu>
Source record: 60250
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 25, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

2233. Auction: Atari 800XL system unit, 1050 floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: Barton Oleksy <boleksy@nait.ab.ca>
Message-ID: <35EF1A6B.2B2D@nait.ab.ca>
Source record: 60251
Cross-posted to: comp.sys.atari.8bit,can.forsale,van.forsale,rec.games.video.classic,rec.games.video.marketplace

Unfortunately no cables for either one. Check out more details at these
URLs...

Atari 800XL System Unit
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28306677

Atari 1050 floppy drive
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28307063

2234. FS: Atari 8-bit items

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-03 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <6snklr$8t8$1@supernews.com>
Source record: 60252

Hello. I have a few Atari 8-bit items that are for sale. All prices do not include shipping. All sales are in the USA only and are by money order only. Shipping is by US Postal Service, 1st Class or 3rd Class, your choice. If you have any questions, please e-mail me.

Atari 410 tape recorder/player $2
It looks good, but the door has one broken latch that makes the door open oddly. I am not sure if it works or not. I hooked it up to my 800XL and tried to get it to work. I don't know if I was not entering the right commands or if it doesn't work right. I am guessing it doesn't.

Atari BASIC cartridge $1.25
Atari Pac-Man cartridge $1.50

Thank you,
Jason Whorton

2235. Re: Mapping the atari ava

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-04 00:00:00 UTC
From: darrins@cyllene.uwa.edu.au
Message-ID: <6snf89$q6k$1@enyo.uwa.edu.au>
Source record: 60253

Bo Schreurs (bo.schreurs@stackbbs.xs4all.nl) wrote:
: Well, I've got the Mapping The Atari in electronic form.
: Ian Chadwick gave me permission to do that.
: I was allowed to put it on our upcoming POOLDISK TOO CDrom.
: I've send him the pages by email.
: If he wanted he could put them on the Internet in a jiffy.
: It took me several months to enter the text b.t.w.
: I also noticed that there are some typo's in the original text ;)
: They weren't corrected by me.

It sure would be a service if it was put on the web!
How 'bout it Ian?

--
Darrin Smith Phone:(work)08 9224 0263 (+61 8 9224 0263)
Ph.D Student, University Dept of Medicine (fax) 08 9224 0246 (+61 8 9224 0246)
Medical Research Foundation Building (home)08 9305 9425 (+61 8 9305 9425)
Level 4, 50 Murray St. PERTH WA 6000 NEW (mob) 0414 756 502 (+61 414 756 502)
----------PORSCHE- There is no substitute----------
E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
---

2236. Re: FS: Atari 8 bit software from ZZyzx

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-04 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <36178cb9.30869125@news.earthlink.net>
Source record: 60254

On Sat, 09 May 1998 22:50:32 GMT, zzyzx97@earthlink.net (zzyzx) wrote:

>Email me with your orders and your address so I can figure shipping.
>Buyer prepays and pays shipping.
>
>
>
> Cart Packages for the 400/800 COMPUTER. Assume a box unless
>it says otherwise.
>---
>
>ASTROCHASE by Parker Bros.
> New (shrinkwrapped)
>$15.00
>
>ATARI LOGO including manual (xerox).
>VG+/Vg
>$7.00
>
>ATARI LOGO, quick reference card
>VG+/Vg
>$7.00
>
>ATARIWRITER Release software , manual. No box.
>VG++
>$12.00
>
>ATLANTIS from Imagic. Manual, catalog, and warranty registration card.
>VG++/VG++
>$10.00
>
>BOULDERS AND BOMBS from CBS. . Warranty card.
>VG++/VG++
>$12.00
>
>DELTA DRAW LEARNING PROGRAM from Spinnaker. Manual, no box.
>$5.00
>
>DONKEY KONG from Atari.
>New (shrinkwrapped) but box crushed a bit)
>$7.50
>
>DONKEY KONG JR. from Atari.
>New (shrinkwrapped) but box crushed a bit)

>$7.50
>
>E.T. PHONE HOME. from Atari..
>NM/NM
>$7.50
>
>FRACTION FEVER from Spinnaker. Cart, manual in plastic box. Ages 7 and
>up.
>VG++/VG++
>$7.00
>
>FINAL LEGACY from Atari. Box is slightly smashed
>New (Shrinkwrapped)
>$7.00
>
>REAL SPORTS FOOTBALL from Atari.
>New(shrinkwrapped)
>$6.00
>
>FROGGER by Parker Bros.
>New(shrinkwrapped)
>$10.00
>
>JOUST from Atari, manual.
>VG/NM
>$7.50
>
>JUMBO JET PILOT from Thorn EMI, manual.
>VG++/VG++
>$10.00
>
>MILLIPEDE from Atari, manual.
>VG+/NM
>$7.50
>
>PAC-MAN from Atari, manual, no box.
>$10.00
>
>PENGO from Atari, manual.
>VG+/NM
>$7.50
>
>POLE POSITION from Atari, Manual.
>VG++/VG++
>$7.50
>
>Qbert from Parker Bros. Manual.
>VG++/VG++
>$12.00
>

>QIX from Atari. manual.
>New(shrinked)
>$10.00
>
>STAR WARS: RETURN OF THE JEDI-DEATH STAR BATTLE from Parker Bros.
>
>NEW(shrinkwrapped)
>$10.00
>
>RIVER RESCUE from Thorn EMI. No manual.
>VG++/VG++
>$5.00
>
>STAR RAIDERS from Atari. manual, The box has been slightly crushed;
>The cart and manual are mint.
>VG++/NM
>$10.00
>
>SUBMARINE COMMANDER from Thorn EMI. manual.
>VG++/VG++
>$10.00
>
>TENNIS from Atari.
>New(shrinkwrapped)
>$7.00
>
>WIZARD OF WOR from Roklin. manual, no box.
>VG++
>$6.00
>
>
>========================
>FLOPPY SOFTWARE: Assume a box unless stated otherwise.
>========================
>
>A.E. floppy from Broderbund. Stamped Dealer Demo, not for resale. In a
>Broderbund dust jacket plus manual. No box
>$2.00
>
>ACE OF ACES from Accolade. 1986. 5.25" floppy plus manual. No box.
>Works with 800/xl/xe
>NM
>$4.00
>
>ACE OF ACES from Accolade. 1986. 5.25" floppy for 64k memory
>including XL, XE. Manual, warranty card.
>VG++/NM
>$7.00
>
>ATARI SERIES; GAMBLER from Keypunch Software. 1985. 4 games:

>Blackjack, Poker, Slots, Derby Days. Instructions on disk. Plastic
>bubble box cut open at top.
>VG++
>$5.00
>
>ATARI DOS 2.5 plus manual. No box.
>$5.00
>
>ATARI WORD PROCESSOR. Model CX404. Huge Easel-back Notebook. Contains
>2 floppys, training manual. No box
>VG+
>$15.00
>
>ATARI XM301 MODEM manual with XE TERM COMMUNICATIONS SOFTWARE. 1985.
>Spiral bound 50 page manual plus 5.25" floppy. No box.
>NM
>$7.00
>
>ATTANK. by Joel Glick. Atari Program Exchange. Floppy plus manual. No
>box.
>VG++
>$4.00
>
>BILL BUDGE PINBALL CONSTRUCTION SET from EA. 1982. 5.25" floppy,
>manual.
>VG/VG++
>$7.00
>
>BEACH-HEAD by Access. 1983. 5.25" diskette plus instruction card. No
>box.
>NM
>$3.00
>
>CROSSFIRE Floppy Disk in official dust jacket plus manual from ONLINE
>SYSTEMS (later became Sierra OnLine). No box.
>VG++
>$5.00
>
>DRAGONRIDERS OF PERIN from Epyx. 1983. 5.25" floppy plus manual. No
>box.
>VG++
>$3.00
>
>DUNJONQUEST: TEMPLE OF ASPHAI. 1981 Automated Simulations. 5.25"
>floppy plus manual command card, and loading instructions.
>VG/POOR
>$5.00
>
>
>DUNJONQUEST: UPPER REACHES OF ASPHAI. Expansion kit #1 for Temple of

>Asphai. 1981 Automated Simulations. 5.25" floppy plus manual and
>loading instructions. Also includes photocopy of Temple of Asphai
>manual and help guide. No box.
>NM
>$4.00
>
>THE E FACTOR Floppy and manual and box from Cosmi
>$3.00
>
>the EIDOLON from EPYX and LUCASFILM. 1985. 5.25" floppy, manual. Some
>writing with a pen on back of manual. Requires 64k. Flip side of disk
>for Commodore 64.
>GOOD/VG
>$7.00
>
>
>F-15 STRIKE EAGLE from MicroProse. 5.25" floppy (C64 version on flip
>side), manual, box.
>G/VG++
>$7.00
>
>F-15 STRIKE EAGLE from MicroProse. 5.25" floppy (C64 version on flip
>side), manual, no box.
>VG++
>$5.00
>
>FAMILY FINANCES 1 & 2. Official Atari release on 2 floppys. User's
>Guide included. No box.
>VG+
>$2.00
>
>FIGHT NIGHT from Accolade. Complete.
>VG++/VG++
>$5.00
>
>FLIGHT SIMULATOR II from SubLogic. 48k memory. Two 5.25" floppys,
>Flight Physics manual, Pilots Operating Handbook manual, reference
>card, 2 maps, release notes.
>VG/VG++
>$7.00
>
>FONTEDIT; IRIDIS 2 from The Code Works. Cassette tape,56 page manual.
>SS(shrinkwrapped)
>$5.00
>
>GALLAHAD AND THE HOLY GRAIL. by Douglas Crockford. Atari Program
>Exchange. Floppy plus manual. No box.
>Good.
>$4.00
>

>GAUNTLET from Mindscape. 1985 for 800, XL,XE 64k. 5.25" floppy. No
>manual. Colorful cartoon-lke folder/box.
>VG+/VG++
>$5.00
>
>
>GREAT AMERICAN CROSS-COUNTRY ROAD RACE from Activision. 1985.
>Instruction card plus diskette. Works with 800/xl/xe systems.
>VG++/VG++
>$4.00
>
>LEADER BOARD DUAL PACK. from access. 1987. Double sided floppy,
>manual. No box.
>VG++
>$5.00
>
>MICKEY IN THE GREAT OUTDOORS. From Walt Disney Personal Computer
>Software. in Dust Jacket, plus manual and box. The box is about 8x10",
>plastic, with Mickey on both sides (and as with many games from this
>period, is the best part of the package)
>NM/NM
>$7.00
>
>PAINT from Atari.
>NEW(shrinked)
>$15.00
>
>PREPPIE II. Floppy plus very colorful manual, plus very colorful
>plastic box.
>VG++/VG++
>$7.00
>
>REALM OF IMPOSSIBILITY by Mike Edwards from Electronic
>Arts.......Floppy plus box (10" flat square box) from Electronic Arts.
>VG++/VG++
>$7.00
>
>ROMMEL; BATTLES FOR TOBRUK from GDW and EA. 1986. for 48k or XL, XE.
>5.25" floppy, rules manual, historical manual, loading card, reference
>card, warranty card, quick reference card, 5 maps.
>VG++/VG++
>$10.00
>
>SILENT SERVICE. Microprose. 1985. Strategy (submarine). 5.25" floppy
>(commodore one side; Atari the other side), manual.
>VG++/VG++.
>$7.00
>
>SILENT SERVICE. Microprose. 1985. Strategy (submarine). 5.25" floppy,
>manual. No box.

>VG++.
>$5.00
>
>SNOOPER TROOPS. Spinnaker. Ages 10 up. Graphic advenure. 5.25" floppy,
>manual, hard plastic box.
>VG++/VG.
>$7.00
>
>SOUND AND MUSIC TRICKY TUTORIAL #6 manual and casette tape from
>Educational Software.
>STAR RAIDERS II. Diskette plus manual.
>New.
>$5.00
>
>SPITFIRE 40 from Avalon Hill 1986. 5.25" floppy, pilot's notes,
>addenum sheet, player aid card, warranty card.
>VG++/NM
>$10.00
>
>SPITFIRE ACE from Microprose. 1982. 8 page manual plus 5.25" floppy.
>Must be a very early example from this company. Manual is cheaply
>printed and diskette label is computer printed. No box.
>VG+
>$5.00
>
>STOCK CHARTING; INVESTMENT ANALYSIS SERIES. 1980. Floppy, manual
>New (shrinkwrapped)
>$15.00
>
>THRESHOLD By Warren Schwader and Ken Williams. Sierra On-Line. 1981.
>Floppy plus manual.No box.
>VG++
>$3.00
>
>TRAINS from Spinnaker. 5.25" floppy, manual, in a plastic box. Ages 10
>and up.
>NM/NM
>$7.00
>
>
>
>Cart Packages for the XL-XE computers
>---
>
>Atari RX8092 87 Archon (by Electronic Arts) [48]
>New (shrinkwrapped)
>$10.00
>
>Atari RX8064 87 Ballblazer (by Lucasfilm)
>New(shrinkwrapped)

>$10.00
>
>Atari RX8088 87 Crossbow [lg]
>Cart only
>$5.00
>
>Atari RX8083 87 David's Midnight Magic(Br0derbund)[64]
>New (shrinkwrapped)
>$10.00
>
>Atari RX8089 88 Desert Falcon [64]
>New
>$7.50
>
>Atari RX8091 87 Flight Simulator II (by subLOGIC)
>Cart only.
>$5.00
>
>Atari RX8063 87 Rescue on Fractalus (by Lucasfilm)[48]
>NEW
>$10.00
>
>Atari RX8098 88 Summer Games (by Epyx)
>New
>$7.50
>
>Atari RX8039 83 Eastern Front (by APX)
>$7.50
>
>Floppy Packages for the XL-XE computers
>====================================
>
>INFILTRATOR from Mindscape. 5.25" floppy. 64k. Some pen writing in
>manual.
>VG+/VG+
>$7.00
>
>SUPER HUEY from Cosmi. Helocopter Sim. 5.25" floppy. Flip side works
>for Commodore 64. 1986. Manual, flight instruction cards.
>VG++/NM
>$7.00
>
>COIN-OP MARQUEES:
>--------------------------------------
>
>They are all from 1 1/2 to 2 feet long and 5 to 6" wide, and are made
>of 1/4" plastic. They have decals on the backside and are meant to
>have a light shining through them to announce what game it is.
>
>SKYRAIDER from 1977...this one has a little bit of the paint (decal on

>back) chipped off. Good
>$50.00
>
>BATTLEZONE from 1980....this one also has a little bit of the paint
>(decal on back) chipped off. Very Good
>$40.00
>
>SUPER BUG from KEY Games, copyright Atari, Inc. 1977. Good
>$50.00
>
>
>
>
>Books, Original, soft cover
>--------------------------
>
>6502 SOFTWARE DESIGN BY Scanlon. Sam's and Co. 269 pages. Ex library.
>Excellent.
>$5.00
>
>THE ADDISON-WESLEY BOOK OF ATARI SOFTWARE 1983 by Stanton, Wells,
>Rochowansky.347 pages. Mint
>$5.00
>
>ATARI BASIC by Albrecht, Finkel, Brown. Wiley and Sons, 1979, 322
>pages, excellent.
>$5.00
>
>ATARI FOR THE BEGINNING BEGINNER, Judy and Tom Chamberlin.
>Einrich/Ohas, 1983, 65 pages, excellent.
>$5.00
>
>ATARI GAMES AND RECREATIONS by Kohl, Kahn, Lindsay, Cleland. 1982,
>Reston Publishing. 338 pages. Excellent.
>$5.00
>
>ATARI PERSONAL COMPUTER SYSTEM OPERATING SYSTEM USER'S MANUAL AND
>HARDWARE MANUAL. Jan 1982. Excellent.
>$10.00
>
>ATARI PERSONAL COMPUTER SYSTEM HARDWARE MANUAL. I can't tell if this
>is a copy or the original cheaply printed Atari manual. Excellent
>$5.00
>
>ATARI IN WONDERLAND by Fred D'Ignazio from Hayden. 140 pages. 22
>programs in basic you can type in.
>VG++
>$5.00
>
>COMPUTERS FOR PEOPLE by Jerry Willis and Merl Miller from dilithium

>press. No date (1981?), complimentary copy, not for resale. About 200
>pages. Lots of color pix from Atari ads.
>VG++
>$7.00
>
>COMPUTE'S FIRST BOOK OF ATARI GAMES. Fifteen games in basic ready to
>type in (what fun).1983.
>232 pages, spiral bound.
>VG++
>$7.00
>
>COMPUTE'S FIRST BOOK OF ATARI GRAPHICS. 1982. 250 pages spiral bound.
>Games, tutorials, programs and other. 232 pages, spiral bound.
>VG++
>$7.00
>
>GAMES FOR YOUR ATARI COMPUTER by Paul Bunn from Dell. 1983. 128 pages
>spiral bound. 25+ full color programs to type in.
>VG++
>$5.00
>
>HAND'S-ON BASIC by Herbert Peckham. 304 pages. slight water damage. VG
>$5.00
>
>MAPING THE ATARI, by Chadwick, Compute Books, 1983. Excellent.
>$5.00
>
>OS/A PLUS reference manual. System software for Apple and Amiga
>computers. 112 pages. Mint.
>$5.00
>
>PROGRAMMER'S REFERENCE GUIDE FOR THE ATARI 400/800 COMPUTERS. by David
>Heiserman. 1984. 484 pages Spiral Bound.
>VG++
>$7.00
>
>PROGRAMMING AND INTERFACING THE 6502, BY DEJONG, Sam's and Co. 1980.
>Ex library. Excellent.
>$5.00
>
>SOME COMMON BASIC PROGRAMS ATARI EDITION. by Poole, Borchers, Cook.
>Osborne 1981. 200 pages. Excellent.
>$5.00
>
>SPRING/SUMMER SUPPLEMENT for THE BOOK OF ATARI SOFTWARE 1983. by
>Stanton, Wells, Rochowansky, Mellin. 128 pages. Excellent.
>$5.00
>
>WRITING STRATEGY GAMES ON YOUR ATARI by John White. 1984 Hayden. 129
>pages.

>NM
>$7.00
>
>YOUR ATARI COMPUTER, A Guide to 400/800 personal computers by Lon
>Poole, Martin McNiff, and Steven Cook. Osborne, 1982, 458 pages, very
>good.
>$7.00
>
>YOUR ATARI COMPUTER, A Guide to 400/800 personal computers by Lon
>Poole, Martin McNiff, and Steven Cook. Osborne, 1982, 458 pages,
>excellent.
>$7.00
>
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>==========
>
>
>Here is the way I grade software. There are seperate grades for the
>box first, and what's in the box second. For example, VG++/NM would
>mean the box is VG++ and the contents of the box is near mint.
>
> Shrinkwrapped (ss)
> Self-explanatory.
>
> Near Mint (NM)
> This is the highest grade for an unsealed item.
> "Mint" is not used as a grade because, without a
>microscope and 40
> minutes of inspection, perfection cannot be verified
>to
> everyone's satisfaction. Near Mint ranges from
> appearing unused, to an item that may have been used,
>but is
> without a notable cosmetic defect as evidence of that
>use.
>
>
> Basically, a NM/NM package should be a reasonable
>simile to a fresh, unused
> copy.
>
> Very Good Plus Plus (VG++)
> This grade refers to an attractive,
>fresh-in-appearance item that, upon closer
> inspection, has been disqualified from the NM
>category due to (usually)
> one flaw that could not be overlooked.
>
> For boxes, this includes: a small split of the seam;

>some clear tape on one corner.
> Basically, and this includes the contents of the box
>as well, a VG++ item is qualified by having a
>noticeable, yet functionally insignificant defect that
> verifies that the item has been used. A VG++ item
>appears neither blatantly
> second-hand, nor does it have the sparkle of
>"brand-new".
>
> Very Good Plus (VG+)
> This is the broadest grade serving as a catch-all for
>any decent, presentable,
> average, usable (not marred or defective) item.
>People ordering VG+ items
> usually are prepared to accept an imperfect item
>representing the artifact
> that it is, and are going to enjoy it without being
>excessively preoccupied
> with cosmetic details. VG+ is a fine copy that is
>indisputably "used", being
> your basic "decent used package" for utilitarian
>purposes.
>
> Boxes and contents will have some combination of one
>to a few of the following
> defects:
> partial seam split (with or without clear tape
>repairs), minor dirt ring,
> some minor warping due to moisture, a creased
>corner, small squishing of the
> box.
> The box and contents must be free of major
>defacements, and will certainly not have ALL of the
>preceding minor ones on the same piece!
>
>
> Very Good (VG)
> This is the beginning of "rough" for collector's
>purposes. A VG record is
> usually one that a collector will buy to fill a
>"hole" in his/her library until a better copy
>comes along. We usually don't advertise items with either VG
> covers or discs unless they are deemed scarce enough
>to attract a collector
> for this purpose.
>
>
> Good Plus (G+)
> Averaged between VG and G,
>

> Good (G)
> Items graded "good" are very used and only
>presentable to the least
> discriminating collector. This classification is
>usually employed for
> boxes when it's the contents that's worth collecting,
>and vice-versa; or when
> the component in question is so very rare that its
>existence in any condition
> is regarded as manna from heaven. It should not be
>confused as referring to "Good" COLLECTIBLE
>
>
> Fair (Fr) or Poor (P) or Missing Component ()
> For advertising purposes, if either box or contents
>is either Fair or Poor, we
> treat it as functionally missing , and we have graded
>only the component
> that is G or better, essentially selling that
>component "as is", theoretically
> without its decrepit companion. In these cases, the
>grade should include an
> asterisk in place of the Fair/Poor cover or jacket to
>reflect its effective
> absence.
>
> Supplementary Notations
> Condition augmentations: there are some common
>exceptions to the overall
> condition of an item that merit independent notation
>from the
> overall grade assigned, rather than being "averaged
>in" as with standard
> gradeable wear. These are usually after-production
>aberrations courtesy of
> the record company such as:
>
> Writing on front cover, back cover, label, tape
>on seams or spine,
> water damage (especially if it's growing "hair"),
>applied era "pop-culture"
> stickers (such as "right-on" with fist) etc.
>These minute details are usually only noted on
>rare and expensive items.
>
>
>
>
>
>

>
> ZZyzx
>
>And for you automated email spammers out there,
>here's the email addresses of the current board of
>the Federal Communications Commission:
>
>Chairman Reed Hundt: rhundt@fcc.gov
>Commissioner James Quello: jquello@fcc.gov
>Commissioner Susan Ness: sness@fcc.gov
>Commissioner Rachelle Chong: rchong@fcc.gov
>
>And let's help you send some spam to the USPS, too:
>customer@email.usps.gov

2237. Re: FS: Atari ST software from ZZyzx

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-04 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <36188ccf.30890661@news.earthlink.net>
Source record: 60255
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

On Sat, 09 May 1998 23:00:02 GMT, zzyzx97@earthlink.net (zzyzx) wrote:

>Email me with your orders and your address so I can figure shipping.
>Buyer prepays and pays shipping.
>
>ATARI ST STUFF:
>----------------
>
>Hardware:
>===========
>ATARI 1040ST COMPUTER
>ATARI PS3000 Monitor/Floppy drive.
>ATARI SF354 floppy drive. 3.5". Drive only.
>ATARI SC1224 monitor. Excellent.
>
>Complete Software Packages
>Assume there is a box unless it says otherwise.
>==========================
>
>BALANCE OF POWER THE 1990 EDITION by Chris Crawford from Mindscape.
>3.5" floppy requires Dual-sided drive. Manual, warranty card,
>reference card. Box has two small puncture wounds on rear side,
>otherwise perfect.
>VG+/NM
>$10.00
>
>BATTLEHAWKS 1942 from LucasFilm. Two 3.5" floppys, manual (which is a
>spiral bound book).. Box is shrinkwrapped except top where opende. 1"
>tear in flap).
>VG++/VG++
>$20.00
>
>CAPTAIN FIZZ MEETS THE BLASTER-TRONS. from Psygnosis. 1988. 3.5"
>floppy, manual. Platform game. Box crushed a bit only on underside.
>VG+/NM
>$10.00
>
>CHAMPIONSHIP WRESTLING from Epyx. 3.5" floppy, manual, box. Box has
>been crushed
>VG+/VG+
>$7.50
>
>ELITE from Rainbird. 3.5" floppy for color machines only. Manual,

>loading card, warranty card.
>VG++/NM
>$10.00
>
>FALCON THE F-16 FIGHTER SIM from Spectrum Holobyte. 1987. Two 3.5"
>floppys, manual, map, warranty cards, lots of inserts. Box is
>shrinkwrapped except at top, where opened.
>VG++/NM
>$20.00
>
>HOYLE BOOK OF GAMES VOLUME 2 SOLITARE from Sierra. 3.5" floppy,
>manual, warranty card.
>VG++/NM
>$10.00
>
>LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS from Sierra. Two
>3.5" floppys, manual, reference card, aratist reference card,
>read-me-first sheet.
>VG++/VG++
>$15.00
>
>MARBLE MADNESS from EA. 2 floppys, no manual, in a folder/box.
>VG++
>$5.00
>
>PALADIN from Omnitrend. includes the Quest disk. 3.5" floppys.
>Complete.
>VG/NM
>$12.00
>
>POPULOUS by Bullfrog from Electronic Arts. There are 2 differend 3.5"
>floppys in this package. One has a yellow label #e09731XL and the
>other is black #352702. The spring for the sliding door is missing on
>the Yellow label so the black on may haver been a replacement. Manual,
>warranty card, loading instructions.
>NM/NM
>$15.00
>
>ROCKET RANGER. For the Atari ST. Cimemaware. Interactive Movie.
>Complete with all props, and three 3.5" floppys.
>VG++/NM.
>$25.00
>
>SHADOW OF THE BEAST from Psygnosis. Two 3.5" floppys, manual.
>VG++/NM
>$10.00
>
>SPACE CUTTER from Rainbird. 3.5" floppy, manual, warranty card. This
>looks new but there is a 1" scrape on top flap of box.
>VG++/NM

>$10.00
>
>STAC THE ATARI ST ADVENTURE CREATOR. from Terrific Software. 1988. Two
>3.5" floppys, manual.
>NM/NM
>$10.00
>
>STARQUAKE from Terrific Software. 3.5" floppy, manual, warranty card,
>aftermarket paper map. Box is still shrinkwrapped except top where
>opened.
>VG++/VG++
>$10.00
>
>TALESPIN. AN ADVENTURE GAME CREATION PROGRAM from Microdeal. 1989. Two
>3.5" floppys, manual, warranty card, lots of inserts. Box has one 3"
>wrincle.
>VG++/NM
>$10.00
>
>TETRIS from Spectrum Holobyte. 1987. Two 3.5" floppys, manual,
>warranty card.
>VG+/NM
>$10.00
>
>THEIR FINEST HOUR from LucasFilm Games. Two 3.5" floppys, manual (a
>spiral bound book), code wheel, warranty card, inserts, reference
>card.
>VG++/NM
>$15
>
>TOWER TOPPLER from Epyx. 3.5" floppy for color machines only. Platform
>game. Manual, loading card, catalog, lots of inserts. Box is
>shrinkwrapped except at top.
>VG++/NM
>$7.50
>
>TRAILBLAZER from Mindscape. Floppy, manual, in a folder/box.
>VG++/VG++
>$7.50
>
>TV SPORTS FOOTBALL from Cimemaware. 3.5" floppy, manual, player guide,
>warranty card, catalog, lots of inserts.
>VG+/NM
>$15.00
>
>WORLD KARATE CHAMPIONSHIP from Epyx. Two 3.5" floppys, manual, box.
>Box has been crushed. Manual has rusty staples.
>VG+/VG+
>$7.50
>

>ZAK McKRACKEN AND THE ALIEN MINDBENDERS. from Lucas Arts. 1988.
>Graphic adventure. Three 3.5" floppys, manual, security card, National
>Inquisitor newspaper, box.
>VG++/VG++.
>$15.00
>
>ZAK McKRACKEN AND THE ALIEN MINDBENDERS. Hint Book. Lucas Arts. still
>usable but missing the red plastic strip fro viewing the book.
>VG++
>$5.00
>
>ZANY GOLF from Electronic Arts. Two 3.5" floppys, box. No manual.
>VG+/NM
>$5.00
>
>
>Floppy disk only
>=================
>
>TV TITLES 2.0 from J.P. Deziel Serial # 120.
>VG++
>$5.00
>
>
>==================================
>
>Here is the way I grade software. There are seperate grades for the
>box first, and what's in the box second. For example, VG++/NM would
>mean the box is VG++ and the contents of the box is near mint.
>
> Shrinkwrapped (ss)
> Self-explanatory.
>
> Near Mint (NM)
> This is the highest grade for an unsealed item.
> "Mint" is not used as a grade because, without a
>microscope and 40
> minutes of inspection, perfection cannot be verified
>to
> everyone's satisfaction. Near Mint ranges from
> appearing unused, to an item that may have been used,
>but is
> without a notable cosmetic defect as evidence of that
>use.
>
>
> Basically, a NM/NM package should be a reasonable
>simile to a fresh, unused
> copy.
>

> Very Good Plus Plus (VG++)
> This grade refers to an attractive,
>fresh-in-appearance item that, upon closer
> inspection, has been disqualified from the NM
>category due to (usually)
> one flaw that could not be overlooked.
>
> For boxes, this includes: a small split of the seam;
>some clear tape on one corner.
> Basically, and this includes the contents of the box
>as well, a VG++ item is qualified by having a
>noticeable, yet functionally insignificant defect that
> verifies that the item has been used. A VG++ item
>appears neither blatantly
> second-hand, nor does it have the sparkle of
>"brand-new".
>
> Very Good Plus (VG+)
> This is the broadest grade serving as a catch-all for
>any decent, presentable,
> average, usable (not marred or defective) item.
>People ordering VG+ items
> usually are prepared to accept an imperfect item
>representing the artifact
> that it is, and are going to enjoy it without being
>excessively preoccupied
> with cosmetic details. VG+ is a fine copy that is
>indisputably "used", being
> your basic "decent used package" for utilitarian
>purposes.
>
> Boxes and contents will have some combination of one
>to a few of the following
> defects:
> partial seam split (with or without clear tape
>repairs), minor dirt ring,
> some minor warping due to moisture, a creased
>corner, small squishing of the
> box.
> The box and contents must be free of major
>defacements, and will certainly not have ALL of the
>preceding minor ones on the same piece!
>
>
> Very Good (VG)
> This is the beginning of "rough" for collector's
>purposes. A VG record is
> usually one that a collector will buy to fill a
>"hole" in his/her library until a better copy
>comes along. We usually don't advertise items with either VG

> covers or discs unless they are deemed scarce enough
>to attract a collector
> for this purpose.
>
>
> Good Plus (G+)
> Averaged between VG and G,
>
> Good (G)
> Items graded "good" are very used and only
>presentable to the least
> discriminating collector. This classification is
>usually employed for
> boxes when it's the contents that's worth collecting,
>and vice-versa; or when
> the component in question is so very rare that its
>existence in any condition
> is regarded as manna from heaven. It should not be
>confused as referring to "Good" COLLECTIBLE
>
>
> Fair (Fr) or Poor (P) or Missing Component (*)
> For advertising purposes, if either box or contents
>is either Fair or Poor, we
> treat it as functionally missing , and we have graded
>only the component
> that is G or better, essentially selling that
>component "as is", theoretically
> without its decrepit companion. In these cases, the
>grade should include an
> asterisk in place of the Fair/Poor cover or jacket to
>reflect its effective
> absence.
>
> Supplementary Notations
> Condition augmentations: there are some common
>exceptions to the overall
> condition of an item that merit independent notation
>from the
> overall grade assigned, rather than being "averaged
>in" as with standard
> gradeable wear. These are usually after-production
>aberrations courtesy of
> the record company such as:
>
> Writing on front cover, back cover, label, tape
>on seams or spine,
> water damage (especially if it's growing "hair"),
>applied era "pop-culture"
> stickers (such as "right-on" with fist) etc.

>These minute details are usually only noted on
>rare and expensive items.
>
>
>
>
>
> ZZyzx
>
>And for you automated email spammers out there,
>here's the email addresses of the current board of
>the Federal Communications Commission:
>
>Chairman Reed Hundt: rhundt@fcc.gov
>Commissioner James Quello: jquello@fcc.gov
>Commissioner Susan Ness: sness@fcc.gov
>Commissioner Rachelle Chong: rchong@fcc.gov
>
>And let's help you send some spam to the USPS, too:
>customer@email.usps.gov

2238. OFF TOPIC: Anyone having trouble with @Home?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-04 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <6socip$5f0$1@nnrp1.dejanews.com>
Source record: 60256

Note: Slightly off topic. But I do run an Atari 8-bit site so it's somewhat on topic.

While going over the logs for http://CloserToHome.dyn.ml.org/index.html I noticed a consistant problem for someone that uses the @Home cable modem service, The Home Network of Redwood City, CA. I have saved the logs just in case this person would like for me to forward the logs to them so that @Home can diagnose and fix the problem. I've never used their service but from what I understand they use a custom web browser, so I suspect that there might be some bugs in it. Basically, the browser is putting garbage in the the browser's GET command.

If you are the person using this service and having trouble getting to my site, let me know and I'll try and help.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2239. Atari 8-bit hardware and software for sale (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-04 00:00:00 UTC
From: Mike Blenkiron <mikeb@vision-computing.co.uk>
Message-ID: <6soc5kflv1@eros.clara.net>
Source record: 60257

```
Atari 8-bit hardware and software for sale (UK)

Contact mikeb@vision-computing.co.uk for complete list.
```

2240. Re: Latest Atascii Toon now up!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-04 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35EFCE08.D2794627@ix.netcom.com>
Source record: 60258

```
Daniel Klugh wrote:
>
> Bubba Gump (nunayur@bidness.com) wrote:
> : The latest bi-weekly Atascii Movie is now online at:
>
> : The 'Break Movie' Warehouse.
> : http://www.flash.net/~ambrosia/index2.html
>
> But the files are all ZIPed!
> How are Atarians suppossed to unZIP them?
> (we can't unZIP version 2.0 ZIP files)
> They should be in ALF format.Or at least ARC.
>
> : (The RealMedia plugin is needed to view the online movie)
>
> What's a "plugin"?

Daniel,
A Plug-in is a helper program for you browser so you can use on-line
files not normally supported by your browser. The one mentioned above is
the Real-Player from Real Audio available at www.realaudio.com.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

2241. Video Question? JAM device or 170x, 180x monitors etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-04 00:00:00 UTC
From: Brian Hutchinson <hutch@ena-east.ericsson.se>
Message-ID: <35EFDBAF.DDB353EA@ena-east.ericsson.se>
Source record: 60259

I've seen posts about the new JAM device and about various monitors used with the 8 bits. I'm trying to get enough information so I can decide to just use JAM with a old VGA monitor I already have or if I should so the video mod to my 800XL and use a 170x, 180x, or some other monitor that has separate luma-chroma inputs.

Is separate luma-chroma the way to go for best picture? I kind of gather this from some of the other posts.

Is S-Video a format all its own or is it just separate luma-chroma signals? Can I some how pipe the 8 bit signal into the S-Video port of the JAM?

If a monitor is the way to go who sells them now? Are the Commodore monitors better than the Atari monitors?

I'm setting up a room where I can have all of my Atari computers out and hooked up all the time. My Falcon now uses a old SVGA monitor. I don't think I can do ST Low with it. I have 3 8 bits, 600XL, 800XL, and now a 130XE. I also have a Jaguar in the room. I'd like to have one or two monitors that will work well with all of the machines. I'm planning on adding a 1040STE in the future as well.

Any advice or direction from anyone who has faced a similar situation would be greatly appreciated.

Thanks,

Brian

Lynchburg, VA

2242. tcp/ip packages for ATARI XL?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-04 00:00:00 UTC
From: adiperry@my-dejanews.com
Message-ID: <6soph1$k0d$1@nnrp1.dejanews.com>
Source record: 60260

Are there any tcp/ip packages for ATARI XLs ?
Are there any related packages ?

Thanks
Please e-mail me at: adiperry@geocities.com

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2243. Re: OFF TOPIC: Anyone having trouble with @Home?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-04 00:00:00 UTC
From: "Tim J. Clevenger" <tim@clevenger.org>
Message-ID: <35EFFEB3.F1D7AA98@clevenger.org>
Source record: 60261

I use @Home here in Fremont. @Home basically distributes an early
version of Netscape Navigator with their system.

Regards,

Tim Clevenger

Tom_Hunt@my-dejanews.com wrote:
>
> Note: Slightly off topic. But I do run an Atari 8-bit site so it's somewhat
> on topic.
>
> While going over the logs for http://CloserToHome.dyn.ml.org/index.html I
> noticed a consistant problem for someone that uses the @Home cable modem
> service, The Home Network of Redwood City, CA. I have saved the logs just in
> case this person would like for me to forward the logs to them so that @Home
> can diagnose and fix the problem. I've never used their service but from what
> I understand they use a custom web browser, so I suspect that there might be
> some bugs in it. Basically, the browser is putting garbage in the the
> browser's GET command.
>
> If you are the person using this service and having trouble getting to my
> site, let me know and I'll try and help.
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2244. FA: Atari BASIC Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-04 00:00:00 UTC
From: A Hannah <ahannah@mcle.org>
Message-ID: <35F03439.3B22@mcle.org>
Source record: 60262

For auction on Ebay, Atari BASIC computing language cartridge... for use with console keyboard... starting bid only one dollar, no reserve. For more details and a picture, see

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28322515

Thank you for looking.

2245. Auction: Graphics and Animation on the Atari - hardcover

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-04 00:00:00 UTC
From: Barton Oleksy <boleksy@nait.ab.ca>
Message-ID: <35F0C10F.371B661D@nait.ab.ca>
Source record: 60263

By Christopher Lampton - covers 800, 400, 1200XL, 800XL, and 600XL.
VERY nice shape! Check it out at this URL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28856244

2246. FS: STAR WARS: RETURN OF THE JEDI-DEATH STAR BATTLE New and shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <361fb971.16918174@news.earthlink.net>
Source record: 60264

```
STAR WARS: RETURN OF THE JEDI-DEATH STAR BATTLE from Parker Bros.
Rare
NEW(shrinkwrapped)
$10.00

Shipping is $3.00 Priority Mail in USA
```

2247. Re: Temptest Arcade game ever available for comps

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.105aa4cf7b5302a89896ba@news.midwest.net>
Source record: 60265

In article <6slq00$ai6$9@news.iwaynet.net>, dklugh@user.iwaynet.net
says...
> GSB (brunergs@pcisys.net) wrote:
> : If you want to play the real McCoy on a IBM PC, you need to get
> : MAME (Mulitple Arcade Machine Emulator). This will play nearly all
> : the classic arcades, including the vector graphic ones. Go to Yahoo.com
> : and try a search for MAME. If you can find Sean Kelly's web page, you
> : can find the program there (currently version 0.3). This is the best
> : arcade
> : emulator you will find for the PC, even better than commercial ones selling
> : for $30 (and it's FREE). The best part about this emulator is that it uses
> : the actual game rom code to play. This will give you all the original play
> : from
> : the game. Especially the cheat code that was built into Tempest.
>
> For the money involved,you'd be better of buying a Sega Saturn and Tempest 2000.
> (which includes the original Tempest)
> It also exists for the Atari Jaguar.
> (which,I assume,also includes the original)
>
It does contain the original (for Jag) I have one... and if you scrounge
around, you could probably find it cheaper than the Saturn (also, if you
use MAME, you can use Tempest Tubes, new, different layouts from the
original) Also, you might have to dig in the bargain bins... but i know
that T2K was also available for the pc... (i have a demo around
somewhere, and it's almost certainly available for download somewhere)
--
Ron
rlaski@midwest.net

2248. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yemtrrmb1.fsf@co.umist.ac.uk>
Source record: 60266

"Tim J. Clevenger" <tim@clevenger.org> writes:

> I always got stuck on a particular planet (can't remember which one--the
> color cyan comes to mind) and couldn't pass it because whenever I
> touched down, the computer locked up.

Sounds like you've got a bad copy there.

> Was this game released on cartridge?
yup! sure was!

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

2249. Re: Atari Basic Computing Language Cartridge.

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: Graeme Fenwick <gfenwick@BYESPAMprimex.co.uk>
Message-ID: <35f10f06.0@mercury.nildram.co.uk>
Source record: 60267

A Hannah wrote in message <35EEDC5D.6F1C@mcle.org>...
>For auction on Ebay, ATARI BASIC Computing Language cartridge.

You pondered about clogging up the group with a FS but decided flogging an
ATARI BASIC cartridge was such a major event, you just had to do it- twice!

For use
>with console keyboard.

Doesn't it require a computer then? I'm impressed ;-)

>Minimum bid is just one dollar and there is no
>reserve!

One dollar?! Was it really worth all the time and hassle involved in
announcing this to the world? Perhaps you hope some gullible person will bid
you 30 dollars to relive their programming glory days?

> For more details and a picture, see

A picture... what use is a picture of a cartridge?!
(Then again, he/she didn't say that's what it was... it could be a porno
;-)). Is it boxed? Rev A, B or C? Condition?
Sigh

Graeme Fenwick - gfenwick@BYESPAMprimex.co.uk
(Remove "BYEPSAM" spam filter when replying by mail)

2250. Re: Mapping the atari ava

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <6sq6e2$dte@news2.tds.net>
Source record: 60268

On 1998-09-03 bo.schreurs@stackbbs.xs4all.nl(BoSchreurs) said:
bo>Well, I've got the Mapping The Atari in electronic form.
bo>Ian Chadwick gave me permission to do that.
bo>I was allowed to put it on our upcoming POOLDISK TOO CDrom.
bo>I've send him the pages by email.
bo>If he wanted he could put them on the Internet in a jiffy.
bo>It took me several months to enter the text b.t.w.
bo>I also noticed that there are some typo's in the original text ;)
bo>They weren't corrected by me.
bo>Bo.
bo>___ Blue Wave/386 v2.30
Is the first Pooldisk still available, or is the new one an upgrade version?

Michael Schoedel, Atari Nut!

Answers: $1, Short: $5, Correct: $25, dumb looks are still free.

Net-Tamer V 1.11.1 - Test Drive

2251. Grog's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <6sq6et$dte@news2.tds.net>
Source record: 60269

I'm looking for an old Sierra game called Grog's Revenge. It was a sequel to BC:Quest For Tires. Has anybody ever seen a copy of this game? Sierra had it in a catalog, but soon dropped the Atari line from their list and refused to answer my questions. Yeah, I've been looking for YEARS for that damned game. John Hart, creator of the BC comic strip, is a local fellow, and I've always been a Grog fan, so I'd like a copy of the game for sentimental reasons.

Michael Schoedel, Atari Nut!

REALITY.SYS corrupted- reboot Universe (Y/N)?

Net-Tamer V 1.11.1 - Test Drive

2252. Re: OFF TOPIC: Anyone having trouble with @Home?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <6srchb$2e3$1@nnrp1.dejanews.com>
Source record: 60270

Thanks for the reply. Here's an example of my http server log entry that is normal:

24.3.63.51 - - [04/Sep/1998:00:02:04 +0500] "GET /index.html" 200 26230

Here's an abnormal log entry:

24.3.63.51 - - [04/Sep/1998:00:03:24 +0500] "GET /sorry%2C%20you%20cannot%20remove%20the%20frames%20with%20this%20page%20in%20view%20because%20it%20resides%20on%20a%20different%20web%20server./nclick%20home%20or%20go%20back%20first." 404 242

The text in the above log entry is actually the javascript that is in the index.html page. The web browser "echoed" it back with it's GET request. This page has a non-javascript section and a non-frames section, plus I've tested it out with lynx, so I don't think that's it's because of an error on the page.

In article <35EFFEB3.F1D7AA98@clevenger.org>,
tim@clevenger.org wrote:
> I use @Home here in Fremont. @Home basically distributes an early
> version of Netscape Navigator with their system.
>
>

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2253. Re: Atari Basic Computing Language Cartridge.

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36062ea3.11319688@news.demon.co.uk>
Source record: 60271

The other Day "Graeme Fenwick" <gfenwick@BYESPAMprimex.co.uk> wrote:

>A Hannah wrote in message <35EEDC5D.6F1C@mcle.org>...
>>For auction on Ebay, ATARI BASIC Computing Language cartridge.
>
>You pondered about clogging up the group with a FS but decided flogging an
>ATARI BASIC cartridge was such a major event, you just had to do it- twice!

WOW, Not a REAL live Atari Basic Cart!!!..Where!!!

Seriously tho it did seem to be a strange double post re a run of the
mill item. Mind you its not as strange as some of the LONG posts by a
certain person as of last week etc.
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2254. Atari 8-Bit Computers: Frequently Asked Questions

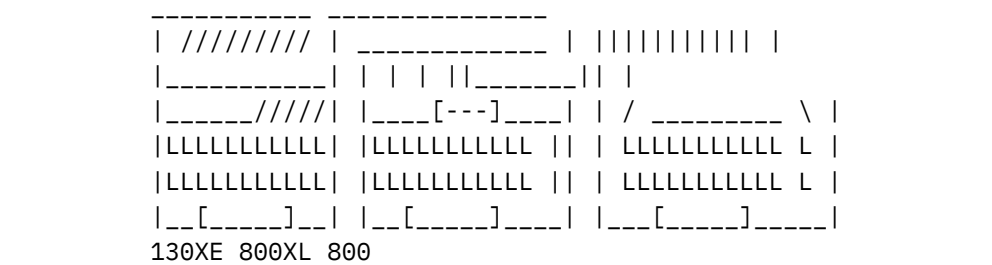
Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_904998202@rtfm.mit.edu>
Source record: 60272
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: August 30, 1998

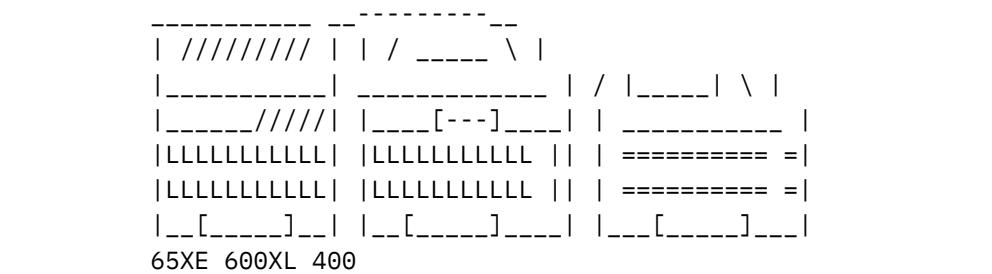
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

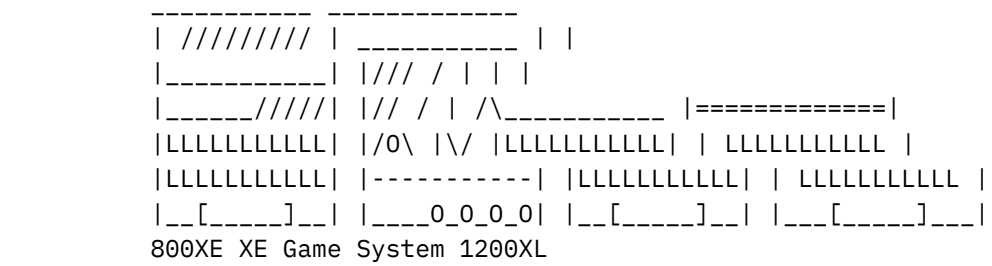
Frequently Asked Questions List



130XE 800XL 800



65XE 600XL 400



800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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given.

This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction to the Atari
1.1) What is an Atari 8-bit computer?
1.2) What can I do with an 8-bit Atari?
1.3) What are some of the performance features of the 8-bit Atari?
1.4) What is the internal layout of the 8-bit Atari?
1.5) How did Atari get it's name?

Usenet newsgroups
2.1) What is comp.sys.atari.8bit?
2.2) What other Usenet newsgroups cover the 8-bit Atari?

E-Mail lists
3.1) What is INFO-ATARI8?
3.3) What is ATARIPL?
3.4) What is ATARI8-L?
3.5) What is ATARI8PL-L?

Public Domain/Freeware/Shareware Archives
4.0) What is XL Search?
4.1) What is the University of Michigan Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Polish Demo Archive?
4.7) What is the Atari 8bit FTP Archive in Slovakia?

Telnet sites
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the National Capital FreeNet Atari Users SIG?
5.3) What is the Victoria Telecommunity Network Atari Users SIG?

FidoNet
6.1) What is FidoNet?

World Wide Web pages
7.1) What WWW pages support the 8-bit Atari?

IRC channels
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, and .XFD file formats?
9.4) What are the .XMO and .BIN file formats?
9.5) How can I make my commercial boot disk (tape, cart) into a load file
or disk image?
9.6) How can I convert my commercial boot tape into a cassette image file?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?
11.5) What is SIO2PC?

Peripherals
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) What kinds of monitors can I use with my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?
13.7) Which versions of the Operating System (OS) are there?
13.8) What games support 4 simultaneous players on the 400/800?
13.9) Why should I disconnect the 810/1050 power supply before connecting or
disconnecting SIO cables?
13.10) What is Omnimon?
13.11) What is the difference between NTSC and PAL machines?
13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"
13.13) What programming languages are available for the Atari?
13.14) What is the Atari XEP80 Interface Module?
13.15) What makes some XL/XE software incompatible with the 400/800?
13.16) What games run only on the 400 and 800 models?
13.17) How do I type a tilde (common character in Web URL's) on my Atari?
13.18) What's the difference between ASCII and ATASCII?

Other FAQ Lists for the 8-bit Atari
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) I'm new to the Atari. How do I use this thing?
14.5) Can I use an emulator to run my old Atari software on my new computer?
14.6) What hardware upgrades, modifications and add-ons are available?

14.7) What is the HARD-Interlacing-Picture (HIP) format?
14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with UltraSpeed roms?
-with XEP-80
-with any particular terminal program

Video Upgrades
-Adding chroma video signal to 600XL/800XL/1200XL

What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design

Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The

GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing direct memory access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Today Atari Games is an indirect, wholly-owned subsidiary of the Midway Games division of WMS Industries.

Atari Games Corp.: http://www.atarigames.com/
Midway Games, Inc.: http://www.midway.com/
WMS Industries, Inc.: http://www.wms.com/
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of direct memory access. European 65XE's include the ECI port.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. (AMEX:HAS). Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the Sony PlayStation(tm) and for multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada.

Atari Corp.: http://www.atari.com/
Hasbro Interactive, Inc.: http://www.hasbro-interactive.com/
Hasbro, Inc.: http://www.hasbro.com/

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer...

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative in today's home computer marketplace.

Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:nbs@sonic.net (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:

ANTIC Mode #	CIO/BASIC Graphics #	Display Type	Resolution (full screen)	Number of Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12 ++	Char	40 x 24	5
5	13 ++	Char	40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4
9	4	Map	80 x 48	2
A	5	Map	80 x 48	4
B	6	Map	160 x 96	2
C	14 ++	Map	160 x 192	2
D	7	Map	160 x 96	4
E	15 ++	Map	160 x 192	4
F	8	Map	320 x 192	1 *
F	9 +	Map	80 x 192	1 **
F	10 +	Map	80 x 192	9
F	11 +	Map	80 x 192	16 ***

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16
luminances x 16 hues = 256 colors. (Four registers are for player-missile
graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video
incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following four paragraphs were written by Chris Crawford and appear in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls

most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

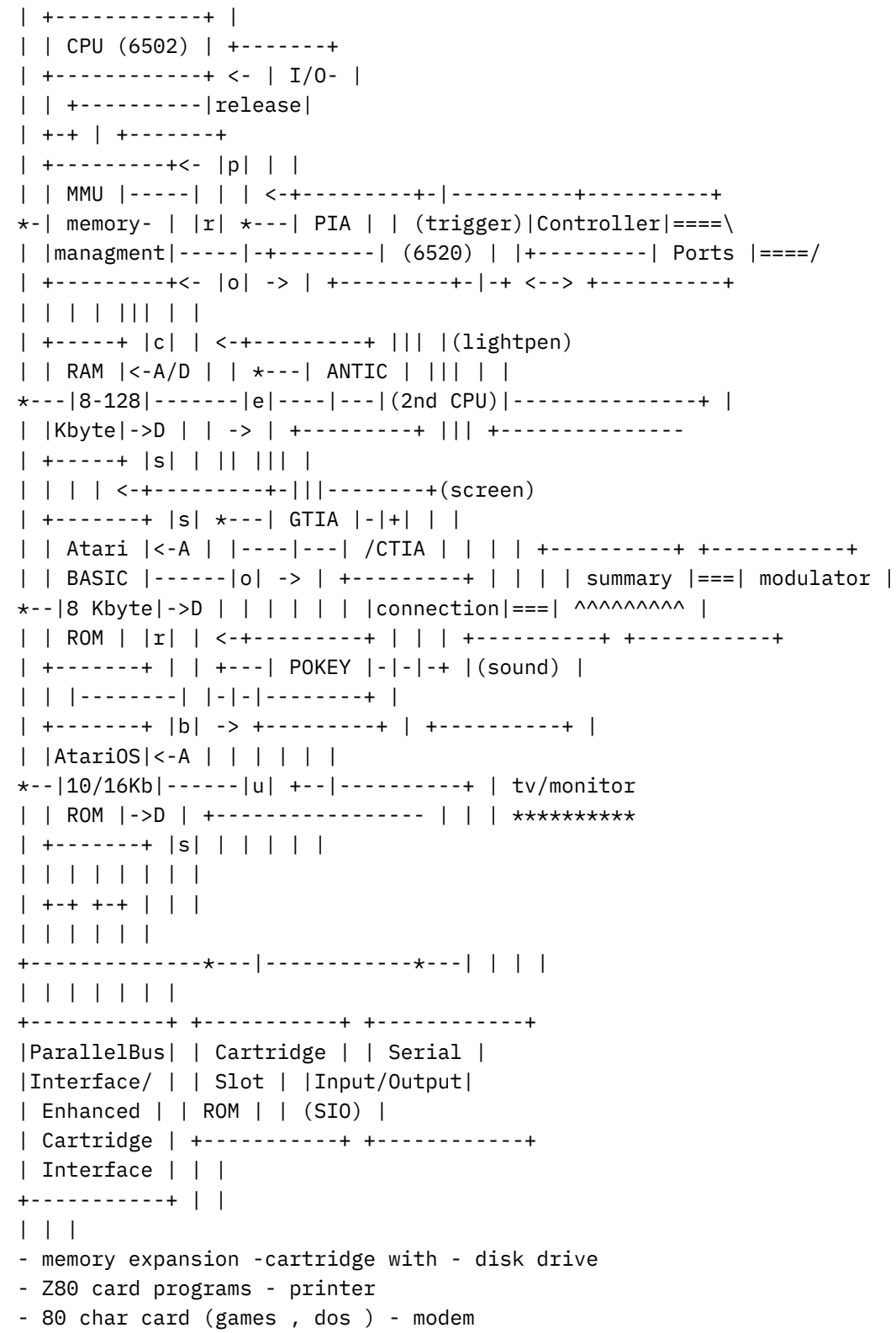
While the 400/800 models contain a generic 6502 CPU, all of the XL/XE models contain Atari's customized 6502C chip. Manuel I. Gloria, Jr., mailto:mani@pworld.net.ph writes:

The difference goes something like this: On the Atari, there are two microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but in Atari's implementation, it required 4 chips. The 6502c has this additional circuitry built-in.

The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

Hardware Arrangement (With thanks to mailto:peter@soemtron.handshake.de (Thomas Havemeister))

->
+--------------------------------------+



- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard

130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

Subject: 1.5) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends'

solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design, and if you look at the middle logo [MLOGO2.BMP], you will be able to make out both letters.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Attacking and defending Atari computers. Unmoderated.

news:comp.sys.atari.announce
Atari related hard/software announcements. (Moderated). Dead newsgroup?
Moderated by Yat Siu, mailto:lexicor@world.std.com

news:comp.sys.atari.programmer
Programming on the Atari computer. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.1) What is INFO-ATARI8?

INFO-ATARI8 is an e-mail list for discussion about the Atari 8-bit family of computers.

To subscribe to INFO-ATARI8, send a message to:
mailto:listserv@vm.marist.edu
that says:
subscribe info-atari8

Owner= HARRY@MARIST (A Harry Williams)

comp.sys.atari.8bit postings no longer appear in INFO-ATARI8.

INFO-ATARI8 was created on December 9, 1986.

Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all
polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

Subject: 3.4) What is ATARI8-L?

atari8-l mailing list

created especially for discussion about ANIX project (unix for atari8),
but any atari 8bit related threads are welcome. english language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.pse.pl

containing a line:

subscribe atari8-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

there is also mail2news gateway that translates all postings on the
list to easy to read usenet articles, available read-only to everyone at:
news://zwieracz.pse.pl/listserv.atari8-l

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.pse.pl

Subject: 3.5) What is ATARI8PL-L?

any atari 8bit related threads are welcome. Polish language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.pse.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.pse.pl

Subject: 4.0) What is XL Search?

XL Search is a new and growing search engine created and maintained by
mailto:nbs@sonic.net (Bill Kendrick), designed to provide much-
improved access to the various PD/freeware/shareware Atari 8-bit software
archives available on the Internet.

XL Search is located at: http://www.sonic.net/~nbs/xlsearch/

You can also access XL Search via e-mail! Send mail to:
mailto:nbs@sonic.net with the subject "xlsearch" for details.

mailto:nbs@sonic.net (Bill Kendrick) himself writes:

http://shareware.com/ , c|net's FTP-site search engine, now includes
the Atari 8-bit files at UMich!

Unfortunately, being under the previously-existing "Atari" category,
the files are now pretty mixed in with the ST stuff. I've talked to them
about fixing that. No reponse yet (they're really slow that way)...

Anyway, so now you can use http://shareware.com/ to find Atari stuff..
just be careful what directory you pull it out of! :)

Remember, you can ALSO use MY MINI VERSION OF SHAREWARE.COM!....

XL Search, the Atari 8-bit FTP site search engine!
If anything, it's much less cluttered than Shareware.com! ;)

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Bill Kendrick, mailto:nbs@sonic.net (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://pmftp.cs.vu.nl/pub/atari8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:nbs@sonic.net
(Bill Kendrick).

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no (Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate directory. Please include a readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

A mirror of Kevin Atkinson;s ClarkNet Archive, kept by Jason Duerstock: ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only) on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Atari 8bit FTP Archive in Slovakia?

This FTP site contains demos, games, utilities, zines and other useful stuff from all the world. Also, you can download big amount of slovak and czech programs for 8bit Atari only from this archive. And finally, because this site is created and supported by slovak computer group GMG, most of our products can be found right here.

If you want to place here your program, just send it to me (with some comment) by e-mail and I will do the rest.

If you have some problems or questions, please contact me at this address:

mailto:mchorvat@econ.umb.sk (Marek Augustin Chorvat)

ftp://svs.scsss.sk/pub/atari

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

Internet access to the Cleveland Free-Net (Cleveland, Ohio, USA):

telnet://freenet-in-a.cwru.edu or
telnet://freenet-in-b.cwru.edu or
telnet://freenet-in-c.cwru.edu

Type "go atari" at any menu.

Contact:
mailto:xx004@cleveland.freenet.edu (Atari SIG)

The Cleveland Free-Net now has a home page:
http://cnswww.cns.cwru.edu/net/easy/fn/

Subject: 5.2) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.3) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

Subject: 6.1) What is FidoNet?

[NOTE - Michael didn't write this section. If you know who did, I want to give that person proper credit!]

FidoNet is a system not unlike the Internet in that it consists of BBSs linked together. Each discussion group (there are nearly a thousand) may or may not be carried by an individual BBS as the sysop chooses. Discussion groups are called echoes, and each echo must be moderated. There is an Atari National Echo which is 8-bit, and several (I believe) ST echoes. BBSs are also free to have local discussion groups that may or may not be echoed nationally.

To access FidoNet, you need to find a FidoNet BBS that carries the echo or echoes you wish to read, and then abide by the rules of both that BBS and the echo. Some of these BBSs require annual membership fees. Some are supported by voluntary donations. One such that can also be reached by telnet is Doc's Place BBS. I'm not even sure of its location, but I think it's Clearwater, FL. If you're coming in via an ordinary ISP and either Netscape or IE, you simply type:

telnet://docsplace.dyn.ml.org

mailto:krap@zwieracz.pse.pl (maciej grzeszczuk) adds:

all fidonet backbone echoes are carried by zwieracz.pse.pl, and they are available read-only via any newsreader. zwieracz itself (2:480/70, 2:48/70, 2:48/700, 2:2/3009) is the main polish fidonet-internet gateway. i gateway many usenet groups onto fidonet echoamil bidirectionally, so fidonet users here in poland can easily read and post articles. this group is also available at my system via EMSI over TCP or standard modem dial-up connection (emsi over tcp ports are 60177 - for telnet, and 60179 for raw socket).

try url: news://zwieracz.pse.pl/fido.atari and you'll reach national ATARI group.

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cityweb.de
http://home.t-online.de/home/wburger/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:steve.2@osu.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Long Island Atari User Group (LIAUG)
Mark Glicksman, mailto:mglicksm@suffolk.lib.ny.us
http://liaug.com

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:webmaster@becotel.demon.nl
http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

Closer to Home
Tom Hunt, mailto:tomhunt@bright.net
http://closertohome.dyn.ml.org/

ALTERNATE REALITY PAGES:

Original 8-bit Alternate Reality Homepage
Robert Hagenstrom, mailto:rob@ksk.sala.se
http://www.ksk.sala.se/~rob/alternate-reality/

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://myst.slcc.edu/~AR/

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Alternate Reality - The Star Wizard's Guild
mailto:halifax1@usa.net
http://www.geocities.com/SiliconValley/Haven/1438

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl

http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
http://www.atari-computer.de/resort/ (mirror)

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

Sacha's Homepage
Sacha Hofer, mailto:hofer@iam.unibe.ch
http://www.iam.unibe.ch/~hofer/

Beyond...The Black Stump Atari Page
Peter Garriga, mailto:lions@mira.net
http://www.blackstump.com.au/atari.htm

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://www.geocities.com/TelevisionCity/Set/4826/atari.html

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

InfoMan's Atari Page
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:editor@atarihq.com
http://www.atarihq.com/

Phoenix Atari Connection
John Collins, mailto:bosco@inficad.com
http://www.inficad.com/~bosco/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Classic Video Game High Score List
Russ Melanson, mailto:rfm@primenet.com
http://www.primenet.com/~rfm/cvhigh.html

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Captain Balde's Atari Bookmarks
Rich Tietjens, mailto:atari@teleport.com
http://www.teleport.com/~atari/

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

Unfinished Projects Page
David Wyn Davies, mailto:ansawdd@compuserve.com
http://ourworld.compuserve.com/homepages/Ansawdd

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Demos Page
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

HeAvEn's Demo-Homepage
mailto:nadkar@fh-pforzheim.de
http://wwwstud.ira.uka.de/~s_tomczy/

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

Atari Prototypes & Vaporwares Site
Curt Vendel, mailto:webmaster@atari.nu
http://www.atari.nu/

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Atari Pub / Masters of Electric City official page
Dhor, mailto:Dhor@iko.zakopane.top.pl
http://dhor.zakopane.top.pl/

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Chris's Home Page (Cobra Team)
Krzysztof Sieniawski, mailto:chris@se.com.pl
http://chris.se.com.pl/

Break Movie Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://www.flash.net/~ambrosia/index2.html

Atari B.A.S.I.C. Emulation
http://free.prohosting.com/~atari/

Atari Reference Desk
Terry Ross, mailto:tross3@hamtel.tds.net
http://www.geocities.com/SiliconValley/Peaks/6320/atari001.htm

I.C. When - The Chronology of Video Games and Computers
Donald A. Thomas, Jr., mailto:curator@icwhen.com
http://www.icwhen.com/

Giant List of Classic Game Programmers
James Hague, mailto:jhague@dadgum.com
http://www.dadgum.com/giantlist.html

Toute la Collection Atari
Patrice Muller, mailto:pamuller@imaginet.fr
http://wwwusers.imaginet.fr/~pamuller/

Undead Games: Classic Video Games and Classic Computers
Gregory L. Miller, mailto:gmiller@iswt.com
http://www.classic-games.com

Kilka slow o komputerze Atari...
Waldi, mailto:wbolesta@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~wbolesta/atari/atari.pl.index.html

Atari Internet Magazyn
http://www.cuprum.com.pl/~service/atari

Tomasz Pecko - ATARI
http://bossx.boss.com.pl/~pecus/atari.html

Project: ATARI
Andy Leininger, mailto:akablinky@msn.com
http://www.geocities.com/SiliconValley/Pines/8493/

Atari Hardware Showcase
Eric Parent, mailto:eparent@shaysnet.com
http://equinox.shaysnet.com/~eparent/atari/

Atari-Computer
Matthias Faust, mailto:matzi@atari-computer.de
http://www.atari-computer.de/

Star Raiders Tribute Page
Bill Kendrick, mailto:nbs@sonic.net
http://zippy.sonoma.edu/kendrick/star-raiders/

Demoville - A collection of Atari 8-bit demos!
Bill Kendrick, mailto:nbs@sonic.net
http://zippy.sonoma.edu/kendrick/demoville/

Atari 8-bit Docs, Hints and Solutions
Larry Richardson, mailto:lizr@crestviewfl.com
http://www.crestviewfl.com/~richard/atari-docs.htm

Eric's Atari Stuff
Eric Cron, mailto:atebit@wwa.com
http://miso.wwa.com/~ericcron/atari8.htm

Mac/Atari Fusion
Mark Simonson, mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/

Steve's handy Atari vs. C64 comparison chart
Stephen L. Judd, mailto:judd@stratus.esam.nwu.edu
http://stratus.esam.nwu.edu/~judd/fridge/atari.compare

Russ Gilbert's Home Page
Russ Gilbert, mailto:russg@en.com
http://www.en.com/users/russg/

Atari
Clarence Dyson, cdyson@redshift.com
http://www.redshift.com/~cdyson/atari.html

Atari 8 Bit Computer und Emulatoren Newsticker
Joerg Wysk, mailto:wysk@atari-computer.de
http://home.tronet.de/wysk/atari.htm

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

Paul Clark offers this tip:

I think Dalnet carries #atari8, do the following;

telnet://telnet.dal.net

At the login prompt, type;

dalnet

If prompted for a password, just hit enter. You should
be able to navigate to #atari8 from there.......

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers

fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:76702.1076@compuserve.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load
file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot
disk and making an atr, xfd, dcm or other disk image type
file out of it, usually for use with an emulator. Before
emulators, the Bob Puff .dcm format was used to

store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy protected. For boot disks, this usually involved a large number of special formatting that couldn't be copied using ordinary sector copiers. Usually the boot process involved checking to see if a certain sector error occurred, then proceeding. If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of memory and see if the value changed. If the value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type

of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE Pro system, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original disk software. Note the 'Pro' image will only be of use to person(s) owning registered APE software and 'Pro' adapter cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a way to store all software that has been recorded on cassette tapes on the hard disk of your PC. I have written a program that is similar to the SIO2PC utility written by Nick Kennedy. But this one is intended for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.geocities.com/Hollywood/Lot/4205/

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)

Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first

portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. (Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25-pin
port.)

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go from
#1 on the right to #13 on the left on the 'long' side
and from #14 to #25 from right to left on the 'short'
side. #25 is closest to being under #13. A male
connector is the mirror image of this.

Most terminal programs allow a null connection, without a
carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about
30 feet long, is to use two female DB25 connectors and

some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.

```
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o o
25 14
```

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed but also pins 4 and 5 as well as 6 and 8. Or better yet, make a true 25 wire, straight through cable and use a commercial null modem. A commercial null modem is just a small device with the correct lines already crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 11.5) What is SIO2PC?

Original text by Dave Paterson, mailto:davepat@total.net

SIO2PC is a cable and software combination that lets you use your PC as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to
16 megs. SIO2PC also lets you redirect the printer output to your PC
printer or to a file on the PC. High speed drives are emulated (a la
K-Products
US Doubler).

All these functions are transparent at the Atari end; you never notice the
difference between SIO2PC and regular drives, except that the SIO2PC drives
are faster than any others (except Ramdisks and PBI interface drives).

Several different designs for the SIO2PC hardware are floating around. Best
contact the author for the latest details.

SIO2PC 4.16 is shareware by Nick Kennedy, mailto:nkennedy@cswnet.com

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Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@mail.cth.com.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed 52k

==> Micro MainFrame - made by a company in Rancho Cordova, CA
?????

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> 1050 US Doubler Created by ICD, now sold by K-Products
SS SD/ED/DD UltraSpeed 52k.

==> Happy 1050
SS SD/ED/DD Warp speed 52k ; track buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD UltraSpeed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k UltraSpeed
by Super Products. Compatiable with SuperDOS and K-Products US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ K-Products
US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

More data on the XF551 compiled by Marco Antonio Checa Funcke,
mailto:mcheca@li.urp.edu.pe :

Processor: 8040/8050AH at 8.3333MHz (docs say 18.33, but it's a mistake)
Disk controller: WD 1772 02-02 (I opened my drives and looked at the
complete code)
SIO data rate: normal: 19040bps (NTSC)/18866bps (PAL)
high speed: 38908bps(NTSC)/38553bps (PAL)
Rotaton rate: 300RPM
Power source: external power adapter, 9V AC, 31VA, 60Hz (NTSC)/50Hz (PAL)

Operating modes: Single Dual Double Density
Number of sides 1 1 2
Total tracks 40 40 80
Sectors per track 18 26 18
Bytes per sector 128 128 256
Total bytes 92160 133120 368640
Encoding method FM MFM MFM
Transfer rate 125000bps 250000bps 250000bps
Acces time: (maximum)
track to track 40ms 40ms 40ms
motor start 1000ms 1000ms 1000ms

==> CSS XF551
SS/DS SD/ED/DD K-Products US Doubler compatible. Updates drive to
work better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional

Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOS XL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- UltraSpeed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps

- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- UltraSpeed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001 "California Access"
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002 "California Access"
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.

Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilobytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: MYDOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary; full-compatibel with the SDX)
- UltraSpeed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (76702.1076@compuserve.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at
one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration

* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the family of monitors produced by Commodore.

The pinout of the Monitor port is in the pinout section of this FAQ list.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video" (sometimes called Commodore video on Commodore monitors), or S-Video. These monitors have separate color and luminance video inputs, which

give a sharper picture without cross-color artifacts - such as the colored fringes on text when viewed on a TV (although some games use these artifacts to get additional colors). If you have an XL computer, then it needs an upgrade to support these monitors due to the omission of chroma from the monitor port. the 800 and XE computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video" (usually called just "Video" or "Aux") input. This is a signal that has the color and luminance information combined into one signal. The picture will be a little less sharp, but still much better than using the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests, and in newsgroups like this one. Plus, many new TV's support S-Video and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness (luminance) signal. These are passed to the monitor port as Chroma and Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the process of being "modulated" into a TV radio signal (channel 3 or 4). This step involves removing high frequencies from the video (blurring it) and sending it to the TV in a fragile broadcast form that's suseptable to all kinds of interference. Then the TV must (1) extract the video signal from the radio signal, (2) separate the Chroma and Luma components as best it can, then (3) divide the Chroma in R, G, and B. Any of these steps that you can eliminate will help your picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is probably the Commodore 1702 which has a very good picture and is quite reliable.

If you plan to use an XL (which I do), upgrading the video circuitry makes as big a difference as what monitor you choose. Ben Poehland has some excellent articles in Atari Classics magazines for improving the quality of the XL's video, as well as restoring the missing Chroma output."

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is produced on disk or in a 16K ROM cartridge from K-Products.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI (Europe: includes ECI)
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan
version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
mailto:rrs0059@ibm.net (Frank McKenney) writes:
The printer/plotter mechanism for the Atari 1020 is
(I believe) the same one used in the Tandy/Radio
Shack CGP series and the Commodore 1520(?), and
was
made by a company named ALPS.
1025 80-Column Printer -7-pin dot matrix. =modified Okidata Microline 80
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
600 600XL, all black case
1000 Sweet 16 Project, lower end model. Became the 1200XL

1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
1250XLD Earlier name for the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" floppy drives
1450XLD 1400XL plus 5.25" floppy drive
1600XL Amiga/Amiga-like????
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -Z-80 CPU, 64K RAM, CP/M 2.2 OS, 80 column display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari
components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European
data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output). The
power (in watts) and current (in amperes) specifications of the original
equipment as presented here should be regarded as minimum values.
Higher-than-specified power and current capacities are entirely usable,
and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:

400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830
5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CX261 adapter:
XEP80,SX212,2600
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF

H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15

21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6

1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the

great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were added the name was extended to FoReM 26M. Then, When OSS released BASIC XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported features such as intra-line editors. Unfortunately, the coding of the ABBCS was really poor. You could practically blow on your keyboard and crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston, Massachusetts, USA, area. I'm not sure whether his BBS for the Atari 8-bit has been placed into the public domain or not. This BBS was the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSes that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of the commercial BASIC XE cartridge to run. This BBS program was very popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SpartaDOS environment. This was a problem until very recently, when the disk-based version of SpartaDOS was re-released as shareware. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS, which is the Keith Ledbetter companion project of the EXPRESS!-TERM terminal program of days gone by. I am not familiar with this program. I

think that it is written in Action! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of K-Products. See Vendor List.

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:offen300@hio.tem.nhl.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
~~~~~~~~~~~~~~~~~~~~~

CO24947A C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the
GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section written by Freddy Offenga, mailto:offen300@hio.tem.nhl.nl

The following Operating Systems exist for the Atari 8-bit:

Rev. System(s) Models Size Part Nr(s)
~~~~~~ ~~~~~~~~~~~ ~~~~~~~~~ ~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
A NTSC 400/800 10kB CO12499B, CO14599B, 12399B (*)
A PAL 400/800 10kB CO15199, CO15299, CO12399B
B NTSC 400/800 10kB (?)
B PAL 400/800 10kB (?) (*)
1 A NTSC/PAL 1200XL 16kB CO60616A, CO60617A
1 B NTSC/PAL 1200XL 16kB CO60616B, CO60617B (?) (*)
1 NTSC/PAL 600XL 16kB CO62024
2 NTSC/PAL XL/XE 16kB CO61598B
3 NTSC/PAL XE 16kB C300717
4 NTSC/PAL XEGS 16kB C101687

(?) more information or confirmation required

(*) these versions should exist, although I've not seen them.
If you have one (or more?) of these, please contact me.

NOTE:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

contributors to this section:
mailto:jlodoen@shell.portal.com (Jeff M Lodoen)
mailto:olavese@online.no (Vidar \"Hawk\" Olavesen)
mailto:pmulvey@erols.com (Pat Mulvey)
mailto:sposey@ioa.com (Steven E. Posey) (Party Quiz controllers description)

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor,
Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer
models, using the 2 controllers-per-port CX30 Paddle controllers:
~~~~~~

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad controllers linked together with RJ-11 jacks (standard phone jacks) to a box with
2 joystick port connectors.

Party Quiz by Suncom

Subject: 13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe

versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around with the Omnimon board, I figured out how to use it to pirate software. In fact, it can be used to make most boot disks into binary files, and remove copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened the demise of the Atari 8 bit computer by 2-3 years, because of its power.

Subject: 13.11) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines, but software designed on PAL machines (Europe) won't necessarily work on NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton, mailto:nero@chicagonet.net adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but my 15-year old 10" Texas Instruments color monitor (designed for the TI-99/4A) is fine.

You can also use real European equipment here in North America, provided that you have a PAL-compatible TV/monitor. The frequency of the power system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

Subject: 13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz (NTSC use 60hz) which translates into more vertical blanking time for demos and other computation-intensive graphics software. So PAL demos that won't work on NTSC machines are usually returning from a VBI (vertical blanking interrupt) too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough to notice the difference, so all system timings like the keyboard auto-repeat function depend on the TV system. These parts of the OS have been corrected with OSB and the XL versions of the OS. However, as most games install a VBI, their timing does still depend on the frequency -> they will run slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F (Graphics 8) mode are not colorful at all when displayed on a PAL TV, because of differences in the color encoding for the TV. The schematics of the Xl computers include however a hack how to change the PAL version to the NTSC version (the PAL versions include two crystals, one with 5/4th of the frequency of the other. One is used for the system clock, the other for the color clock), but I never dared to apply it.

Subject: 13.13) What programming languages are available for the Atari?

Revision : 1.0
Date.... : 4/20/1997

==========
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include;
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- Assembler Interchange Format, Project description
Version 2.2, 2-2-1997, Freddy Offenga

If you like to help or if you've something to add already,
just contact me. There's still a lot work to be done....
Freddy Offenga, email-to: offen300@hio.tem.nhl.nl
==========
There are quite a lot! To get some structure in this section it's
divided into the following catagories;
a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

[D] = available on disk
[C] = available on cartridge

a) ASSEMBLER
- 130XE+ Makro Assembler v2.2, 1992 (Torsten Karwoth) [D]
Two pass 6502 assembler/editor. Supports extra RAM.
Highly compatible with Atmas II.
- Alfasm, Version 1.0, 1990 (Jeff Williams) [D]
Supports 65816 instructions (for the Turbo-816 upgrade
from DataQue Software). This assember is also known as
the Turbo-Assembler/16.
- Atari Assembler/Editor, 1981 (Atari) [C]
Two pass 6502 assembler/editor.
- Atari Macro Assembler, 1981 (Atari) [D]
Two pass 6502 assembler/editor.
- Atmas II Makroassembler, 1985 (Peter Finzel, Hofacker) [D]
Macro assembler with integrated editor and monitor.
- Bibo Assembler, 1986 (Compy-shop) [D]

- Datasm/65 assembler, Version 2.0, 1981 (DataSoft) [D]
Two-pass 6502 assembler.
- EASMD, Version 1.0, 1981 (OSS) [D]
- MAC/65 Macro Assembler, 1982 (OSS) [D/C]
Two pass macro assembler/editor.
- MAE, 1996 [D]
Supports 6502 and 65816 mnemonics.
- Nasm65 assembler, 1992 (Nat!) [D]
Highly portable cross assembler (written in C). Initially
made for the Atari ST. Highly compatible with MAC/65.
- PC-65 Assembler, Version 1.0 beta, 1996 (Jan Feenstra) [D]
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.
- Synassembler, 1982 (Steve Hales, Synapse Soft) [D]
Two pass 6502 assembler.
- ST-65 Assembler, 1991 (A. Stauffenberg, F.Offenga) [D]
A cross assembler for the Atari ST (written in 68000 asm).
- 6502 Cross-Assembler "xa", 1997 (Andre Fachat) [D]
written in GNU C.

b) BASIC
- Advan BASIC Compiler (Advan Language Designs)
- Atari 800 Basic, Version 1.0, 1981 (Microsoft) [D]
- Atari BASIC, Rev.C, 1983 (Atari) [C]
- Atari Microsoft BASIC II (Atari) [C]
- BASIC A+, Version 3.05, 1981 (OSS) [D]
- BASIC XL (OSS) [C]
- BASIC XE, 1985 (OSS) [C]
- Turbo Basic XL (Frank Ostrowski, Happy Computer) [D]
Interpreter, Version 1.5, 1985
Compiler, Version 1.1, 1985

c) C
- ACE C (John Palevich & Ralph Walden) [D]
This is a newer version of 'Deep Blue C'.
- C/65, Tiny C (OSS)
- C65
- CC65, 1989 (John R. Dunning) [D]
This public domain package includes; compiler, linker,
assembler and object librarian.
- CC8
- Deep Blue C, Version 1.2, 1982 (John Palevich, APX) [D]
Drawn from Ron Cain's public domain C-compiler.
- DVC C, Version 1.01, 1985 (Ralph E. Walden) [D]
- LightSpeed C, Version 1.08, 1986
(Clearstar Softechnology) [D]

d) PASCAL
- Atari Pascal, Version 1.0, 1982 (APX-20102) [D]
- Draper Pascal, Version 1.5, 1983 (Norm Draper) [D]
- Kyan Pascal, 1986 (Kyan Software) [D]

Package includes; compiler, linker and assembler.

e) LISP
- INTER-LISP/65, Version 2.1, 1981 [D]
(Special Software Systems, DataSoft)

f) FORTH
- ValForth (Valpar International)
- Extended fig-Forth (APX-20029)
- fig-Forth, Version 1.1 [D]
- fun-Forth (APX-20146)
- Grafik-FORTH
- QS Forth (Quality Software)

g) PILOT
- Atari PILOT, 1980 (Atari) [C]

h) LOGO
- Atari LOGO, 1983 (LCSI, Atari) [C]

i) All the rest
- Action!, 1983 (OSS) [D/C]
- Quick, Version 2.0, 1990 (Raindorf Soft) [D]

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original Atari 400/800. Most probably do work on XL/XE's if you use a translator to run the original 400/800 OS on your XL/XE.

Alley Cat Synapse
Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase Parker Brothers
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan

Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Story Machine

Subject: 13.17) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g., you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

Subject: 13.18) What's the difference between ASCII and ATASCII?

David Moeser -- erasmus att iglou dott com -- produced this nice translation table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ===================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
===============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line

(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D]] S.]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k

60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[{ ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." Available via:

http://www.faqs.org/faqs/atari-8-bit/vendev/

and Usenet FAQ archives everywhere.

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Trevor Holyoak, mailto:trevor@holyoak.com maintains the "Atari BBS List."

http://www.holyoak.com/atari/

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rich Tietjens, mailto:atari@teleport.com maintains an Atari computer user group list at:

http://www.teleport.com/~atari/ugbbs.htm

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by
mailto:nbs@sonic.net (Bill Kendrick). Bill and his FAQ are
excellent sources for information on basic usage of the 8-bit Atari, and for
information on the 8-bit Atari emulators which run on other computing
platforms.

See: http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

If you'd like a text-only copy, simply send e-mail to
mailto:nbs@sonic.net with the subject:

send emulator faq

Subject: 14.5) Can I use an emulator to run my old Atari software on my new
computer?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by
mailto:nbs@sonic.net (Bill Kendrick). Bill and his FAQ are
excellent sources for information on basic usage of the 8-bit Atari, and for
information on the 8-bit Atari emulators which run on other computing
platforms.

See: http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

If you'd like a text-only copy, simply send e-mail to
mailto:nbs@sonic.net with the subject:

send emulator faq

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by
David A. Paterson, mailto:davepat@total.net or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by
Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:nadkar@fh-pforzheim.de

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin, mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==========
End of atari-8-bit/faq
==========

2255. Auction: Atari 410 Program Recorder, 800XL, 1050 floppy, Atari programming book

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: Barton Oleksy <boleksy@nait.ab.ca>
Message-ID: <35F16DF4.D9F91110@nait.ab.ca>
Source record: 60273
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,alt.atari,rec.games.video.marketplace

Looks like new! Check it out at this URL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28892817

Also check out my other two auctions ending Sept. 8th (AM):

Atari 800XL System unit only (no cables) - current bid $1:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28306677

Atari 1050 Floppy drive (also no cables) - current bid $3.25:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28307063

Graphics and Animation on the Atari (400/800/600XL/800XL/1200XL)
hardcover:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28856244

2256. WTB-Atari M.U.L.E. disk version

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: swanee0523@aol.com
Message-ID: <1998090522202100.SAA14455@ladder01.news.aol.com>
Source record: 60274

Does anyone have the Atari disk version of M.U.L.E. for sale? Original or copy is fine. After 15 years my disk is shot and boots about 1 in 5 times. Soon it will probably not work. Just spent $30 to buy a used 1050 drive because it died last month. Please drop me an email if you have M.U.L.E. for sale.

Thanks
Carl

2257. test

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <35F1E614.4B6D9143@erols.com>
Source record: 60275

```
Changed news program -- just checking.
```

2258. Re: Grog's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: EURO-ISDN@t-online.de
Message-ID: <6srmqsolo1@news01.btx.dtag.de>
Source record: 60276

On 05 Sep 98, schoedel@ny.tds.net wrote ...

>
>
> I'm looking for an old Sierra game called Grog's Revenge. It was a sequel
> to BC:Quest For Tires. Has anybody ever seen a copy of this game? Sierra
> had it in a catalog, but soon dropped the Atari line from their list and
> refused to answer my questions. Yeah, I've been looking for YEARS for that
> damned game. John Hart, creator of the BC comic strip, is a local fellow,
> and I've always been a Grog fan, so I'd like a copy of the game for
> sentimental reasons.
Grog's Revenge has never been released for the ATARI 8bit.

Ulf

2259. WTB: Electronic Arts Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@rust.net>
Message-ID: <6su43bggk1@news2.ispnews.com>
Source record: 60277

Looking for One-On-One, 7 Cities of Gold and MULE with original box &
instructions in like-new conditon.

2260. Re: FS: Atari 8-bit items

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35F1CA4D.F291B63F@sisna.com>
Source record: 60278

Your posts for the 410 recorder with shipping included has a problem as you can not sent it via the Post Office book rate for $2.00 because it weighs too much...I have sent a lot of stuff both U.P.S and Postal and can not come up with anything near your rate..?? Please tell me how you are doing it so others can save $$$$ also.

bob

2261. Re: FA: Atari BASIC Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35F1CB90.91EB18@sisna.com>
Source record: 60279

The Atari Basic cartridge should be sold with the Atari 400 or the 800 Computer as an encluded item not sold seperatly as seperatly it it no good to anyone!. The XL, and XE do not need this item.

bob

2262. Atari 130XE/1050 Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-05 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35F1CC9A.F196EFC3@sisna.com>
Source record: 60280

```
2 each, Atari 130XE computers, power supply, Video cords, $35.00ea
2 each Atari 1050 Disk drives power supply, sio cable $20.00 ea

All items are stock and have been used/repaired to Atari factory testing
available. 30 day gurantee, Postage is included in the price.

bob
```

2263. Tempests Auction Update #9

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-06 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35F33859.1FF3@pilot.msu.edu>
Source record: 60088
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

```
Sorry this update is late, I didn't have access to a computer this
weekend!

A few things have changed here. I've traded off a few things...

Welcome to Tempest's first auction or the....

I need to pay off my debts or they're going to break my legs auction.

Rules: 1. Auction ends September 11th at 11:59pm (no G1, G2 stuff)
2. You pay for what you bid on.
2. Buyouts accepted
3. I reserve the right to pull anything from the auction.
4. All items are loose, and in good condition unless noted.
5. Please send the number of the game you are bidding on
(ie. 002 Berzerk)
6. There is no rule 6!
7. You MUST have fun. (Or you will die!)

Please send all bids to: reicher6@pilot.msu.edu

Updates will be sent to the newsgroups nightly. A current update can be
found at: http://pilot.msu.edu/user/reicher6/auction.txt

So, with out further ado, here are the goodies!

Atari 5200
-----------
Minimum bid $2, Minimum increase .50

001 Ball Blazer (complete) min $5
002 Berzerk
003 Blue Print (Upside down label) Chapin $2
004 Centipede (complete, bad box)
005 Counter Measure
006 Defender
007 Dig Dug
008 Frogger
009 Gremlins (complete) $15 Pac-Rat
010 Jungle Hunt
011 Kaboom (label wear) Chapin $2
012 Kangaroo
013 Pac-Man
014 Pole Position
015 Q-bert
016 Qix
```

017 Qix
018 Space Dungeon
019 Star Raiders (with instructions)

020 Football Play books Min $1

021 Wico Joystick (with Y-adapter and Box) TRADED!!!!

Atari 400/800

Minimum bid $2, Minimum increase .50

022 Alien Garden (label wear) $2 Mark
023 Atlantis
024 Battle Zone (Complete) Min $5
025 Basic (version C)
026 Basic (version C)
027 Boulders and Bombs (R) Min $5
028 Centipede
029 Demon Attack $1 rlcolli
030 Desert Falcon (Complete) Min $5
031 E.T. Phone Home (label bubbling) $1 rlcolli
032 Final Legacy
033 Food Fight (XL/XE Only) Min $3
034 Gridrunner (R) $5 LEXX
035 Missle Command
036 Mr. Cool (R) Min $5
037 Pac-Man
038 Platter Mania (label crooked) $2 Mark
039 Q-bert (no end label) $1 rlcolli
040 Sky Writer $2.50 JerryG
041 Thunder Fox (Complete) $5 Harvey

042 Atari 800XL w/ power supply (break and inverse keys broken) Min $7
(everything else works fine!)

043 Atari 800 (Keyboard flaky but works! no shift key!) Min $5

Atari 2600
---

044 Double Dragon (PAL, New in Box) Min $5
045 Starmaster
046 Taz (holes in end of main label) TRADED!!!!

047 Atari 2600 jr. (with power supply and instructions) Min $10

2600 Instructions (Minimum .50, Increases .25)

048 Combat (small booklet)
049 Asteroids
050 Missle Command (Multi-language)
051 Bowling (small booklet) .50 Lexus

052 Bowling (small booklet)
053 Basketball
054 Defender
055 Sprint Master (small tear)
056 Moon Patrol (Multi-language)
057 Battle Zone (Multi-language)

Atari 7800
---

058 Midnight Mutants (complete) Min $3

Intellivision
---

059 Night Stalker (ShrinkWraped, box slightly crushed) Min $3
060 Chip Shot Golf (with instructions) $7 Peter Pepper

2264. Eidolon for atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-06 00:00:00 UTC
From: Schulz.Norbert@t-online.de
Message-ID: <6sth0s$49g$1@news01.btx.dtag.de>
Source record: 60089

Does anyone know where I can get a disk image of
the game Eidolon (Lucas Arts). My 800XL recently died
and I still like to play this game sometimes.The copy
protection of the disk made it impossible for me to
get it working on an emulator like Xformer.

Thanks,

Norbert

2265. For Sale: Atari Books - Forth, Basic, Programming Tips

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-06 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <6t1a04$n2d$1@nntp2.uunet.ca>
Source record: 60090
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I have a number of each of the following Atari books for sale:

Atari Basic - Learning by Using - Written by Thomas E. Rowley and published
by Hofacker
Forth on the Atari - Learning by Using - Written by E. Floegel and published
by Hofacker
101 Programming Tips and Tricks - Written by Alan North and published by
ARCsoft Publishers
Inside Atari BASIC - Written by Bill Carris and published by Atari

All of the books are new and unread. Each book is $3 plus shipping.

If anybody is interested, please drop me a line.

Thanks,

Richard Smith.
~~~~~~
Richard Smith
Barrie, Ontario, Canada
email: rsmith@planeteer.com
Homepage: http://toronto.planeteer.com/~rsmith
Atari Warehouse: http://toronto.planeteer.com/~rsmith/atari.htm
~~~~~~

2266. Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-06 00:00:00 UTC
From: rick@mindspring.com
Message-ID: <6ssrnf$4fm$1@nnrp1.dejanews.com>
Source record: 60281

Having owned an Atari 400, 800 and 5200 in my early teen years, I was excited to find the atari emulator for the PC.

I'm looking for sites containing game downloads for this emulator.

Specifically, I'm looking for:

1. Crystal Castles
2. Marble Madness
3. Guantlet
4. Spellunker

Thanks
Rick

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2267. KP - Bob Klause

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-06 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <1998090608523201.EAA18097@ladder03.news.aol.com>
Source record: 60282

Hi Bob..

Can you turn your phone back on, I know of 6 or more people that have been trying to place orders with you but cant get you by phone.. There flooding my board, leaving me email to get in touch with you.

2268. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-06 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980906100700001.GAA20092@ladder03.news.aol.com>
Source record: 60283

Try ftp://matrix.ibb.waw.pl/pub/a8/.
Marble Madness was never written for the Atari 400/800/XL/XE/5200, but you can
get a great clone called Spindizzy...

Bertrand M. (LEXX)

2269. video upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-06 00:00:00 UTC
From: Dana Eckel <deckel@info-link.net>
Message-ID: <6su6hc$oc7@ns.info-link.net>
Source record: 60284

Does anyone know of the super video series in atari classics mag?
I don't have the mag, but would love to upgrade my 800xl video port.
By the way, how can I convert sd, or ed disks into images useing
a pc with 1.2 meg floppy.

2270. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-06 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6suacu$eo4@bgtnsc03.worldnet.att.net>
Source record: 60285

and I just found a neat sequal to spelunker called spelunker II for the nes.. i will run with a nes emu as well.. haven't tried it, but will today now!!

too bad things like rianbow walker and alley cat never were ported to the pc.. wonder if they could be written with visial basic on the pc or one of those shockwave games??

I'd be will to even contribute 3d computer animation to help update those!!

even a quasimodo 98 would be very cool!!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tribe, Lightwave 3D renderings, Wallpaper, Gorilla Falls info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

JMouchmino wrote in message
<1998090610070001.GAA20092@ladder03.news.aol.com>...
>Try ftp://matrix.ibb.waw.pl/pub/a8/.
>Marble Madness was never written for the Atari 400/800/XL/XE/5200, but you can
>get a great clone called Spindizzy...
>
>Bertrand M. (LEXX)

2271. Re: video upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-06 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0609981340390001@macmcurrent.library.carleton.edu>
Source record: 60286

In article <6su6hc$oc7@ns.info-link.net>, Dana Eckel
<deckel@info-link.net> wrote:

>Does anyone know of the super video series in atari classics mag?
>I don't have the mag, but would love to upgrade my 800xl video port.
>By the way, how can I convert sd, or ed disks into images useing
>a pc with 1.2 meg floppy.

For the Super Video article, see:

http://members.delphi.com/lmcclure/svxl/

or

http://www.redshift.com/~cdyson/atari.html

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2272. Atari 130XE system for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-06 00:00:00 UTC
From: weegeebord@aol.com
Message-ID: <1998090622222400.SAA22665@ladder01.news.aol.com>
Source record: 60287

I have a mint condition Atari 130XE (with manual) and matching XF551 360k floppy disk drive for sale. Set includes a mint condition XE301 300 baud modem (with manual) and 1050 disk drive (with manual).

Disk software includes SpartaDOS, XE-Term, Hacker, Music Construction Set, and others.

Cartridge software includes Pac-Man, Space Invaders, Donkey Kong, Star Raiders, Q-Bert, Galaxian, Qix, and others.

Asking $125 or best offer.

Please respond by email, or call David Offenbaker, Jr. at (830) 769-3404.

Thank You.

2273. Re: The Prisoner Game

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: bojay1997@aol.com
Message-ID: <1998090701460300.VAA18862@ladder01.news.aol.com>
Source record: 60091

No, there was only a Prisoner II as far as I know on the Apple 2. There is a game called the Captive for the C64 which is also roughly based on the Prisoner TV show.

Bojay

2274. JAM!! with S-Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998090703553400.XAA10546@ladder03.news.aol.com>
Source record: 60092

Hooked up the JAM!! with S-Video from my 130XE, and there is good news and bad news. The good news is that display is slightly better. It is slightly sharper, with slightly less artifacting. But the emphasis is on "slightly". The bad news is that at least with my hardware, the display is unstable. The picture was perfect for maybe a minute or two, then it would black out. In order
to get the picture back, I had to turn the JAM!! off for a few seconds then back on
or turn off the Atari. Someone with more electronics knowledge than I have will
have to try to duplicate and/or diagnose this, but it suggests to me that the JAM!! is being overdriven by the S-Video from the Atari. (???)
Larry

2275. Re: The Prisoner Game

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdda20$79019f40$49374382@vidar>
Source record: 60093

Well, Prisoner II was released, or at least I have a copy lying around
somewhere, on the Atari. No idea about a Prisoner I

Bojay1997 <bojay1997@aol.com> wrote in article
<1998090701460300.VAA18862@ladder01.news.aol.com>...
> No, there was only a Prisoner II as far as I know on the Apple 2. There
is a
> game called the Captive for the C64 which is also roughly based on the
Prisoner
> TV show.
>
> Bojay
>
>

2276. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: vairxpert@killspam.hotmail.com
Message-ID: <35f36eaf.1333284@news.netnitco.net>
Source record: 60094

"Gareee" <gareee@worldnet.att.net> wrote:

>and I just found a neat sequal to spelunker called spelunker II for the
>nes.. i will run with a nes emu as well.. haven't tried it, but will today
>now!!
>
>too bad things like rianbow walker and alley cat never were ported to the
>pc.. wonder if they could be written with visial basic on the pc or one of
>those shockwave games??
>
>I'd be will to even contribute 3d computer animation to help update those!!

Is alleycat the game where your a black cat and you have to jump
around on a fence, some garbage cans, go into an apartment ect?
If so, its definatley been ported to the PC. I used to play the hell
out of that game back in the 80's on my Tandy 1000 EX.
I bet I still have it on 5 1/4 disk around here somewhere, one of many
great games obtained from good o'le Rusty and Eddies BBS.

George Torch

Collector and restorer of early to mid 60's classic cars
Also into Snowmobiling, Motorcycles, S&W 9MM Guns, Video Games and R/C Trucks.

Remove killspam. to reply

2277. Music Programs?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: Mike Wachs <mwachs@aztec.asu.edu>
Message-ID: <0XNI1.337$n5.1330522@news.goodnet.com>
Source record: 60095

Hi-
I was just wondering if anyone knew what you can do with the Atari Recording programs and what quality they were?
thanks,
mike

2278. Atari Basic binary format

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: Jindra Kubec <kubecj@asw.cz>
Message-ID: <35F3ADA1.E27BEF7@asw.cz>
Source record: 60096

Hello!

Anybody knows Atari Basic binary file format? I.e. format of .BAS files.

--
Jindrich Kubec

2279. SID for the A8

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998090711310801.HAA07131@ladder03.news.aol.com>
Source record: 60097

Someone mentioned that they had an A8 that had a C64 SID chip
added or grafted into it. Would make a neat hacking article. Dual
SID's stereo would even be better. Anyone recall seeing this before?
Larry

2280. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: rick@mindspring.com
Message-ID: <6t0n0v$pq7$1@nnrp1.dejanews.com>
Source record: 60098

In article <19980906100700001.GAA20092@ladder03.news.aol.com>,
jmouchmino@aol.com (JMouchmino) wrote:
> Try ftp://matrix.ibb.waw.pl/pub/a8/.
> Marble Madness was never written for the Atari 400/800/XL/XE/5200, but you can
> get a great clone called Spindizzy...
>
> Bertrand M. (LEXX)
>

I found 3 of the 4 games I was looking for, including MARBLE MADNESS, at
http://lgd.fatal-design.com/.

Still looking for Spelunker.

Rick

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2281. Re: SID for the A8

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998090712380000.IAA06863@ladder01.news.aol.com>
Source record: 60099

I know some people in Poland put a SID chip in their Atari...
Polish readers of the mailing list could give us a more detailed answer...

Bertrand M. (LEXX)

2282. Re: SID for the A8

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <1998090712464500.IAA07401@ladder01.news.aol.com>
Source record: 60100

I know some people in Poland put a SID chip in their Atari...
Polish readers of the mailing list could give us a more detailed answer...

Bertrand M. (LEXX)

2283. Re: Atari Basic binary format

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <35f3da45.0@news.total.net>
Source record: 60101

All BASIC files are tokenized; all BASIC commands are reduced to a single byte. The 128 available variables are also reduced to a single byte. I don't have full details; the Compute! "Atari Basic Source" book has all the details, and I don't have a copy.

David Paterson

Jindra Kubec wrote in message <35F3ADA1.E27BEF7@asw.cz>...
>Hello!
>
>Anybody knows Atari Basic binary file format? I.e. format of .BAS files.
>
>--
>Jindrich Kubec
>
>

2284. Re: FA: Atari BASIC Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6t0tlu$23s$1@nnrp1.dejanews.com>
Source record: 60102

In article <35F1CB90.91EB18@sisna.com>,
bobkla19@sisna.com wrote:
> The Atari Basic cartridge should be sold with the Atari 400 or the 800
> Computer as an encluded item not sold seperatly as seperatly it it no
> good to anyone!. The XL, and XE do not need this item.
>
> bob

I picked up a 400 at a yard sale that only had a pacman cart in it. I was
happy to find somebody auctioning one off. And it only cost me $2 total :) M

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2285. Help running .rom on PC emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: bigbernie@hotmail.com
Message-ID: <6t0ug4$i25$1@orthanc.reference.com>
Source record: 60103

I've recently discovered several PC atari emulators (atari800win ect).

I'm having some problems running several .BIN files that I've downloaded. According to what I've found, bin files are either cartrige roms and need to be set up as cartriges. Otherwise, they need to be run from an atari dos.

I've found several DOSes but I can't get any of these to run. (and since I never had a DOS...)

I've also read that you can convert these to .ATR files but I haven't found a program to do so...

HELP!!!! Please email me with any suggestions.

Posted using Reference.COM http://WWW.Reference.COM
FREE Usenet and Mailing list archive, directory and clipping service
---

2286. WTB: Archon or Archon Adept

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: Hugh Falk <hughfalk@mediaone.net>
Message-ID: <6t0uor$86k$1@wbnws01.ne.highway1.com>
Source record: 60104

Want To Buy: Archon or Archon Adept (the flat box version)

Preferably still in shrinkwrap. Please write me at:

hughfalk@mediaone.net

2287. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <66B5273060A1FE95.E3D3C1B06CA1038F.8C6A9E884703AEA7@library-proxy.airnews.net>
Source record: 60105

rick@mindspring.com wrote:
> In article <1998090610070001.GAA20092@ladder03.news.aol.com>,
> jmouchmino@aol.com (JMouchmino) wrote:
>> Try ftp://matrix.ibb.waw.pl/pub/a8/.
>> Marble Madness was never written for the Atari 400/800/XL/XE/5200, but you can
>> get a great clone called Spindizzy...
>>
>> Bertrand M. (LEXX)
>>

> I found 3 of the 4 games I was looking for, including MARBLE MADNESS, at
> http://lgd.fatal-design.com/.

> Still looking for Spelunker.

That's really great that you found those programs there, but that is for the
Atari ST which is not compatible with the 400/800 etc.

Jason

2288. Re: tcp/ip packages for ATARI XL?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <905188455.19065.0.spot.d4ee0f47@news.demon.nl>
Source record: 60106

Hi,

>Are there any tcp/ip packages for ATARI XLs ?
>Are there any related packages ?
>

When you're a programmer then there are some source code(s) on C64 in
assembler for a slip/ppp connection....

Gtx,
Sysop*TXG

2289. For Sale: Atari Books - Forth, Basic, Programming Tips

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <6t1bi0ngg1@nntp2.uunet.ca>
Source record: 60107

I have a number of each of the following Atari books for sale:

Atari Basic - Learning by Using - Written by Thomas E. Rowley and published
by Hofacker
Forth on the Atari - Learning by Using - Written by E. Floegel and published
by Hofacker
101 Programming Tips and Tricks - Written by Alan North and published by
ARCsoft Publishers
Inside Atari BASIC - Written by Bill Carris and published by Atari

All of the books are new and unread. Each book is $3 plus shipping.

If anybody is interested, please drop me a line.

Thanks,

Richard Smith.
~~~~~~
Richard Smith
Barrie, Ontario, Canada
email: rsmith@planeteer.com
Homepage: http://toronto.planeteer.com/~rsmith
Atari Warehouse: http://toronto.planeteer.com/~rsmith/atari.htm
~~~~~~

2290. ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: rick@mindspring.com
Message-ID: <6t1i68$vd0$1@nnrp1.dejanews.com>
Source record: 60108

I have the WinSTon emulator that takes ST and MSA files.
I found some ATR files that I would like to use.
Can WinSTOn use them or can they be converted?

Rick

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2291. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: rick@mindspring.com
Message-ID: <6t1ialvdk1@nnrp1.dejanews.com>
Source record: 60109

In article <66B5273060A1FE95.E3D3C1B06CA1038F.8C6A9E884703AEA7@library-proxy.airnews.net>,
Jason Duerstock <jasond@cdc.net> wrote:
> rick@mindspring.com wrote:
> > In article <19980906100700001.GAA20092@ladder03.news.aol.com>,
> > jmouchmino@aol.com (JMouchmino) wrote:
> >> Try ftp://matrix.ibb.waw.pl/pub/a8/.
> >> Marble Madness was never written for the Atari 400/800/XL/XE/5200, but you can
> >> get a great clone called Spindizzy...
> >>
> >> Bertrand M. (LEXX)
> >>
>
> > I found 3 of the 4 games I was looking for, including MARBLE MADNESS, at
> > http://lgd.fatal-design.com/.
>
> > Still looking for Spelunker.
>
> That's really great that you found those programs there, but that is for the
> Atari ST which is not compatible with the 400/800 etc.
>
> Jason

I'm using the WinSTon emulator so they work great!
Rick

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2292. Re: Grog's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <6t1ago$5f1@news2.tds.net>
Source record: 60110

On 1998-09-05 EURO-ISDN@t-online.de(UlfPetersen) said:
EU>Path: news.tds.net!gail.ripco.com!newsroute.bconnex.ca!cyclone.news.
EU>idirect.com!island.idirect.com!news.maxwell.syr.edu!news-pee
EU>Newsgroups: comp.sys.atari.8bit
EU>Date: 5 Sep 1998 15:54:04 GMT
EU>Lines: 16
EU>References: <904846379@stackbbs.xs4all.nl> <6sq6et$dte@news2.tds.
EU>net> Mime-Version: 1.0
EU>Content-Type: text/plain; charset=ISO-8859-1
EU>Content-Transfer-Encoding: 8bit
EU>X-Sender: 07071650473-0001@t-online.de
EU>X-Newsreader: CrossPoint v3.11 R/C4325
EU>X-Mailer: UKA_PPP 1.7x1
EU>On 05 Sep 98, schoedel@ny.tds.net wrote ...
EU>> I'm looking for an old Sierra game called Grog's Revenge. It was
EU>>a sequel to BC:Quest For Tires. Has anybody ever seen a copy of
EU>>this game? Sierra had it in a catalog, but soon dropped the
EU>>Atari line from their list and refused to answer my questions.
EU>>Yeah, I've been looking for YEARS for that damned game. John
EU>>Hart, creator of the BC comic strip, is a local fellow, and I've
EU>>always been a Grog fan, so I'd like a copy of the game for
EU>sentimental reasons. Grog's Revenge has never been released for the
EU>ATARI 8bit.
EU>Ulf

Sure, go ahead. Break my widdle heart. <sniff> Oh well, I had a feeling it was another case of vaporware.

Michael Schoedel, Atari Nut!

"Milhouse, we live in the age of cooties!" - Bart Simpson

Net-Tamer V 1.11.1 - Test Drive

2293. Mega Mega Sale Atari 8 bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <01bddabd$86578a40$e389eed0@jimk>
Source record: 60111

I have a huge load of (all 100% working) equipment...

Approx 110 loose Carts....
Probably 3 800xl's
1 800
3 1050's one with a US doubler
Disks galore all sorted
Power-supplies, modems, joysticks, manuals...

I live in the Minneapolis MN area (Coon Rapids) & would like to sell all to
1 bidder. (preferably local)

Thinking $300.00 will take it. Don't want to split it up & probably
shipping would be over $50 for all of it.

Anyone interested???

I'll put a list of details for anyone who is...

2294. unix? tcp/ip?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: Adi Perry <adiperry@geocities.com>
Message-ID: <35F45097.F4A7DD66@geocities.com>
Source record: 60112

Are there any tcp/ip implementations for the 800XL ?
Are there any unix clones for the 800XL (ye, ye, I know it's kind of
funny...) ?

Thanks, and please e-mail me at adiperry@geocities.com

2295. Out of Storage

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: Phil Trostel <ptros@denver.net>
Message-ID: <35f49b44.0@bowtie>
Source record: 60113

I had a dream the other night about my old Atari 400 which I grew up with but hadn't seen for over 10 years. Behold my parents storeroom. Even moving two times they packed the thing around and still had it and all the disks, books, and carts, I ever bought for the thing. All still in the boxes, in mind condition. Totaly amazing. Now all I need to do is find a suitable display for the thing. Has anyone used one of those TV cards for the PC and plugged an old 400 into it to get a display under channel 3? Let me know if this works. I suppose I'd have to but a fitting for the video out cable to screw onto the coax on the card. Has anyone tried this with success?

Thanks
Phil

2296. Re: JAM!! with S-Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <35F49CEC.21B6EF5F@postoffice.pacbell.net>
Source record: 60114

I hooked up my JAM and it has a significantly better display than anything I have ever seen before. I am in the process of cutting up the SONY cable supplied with JAM to use on the Atari...

The device appears to set up video levels during the first few seconds of video sync - turn on JAM and then your computer. Mine is rock solid on all modes and models. S-Video on the 130XE is superb.

If you are following directions and are wired properly, it works great. Maybe your unit is defective.

Bob

LWhite6497 wrote:

> Hooked up the JAM!! with S-Video from my 130XE, and there is good news and
> bad news. The good news is that display is slightly better. It is slightly
> sharper, with slightly less artifacting. But the emphasis is on "slightly".
> The bad news is that at least with my hardware, the display is unstable. The
> picture was perfect for maybe a minute or two, then it would black out. In
> order
> to get the picture back, I had to turn the JAM!! off for a few seconds then
> back on
> or turn off the Atari. Someone with more electronics knowledge than I have
> will
> have to try to duplicate and/or diagnose this, but it suggests to me that the
> JAM!! is being overdriven by the S-Video from the Atari. (???)
> Larry

2297. Re: Your reply, jt {#2} (was Re: Space Maker Auction Final Update)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-07 00:00:00 UTC
From: BRIX@brix.de
Message-ID: <MPG.105e477656e81059897b0@news.uni-x.net>
Source record: 60115
Cross-posted to: rec.games.video.classic,rec.games.video.misc,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

Would you all please end this thread?
It just makes no sense always repeating the same arguments.
Just do this private, send yourself mailbombs or whatever, but don't
waste my discspace with this fruitless fight.

Both of you should remember this one saying by A.Einstein himself:
"You cannot discuss with someone who knows the truth."

As both of you seem to know the truth it isn't worth discussing it any
further, is it?

-Brix/Plush-

2298. Atari tracking @ eXTReMe Tracking

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-08 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6t1t0c$kov@news2.tds.net>
Source record: 60116
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

If replying, please note that this has been cross-posted.

I just thought that people might be interested in the following
exchange (Mr. Nono van den Hoek Ostende did not authorize my passing
this on):

==========

To: support@extreme-dm.com
From: tross3@hamtel.tds.net (Terry & Karen Ross)

[some snipped]

Another thing, is there any possibility that the next time you
modify your CGI scripts that you have them recognize Atari computers?
There are a number of browsers available for the Atari platform, and
they all send the appropriate information, but being such a small
segment of the market, no one has bothered to include recognition.
==========
Received: from www.extreme-dm.com ([207.230.127.125])
by mail.tds.net (8.9.1/8.9.1) with ESMTP id QAA10822
for <tross3@hamtel.tds.net>; Mon, 7 Sep 1998 16:23:44 -0500 (CDT)
Received: from extreme-dm.com (p021.goe.euronet.nl [194.134.27.27]) by www.extreme-dm.com
(8.8.5/8.6.10) with ESMTP id OAA00384; Mon, 7 Sep 1998 14:20:44 -0400 (EDT)
Message-ID: <35F4A4B6.3B5D76FE@extreme-dm.com>
Date: Mon, 07 Sep 1998 23:29:58 -0400
From: eXTReMe digital <nho@extreme-dm.com>
Organization: eXTReMe digital

[some snipped]

On the Atari OS:
Thanks for the info, I will add it asap.

Best Regards,

Nono van den Hoek Ostende

eXTReMe digital
http://www.extreme-dm.com/tracking/
info@extreme-dm.com
support@extreme-dm.com
==========

Terry Ross
--

http://personalpages.tds.net/~tross3
The 'X-Files' ain't real life folks, sorry... To paraphrase Descartes:
SUM ERGO COGITO

2299. Re: TouchTablet

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-08 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.105e7fb62de0179c989752@news1.ibm.net>
Source record: 60117

In article <35ED0FBB.78DC8A93@france2.fr>, Laurent FAVARD
<l.favard@france2.fr> stated:

> i'm an Atari Falcon user, and i would like to connect an Atari
> touchtablet to a joystick port.

As I recall, the Atari touchtablet used the POT (paddle) inputs on the Atari 8-bit controller ports. As the standard (DB-9) controller ports on the Falcon (as with all of the Atari 680x0 range) lack analog capability, interfacing them there is essentially out of the picture.

The Falcon, however, does provide for analog input on the enhanced (HDB-15) joystick ports on the left side of the machine. Interfacing the tablet there should be a simple matter of building a cable, although you would need to write your own software to read the port.

==========
lmcclure@ibm.net

2300. Re: Video Question? JAM device or 170x, 180x monitors etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-08 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.105e87d2b6b6ab42989753@news1.ibm.net>
Source record: 60118

In article <35EFDBAF.DDB353EA@ena-east.ericsson.se>, Brian Hutchinson
<hutch@ena-east.ericsson.se> stated:

> I've seen posts about the new JAM device and about various monitors used
> with the 8 bits. I'm trying to get enough information so I can decide
> to just use JAM with a old VGA monitor I already have or if I should so
> the video mod to my 800XL and use a 170x, 180x, or some other monitor
> that has separate luma-chroma inputs.

VGA monitors typically have better dot pitch than a 170x or 180x monitor.
Typical dot pitch for VGA monitors is 0.28mm for 14" sizes nowadays,
although older ones were sometimes 0.31mm, and a few cheapos went up to
0.39mm (and I even saw one way back in '90 that was a frightening .51mm,
which is actually about the same as a 170x/180x series monitor).

> Is separate luma-chroma the way to go for best picture? I kind of
> gather this from some of the other posts.

Yes, chroma/luma reduces interference between these signals that occur
when they are carried as a composite signal. One caveat is that some
games depend on this for artifacting, giving colors that would not
otherwise be there. For anything else, especially text, chroma/luma is
much better. For the SupervideoXL 2.1 mod from "Atari Classics" magazine,
check out my web page at:
http://members.delphi.com/lmcclure/svxl/index.html

> Is S-Video a format all its own or is it just separate luma-chroma
> signals? Can I some how pipe the 8 bit signal into the S-Video port of
> the JAM?

Same signal, just a different connector (a 4-pin mini-DIN for S-video vs.
two RCA plugs or jacks for chroma/luma). Perhaps the most simple way to
build the appropriate adapter is the buy an S-video cable, cut it in half
(so you can save the other half for a future project, or in case you
really mung things), and wire that directly to a 5-pin DIN to plug into
your Atari's monitor port, or if you already have a chroma/luma/audio
cable, to a couple of inline RCA jacks. The S-video pinouts can be found
on the menu at:
http://lwp.ualg.pt/docs/hwb/menu_Connector.html

I believe you will find the Atari 8-bit monitor port pinout there as
well.

> If a monitor is the way to go who sells them now? Are the Commodore
> monitors better than the Atari monitors?

Atari never made any monitors that work with the Atari 8-bits. The SC1224 and SC1435 were analog RGB only, the SM124 was strictly for the ST (and the Falcon, with a proper adapter), and the other monitors were either for the TT or for PC's (CGA, EGA, or VGA). AFAIK, you will not find a single monitor with an Atari badge on it that supports color composite or chroma/luma. There was an XC-series monitor planned for the 8-bits, but I do not believe they got as far as the engineering prototype/sample stage.

> I'm setting up a room where I can have all of my Atari computers out and
> hooked up all the time. My Falcon now uses a old SVGA monitor. I don't
> think I can do ST Low with it.

Actually, you can do all ST resolutions, using line-doubling (I.e., 320x200, but scanned as 320x400), but programs that hit the hardware directly can cause problems by setting the output back to "true" ST resolutions and scan rates.

> I have 3 8 bits, 600XL, 800XL, and now a 130XE. I also have a
> Jaguar in the room. I'd like to have one or two monitors that
> will work well with all of the machines. I'm planning on
> adding a 1040STE in the future as well.

The best single monitor solution would be a 15.75Khz multisync (I.e, original NEC Multisync, Multisync II or 3D, Mitsubishi AUM-1381, etc.), with a JAM!! device to interface the Atari 8-bits (the Jaguar can output analog RGB, and could be cabled directly). A more modern SVGA monitor would require interfacing the Falcon via composite as well, to handle those troublesome games that hit the hardware on the Falcon, but would give you access to higher resolutions with one of the software or hardware res expanders available for the Falcon.

BTW, if you do shop around for a 15.75Khz-capable multisync, two newsgroups to check out frequently are comp.sys.amiga.marketplace, and misc.forsale.computers.monitors. The Amiga group is where you are more likely to find such monitors, while the more generic monitors newsgroup usually has better prices. Most of the monitors for sale in the latter group are from PC owners, and to a modern PC owner, a 15.75Khz-capable multisync makes a rather poor SVGA monitor, as their typical upper scan limit of about 38Khz (vs. 48Khz for almost any current 14" SVGA) makes them a rather poor SVGA monitor (but great for the JAM!!, and even better for devices needing TV-compatible scan rates).

If you see a Mitsubishi AUM-1381, keep in mind these have one advantage over the NEC Multisyncs; it has a composite input, in addition to RGB/VGA (no S-video or chroma/luma, however). I have two of these, and I do not think you will see me parting with either one anytime soon.

==========

lmcclure@ibm.net

2301. Re: ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-08 00:00:00 UTC
From: rick@mindspring.com
Message-ID: <6t356k$1m9$1@nnrp1.dejanews.com>
Source record: 60119

In article <6t1i68$vd0$1@nnrp1.dejanews.com>,
rick@mindspring.com wrote:
> I have the WinSTon emulator that takes ST and MSA files.
> I found some ATR files that I would like to use.
> Can WinSTOn use them or can they be converted?
>
> Rick
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
>

I found the answer myself....
ATR files are for the atari 800. I got that emulator and it works.
Rick

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2302. Looking for Run for the money

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-08 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6t3s19$1ii$1@nnrp1.dejanews.com>
Source record: 60120

Hi
I remember one of my favorite games to play with my kids was run for the money
by scarborough. I found my old disk but it looks hosed. Besides I don't have
and disk drives but I do have APE :)
Anybody know where I can find a run for the money .atr file?
Thanks
Mark

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2303. Tempests Auction Update #10

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-08 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35F573E2.6B6D@pilot.msu.edu>
Source record: 60121
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

```
Heres the latest update.....

Welcome to Tempest's first auction or the....

I need to pay off my debts or they're going to break my legs auction.

Rules: 1. Auction ends September 11th at 11:59pm (no G1, G2 stuff)
2. You pay for what you bid on.
2. Buyouts accepted
3. I reserve the right to pull anything from the auction.
4. All items are loose, and in good condition unless noted.
5. Please send the number of the game you are bidding on
(ie. 002 Berzerk)
6. There is no rule 6!
7. You MUST have fun. (Or you will die!)

Please send all bids to: reicher6@pilot.msu.edu

Updates will be sent to the newsgroups nightly. A current update can be
found at: http://pilot.msu.edu/user/reicher6/auction.txt

So, with out further ado, here are the goodies!

Atari 5200
-----------
Minimum bid $2, Minimum increase .50

001 Ball Blazer (complete) min $5
002 Berzerk
003 Blue Print (Upside down label) Chapin $2
004 Centipede (complete, bad box)
005 Counter Measure
006 Defender
007 Dig Dug
008 Frogger
009 Gremlins (complete) $15 Pac-Rat
010 Jungle Hunt
011 Kaboom (label wear) Chapin $2
012 Kangaroo
013 Pac-Man
014 Pole Position
015 Q-bert
016 Qix
017 Qix
018 Space Dungeon
019 Star Raiders (with instructions)
```

020 Football Play books Min $1

021 Wico Joystick (with Y-adapter and Box) TRADED!!!!

Atari 400/800

Minimum bid $2, Minimum increase .50

022 Alien Garden (label wear) $2 Mark
023 Atlantis
024 Battle Zone (Complete) Min $5
025 Basic (version C)
026 Basic (version C)
027 Boulders and Bombs (R) Min $5
028 Centipede
029 Demon Attack $1 rlcolli
030 Desert Falcon (Complete) Min $5
031 E.T. Phone Home (label bubbling) $1 rlcolli
032 Final Legacy
033 Food Fight (XL/XE Only) Min $3
034 Gridrunner (R) $5 LEXX
035 Missle Command
036 Mr. Cool (R) Min $5
037 Pac-Man
038 Platter Mania (label crooked) $2 Mark
039 Q-bert (no end label) $1 rlcolli
040 Sky Writer $2.50 JerryG
041 Thunder Fox (Complete) $5 Harvey

042 Atari 800XL w/ power supply (break and inverse keys broken) Steve $7
(everything else works fine!)

043 Atari 800 (Keyboard flaky but works! no shift key!) Min $5

Atari 2600
---

044 Double Dragon (PAL, New in Box) Min $5
045 Starmaster
046 Taz (holes in end of main label) TRADED!!!!

047 Atari 2600 jr. (with power supply and instructions) Min $10

2600 Instructions (Minimum .50, Increases .25)

048 Combat (small booklet)
049 Asteroids
050 Missle Command (Multi-language)
051 Bowling (small booklet) .50 Lexus
052 Bowling (small booklet)
053 Basketball
054 Defender
055 Sprint Master (small tear)
056 Moon Patrol (Multi-language)

057 Battle Zone (Multi-language)

Atari 7800
----

058 Midnight Mutants (complete) Min $3

Intellivision
----

059 Night Stalker (ShrinkWraped, box slightly crushed) Min $3
060 Chip Shot Golf (with instructions) $7 Peter Pepper

2304. Tempest Auction Update #11

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-08 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35F5D711.2EB2@pilot.msu.edu>
Source record: 60122
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

There have been a few changes and a new rule, The minimum inscrease on
the systems is $2.

I've lost a few messages, so if you dont see your bid, let me know.

Welcome to Tempest's first auction or the....

I need to pay off my debts or they're going to break my legs auction.

Rules: 1. Auction ends September 11th at 11:59pm (no G1, G2 stuff)
2. You pay for what you bid on.
2. Buyouts accepted
3. I reserve the right to pull anything from the auction.
4. All items are loose, and in good condition unless noted.
5. Please send the number of the game you are bidding on
(ie. 002 Berzerk)
6. There is no rule 6!
7. You MUST have fun. (Or you will die!)

Please send all bids to: reicher6@pilot.msu.edu

Updates will be sent to the newsgroups nightly. A current update can be
found at: http://pilot.msu.edu/user/reicher6/auction.txt

So, with out further ado, here are the goodies!

Atari 5200

Minimum bid $2, Minimum increase .50

001 Ball Blazer (complete) min $5
002 Berzerk
003 Blue Print (Upside down label) Chapin $2
004 Centipede (complete, bad box)
005 Counter Measure
006 Defender
007 Dig Dug
008 Frogger
009 Gremlins (complete) $15 Pac-Rat
010 Jungle Hunt
011 Kaboom (label wear) Chapin $2
012 Kangaroo
013 Pac-Man
014 Pole Position
015 Q-bert
016 Qix

017 Qix
018 Space Dungeon
019 Star Raiders (with instructions)

020 Football Play books Min $1

021 Wico Joystick (with Y-adapter and Box) TRADED!!!!

Atari 400/800

Minimum bid $2, Minimum increase .50

022 Alien Garden (label wear) $2 Mark
023 Atlantis $2 Actigmr
024 Battle Zone (Complete) Min $5
025 Basic (version C)
026 Basic (version C)
027 Boulders and Bombs (R) Min $5
028 Centipede
029 Demon Attack $1 rlcolli
030 Desert Falcon (Complete) Min $5
031 E.T. Phone Home (label bubbling) $1 rlcolli
032 Final Legacy
033 Food Fight (XL/XE Only) Min $3
034 Gridrunner (R) $5 LEXX
035 Missle Command
036 Mr. Cool (R) Min $5
037 Pac-Man
038 Platter Mania (label crooked) $2 Mark
039 Q-bert (no end label) $1 rlcolli
040 Sky Writer $2.50 JerryG
041 Thunder Fox (Complete) $5 Harvey

Minimum increase is $2 for the systems!

042 Atari 800XL w/ power supply (break and inverse keys broken) Steve $7
(everything else works fine!)

043 Atari 800 (Keyboard flaky but works! no right shift key!) Min $5

Atari 2600
---

044 Double Dragon (PAL, New in Box) Min $5
045 Starmaster
046 Taz (holes in end of main label) TRADED!!!!

047 Atari 2600 jr. (with power supply and instructions) Min $10

2600 Instructions (Minimum .50, Increases .25)

048 Combat (small booklet)
049 Asteroids

050 Missle Command (Multi-language)
051 Bowling (small booklet) .50 Lexus
052 Bowling (small booklet)
053 Basketball
054 Defender
055 Sprint Master (small tear)
056 Moon Patrol (Multi-language)
057 Battle Zone (Multi-language)

Atari 7800
----

058 Midnight Mutants (complete) Min $3

Intellivision
----

059 Night Stalker (ShrinkWraped, box slightly crushed) Min $3
060 Chip Shot Golf (with instructions) $7 Peter Pepper

2305. FA (ebay): (40) and (14) Atari 8-bit game packages

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-09 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <6t5s01aab1@mark.ucdavis.edu>
Source record: 60123
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I've decided to sell out and give e-bay a try. I'm nearly ready for
my next newsgroup auction with the really good stuff, since I'd rather
trade for 2600 games. Here's what I have up for grabs on ebay:

* *
(40) Atari 400/800/XL/XE/8 Bit Game Cartridges
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28596129

Alphabet Zoo (Spinnaker)(no label)
Asteroids (Atari)
Astrochase (Parker Brothers)
Atariwriter (Atari)
Basic Computing Language (Atari)
Buck Rogers: Planet of Doom (Sega)
Centipede (Atari)
Computer Chess (Atari)
Computer War (Thorn EMI)
Congo Bongo (Sega)
Defender (Atari)
Donkey Kong (Atari)
Donkey Kong Jr. (Atari)
Eastern Front (1941)(Atari)
Football (Atari)
Frogger (Parker Brothers)
Galaxian (Atari)
Joust (Atari)
Jumpman Jr. (Epyx)(manual)
Kaboom! (Activision)
K-Razy Kritters (CBS Software)
Kindercomp (Spinnaker)
Logic Levels (Spinnaker)(no label)
Major League Hockey (Thorn EMI)
Master Type (Scarborough Systems)
Miner 2049'er (Big Five)
Missile Command (Atari)
Ms. Pac-man (Atari)
Music Composer (Atari)
One on One (Atari)
Pac Man (Atari)
Pitfall (Activision)
Pole Position (Atari)
Popeye (Parker Brothers)
Q-Bert (Parker Brothers)
Qix (Atari)

Star Raiders (Atari)
Submarine Commander (Thorn EMI)
Super Cobra (Parker Bros.)(torn end/front label)
Tennis (Atari)

* *

(14) Atari 400/800 carts w/ AssemEd&Pilot
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28597144

Assembler Editor (Atari)
Atariwriter (Atari)
Basic Computing Language (Atari)
Centipede (Atari)
Computer Chess (Atari)
Congo Bongo (Sega)
Defender (Atari)
Donkey Kong (Atari)
Educational System Master Cartridge (Atari)
Master Type (Scarborough Systems)
Missile Command (Atari)
Pac-Man (Atari)
Pilot (Atari)
Telelink I (Atari)

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|-------------------------------+-----------------------------------|
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Drummer for Missile Command	imaginations" - Neil Peart

2306. Re: Name the game

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-09 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bddbf9$28e0c240$f336e6d0@none>
Source record: 60124

Commando!

Jindra Kubec <kubecj@asw.cz> wrote in article <35F669A7.210D99ED@asw.cz>...
> Hello!
>
> What's the name of the game on the screenshot?
>
> I have it under three different names: Commando, Rambo I, Who Dares Wins
> I.
>
> --
> Jindrich Kubec
>
>

2307. 1400xl or 1450xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-09 00:00:00 UTC
From: Tom Boucher <trekkie@nospam.kc.net>
Message-ID: <z4yJ1.4049$2s.3994200@newsfeed.slurp.net>
Source record: 60125

Are there any 1400xl or 1450xl 's out there in the world? I'm kinda interested in collecting 8bit stuff since my first (and still functioning) computer was the Atari 800 w/48k.

So far I've found 600xl, 800xl, and 1200xl, but the 1400 / 1450xl's are hiding.

Thanks

Tom

2308. 1400xl or 1450xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-09 00:00:00 UTC
From: Tom Boucher <trekkie@nospam.kc.net>
Message-ID: <25yJ1.4050$2s.3994507@newsfeed.slurp.net>
Source record: 60126

Are there any 1400xl or 1450xl 's out there in the world? I'm kinda interested in collecting 8bit stuff since my first (and still functioning) computer was the Atari 800 w/48k.

So far I've found 600xl, 800xl, and 1200xl, but the 1400 / 1450xl's are hiding.

Thanks

Tom

2309. Re: Out of Storage

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-09 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.10605f9ea33428b698976b@news1.ibm.net>
Source record: 60127

In article <35f49b44.0@bowtie>, Phil Trostel <ptros@denver.net> stated:

> Has anyone used one of those TV cards for the PC and
> plugged an old 400 into it to get a display under
> channel 3?

While I have to admit to not trying this with the tuner input on my All-in-Wonder card, there is no reason it shouldn't work. All you should need is a RCA-to-"F" connector adapter, which you can pick up at your local Radio Shack.

==========
lmcclure@ibm.net

2310. Re: 8 Bit Carts for sale (????)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-09 00:00:00 UTC
From: scorpion@atlcom.net
Message-ID: <5AB13EEE498D44BD.ED8B33E4311FA099.F806939A6E540320@library-proxy.airnews.net>
Source record: 60128

On 8 Sep 98 23:49:01 GMT, "Jim Klein" <jklein@isd.net> wrote:

>Here is my list of loose carts I own.... (I counted 114)
>
>All work 100% and in mostly great shape, but some have my address label
>stuck on so I could keep track which were mine while I borrowed them
>out....
>
>Questions I have...
>
>How much approx. are these worth?
>
>Should I sell these all as one lot or does anyone want them all?
>(duplicates are duplicate carts)
>
>I also have about 4-5 computers mostly 800xl's & a few 1050's & printers
>all 100% working with PS & cables but probably costs too much to ship out
>of the Minneapolis area.
>

Would you be interested breaking the items to sale. I might be
interested in purchasing one complete system. (i.e. 800xl, 1050,
printer, and a few cartridges).

Gary Barrentine
scorpion@atlcom.net
http://www.atlcom.net/~scorpion

2311. Re: Out of Storage

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-09 00:00:00 UTC
From: Doug Wheeler <dwheeler@isd.net>
Message-ID: <6t6mlpmmm1@blackice.winternet.com>
Source record: 60129

Phil Trostel <ptros@denver.net> wrote in message 35f49b44.0@bowtie...

[stuff snipped]
>Has anyone used one of those TV cards for the PC and
>plugged an old 400 into it to get a display under channel 3?

I have my 130XE connected to my ATI All-In-Wonder card through the standard RF switch box (and a 300 ohm to 75 ohm converter). Works just fine. Some day, I'll put together an Atari-to-S-Video cable to get an even better picture.

--Doug

2312. Re: JAM!! with S-Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-09 00:00:00 UTC
From: thijs.aaten@xs4all.nl
Message-ID: <35f6e46f.2545018@news.xs4all.nl>
Source record: 60130

On Mon, 07 Sep 1998 19:56:44 -0700, rwoolley@postoffice.pacbell.net
wrote:

>----
>I hooked up my JAM and it has a significantly better display than anything I have
>ever seen before. I am in the process of cutting up the SONY cable supplied with
>JAM to use on the Atari...
>

Where can I find info on how to build the JAM! ? And what are exactly
the differences between the JAM over the atari classics modification
of the 8-bit ? In other words, which one should I make ?

Thanks,

Thijs

2313. Re: 1400xl or 1450xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-09 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <35F71552.B4AB8510@postoffice.pacbell.net>
Source record: 60131

Yes, there are 1400XLs and 1450XLDs out there. More than you would think...

Bob

Tom Boucher wrote:

> Are there any 1400xl or 1450xl 's out there in the world? I'm kinda
> interested in collecting 8bit stuff since my first (and still functioning)
> computer was the Atari 800 w/48k.
>
> So far I've found 600xl, 800xl, and 1200xl, but the 1400 / 1450xl's are
> hiding.
>
> Thanks
>
> Tom

2314. For sale--the list--UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-09 00:00:00 UTC
From: reflash <reflashg@execpc.com>
Message-ID: <6t78h3$e5i@newsops.execpc.com>
Source record: 60132

Current high bidder for my Atari 800 system at $125...
This sale closes 9/15/98.

I want to be sure everyone understands this system is used, working, but used. The books alone are probably worth my original asking price, however, and does include quite a bit of software as well.

I also have most of the Antic magazines...no disks...they are in fairly good shape, and will throw those in as well....also a bunch of Compute magazines...in pretty rough shape but useable. My main objective here is to find all my Atari stuff a good home :)

Atari item list---August 29, 1998 For Sale

HARDWARE

Atari 800--48k installed--non-modified system
CX853 16k memory module------4
CX801 10k operating system---1
810 disk drive---------------2
Tape Players-----------------2--one somehow has interface cable missing
Numeric Keypad
Amdek Color1 Plus monitor--this has a glare shield on it but has a small tear...you can pull it off, buy another, hey, its your choice.
Touch Tablet-Atari--case screws removed..I don't know if this works.
Misc. joysticks, paddles, printer interface,cables, etc.
Some of the joysticks/paddles work, some don't...a real grab-bag...you'll have to test them, some can be used for parts, whatever.

BOOKS

Machine Language for Beginners---Compute
The Atari Assembler- Don & Kurt Inman
Compute's First Book of Atari
Compute's Second Book of AtaRI
Compute's Third Book of Atari
Compute's First Book of Atari Graphics
Compute's Second Book of Atari Graphics
Computer Art and AnimaTION-USING aTARI lOGO
Mapping the Atari---Compute
yOUR aTARI cOMPUTER--oSBORNE/mCgRAW hILL
Atari Basic--Albrecht, Finkel
Atari Sound and Graphics, a self teaching guide
Operating System Users Manual-Atari
Operating System Source Listing-Atari
De Re AtARI--Chris Crwford, etc

Hardware Manual--Atari--has schematics, etc

SOFTWARE

Tape based--working?? don't know for sure. If you've ever used the tape drive system, you know how difficult and painful loading this stuff can be.
Moon Shuttle-Datasoft
Blue Max-Synapse
Zaxxon-Datasoft---one of my all time favorites
Juggles Rainbow-Atari
Target Practice-Gentry
Stratos-Adventure International--another great one
Pool-Thorn
Darts-Thorn
cribbage/dominoes-Thorn
An Invitation to Programming 2 and 3- Atari

Floppy

Sands of Egypt-Datasoft
Temple of Apshai-Epyx
Curse of Ra-Epyx
Sargon III-
Zork I-Infocom
Mickey in the Great Outdoors-Disney
Deadline-Infocom

No Boxes-but all original disk(not pirated)

koronis rift-lucas
rescue on fractulus
bruce lee
fantastic 4
survivor
spider man
cranston manor adventure
orileys mine
caverns of mars
genesis
shadow world
dimension x
zeppelin
maniac miner
summer games

misc stuff--a couple of Antic disks, some copied stuff, etc

Carts

Jumbo Jet Pilot-Thorn
basic computing Language-Atari---2 of these
Pac-Man-Atari
Atari Artist-used with above tablet

Pole Position-Atari
Super Breakout-Atari
ET Phone Home-Atari
Star Rai ders-Atari--THE classic
Qix--atari
Basketball-Atari Compare this to NBA Live 98 :)
Return of the Jedi-Lucasarts
Joust-Atari---another great one
Missile Command-Atari---Classic yet again
Computer Chess-Atari
Donkey Kong-Atari---I'm getting nostalgic
Centipede-Atari--Many hours on this one
Music Composer-Atari

2315. ANNOUNCE: Atari800Win 2.4

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-09 00:00:00 UTC
From: rich@cstone.net
Message-ID: <pgpmoose.199809090659.22837@bureau42.ml.org>
Source record: 60133
Cross-posted to: comp.sys.atari.8bit,comp.emulators.announce

I have updated Atari800win at the usual home page,

http://www.cris.com/~Twist/atari800win

Atari800Win is an Atari 8-bit emulator for the Win9X/NT environment.
It emulates the Atari800, 800XL, XE series, and 5200 systems.

Here is what is new in version 2.4:

09-08-98 Ver 2.4 - large update, some beta features
* A request: I am looking for an image of the 8-bit Epyx game
"Hellfire Warrior". I'm not sure if it was available for the
Atari, but it was for the Apple][. I own this game, but only have
the TRS-80 disk image.If you can help, please e-mail
rich@cstone.net

* Big feature: support for save states (also known as "snapshots").
You must have ZLIB working (the DLL supplied with Atari800Win must
be in the path) to use this. Saved states saves _everything_ about
your Atari itself, the entire contents of memory, where you are in
a program, etc. A save state does NOT save your display, input, or
sound settings. When you load a state save, the Atari will be
paused on a black screen. Hit F9 to start the saved state. Saved
state file sizes will vary based on the machine type and what it
was doing / had loaded.

Use the File menu to access the Load/Save state features. There
are two types of save: normal and verbose. Verbose is ONLY
necessary if you have patched ROMS that somebody else wouldn't
have. Verbose saves are larger.

Save states should be considered a somewhat beta feature. Changes
might affect the format as other Atari800 ports adopt it, making
the current format obselete. Keep in mind that even if you
snapshot a program it may still want to access the disk later; and
save states do NOT save disks. If you know a program accesses the
disk, you will have to keep the disk handy with your save state to
resume later. Save state are machine independent; they will be
useable on other ports of Atari800.

* Machine language routines here and there; small speed difference.
I spent considerable time rewriting some large sections in
assembly, and found there was little speed increase in them even
when heavily optimized.I'll continue investigating asm for things
like Antic though.
* Atari crashes are much less dramatic now, as you don't have to

exit Atari800Win. The screen will simply go black, you then have
the opportunity to change settings, and there is a new
Atari/Restart menu option to fire the machine up again (Ctrl-F5
will also work).
* Added 512x384 mode. Should help those on slow machines without 320
modes. Shows full overscan and on most cards has that "scanline"
feel.
* Completely rewrote the keyboard handler, many changes include:
- A few layout changes; see README.TXT
- Insert/Delete work correctly (char normally, line when shifted)
- Clear character now on the Windows Home key
- Option/Select/Start can be held down in combinations,fixes some
demos
- When holding a regular key, pressing then releasing a second key
will have no effect (the first key will stay held).
- Hold down a regular key, hold down a second. Release the first
key.The Atari will register the second key as being held down
after exactly 1 frame of no keys.
- F1-F4 exist only for XL, returns no keyboard code for other
machines.
- Help returns no code for non XL/XE machine
- With CTRL + SHIFT held, the following keys do NOT work on
purpose:
J K L ; + * Z X C V B F1 F2 F3 F4 and HELP
In many cases the new behavior my seem more limiting than before;
but it is now highly accurate compared to the real hardware. Many
hours in testing with a real XE back this up. Since there is
considerable new code there may be an errant key here or there;
please e-mail me if you find keyboard oddities (or if you find
things fixed!)
* Keyboard templates option added (Options/Keyboard.. menu). This is
a complicated feature for expert users, consult the README for
details.Do not mess with it if you don't understand the purpose.
Briefly, It allows you to remap almost the entire keyboard to
anything you wish to define. Helpful for games that use whacked
out directional keys like the Ultima series or if you want to
exactly duplicate the Atari layout.
* Keyboard joystick reworked. Now handles combination keys (numpad4
+ numpad8 = diagonal up/right). Ignores your Windows key delay /
repeat settings and works right off the keystroke (instant
feedback).
* Checkbox for "use AGP memory", which controls whether a surface is
allocated as "local video memory" in Ddraw terms. This is
basically for DDraw windowed modes, and could be faster, musch
slower, or no change on any particular card - you'll just have to
try it and compare.
* Fixed a problem with small graphics selector dialog used in 320
modes.
* All full screen modes clear their backgrounds.
* Bolder, more ambitious icons, less filling but taste great. Any

icon artists out there?
* Machine type and speed shown in window title (status bar in full
screen)
* Finally remembered to add keyboard click. You will notice a slight
delay between the keystroke and sound, can't be helped at present.
* Fixed a display bug that had crept in when in windowed mode with
the display partially off the desktop
* If you exit while running full speed, the next time you launch
sound
will be (correctly) disabled until you switch back to normal speed
* Pause shows paused text on Atari screen (for full screen modes)
* Fixed crash bug that sometimes occurred changing artifacting
modes.

2316. Atari Terminal Emulator Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: Steven Bianco <sbianco@optonline.net>
Message-ID: <7dGJ1.131$i16.4982041@news.optonline.net>
Source record: 60134

Does anyone have a terminal emulator for an Atari 800 such as BobTerm that they would be willing to sell me a copy of? I need it on an Atari formatted disk since I have no means to get files off my PC and onto the Atari. I would be willing to pay some small fee and send you a formatted disk. Thanks.

2317. i need hardware help

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: manikspeed@aol.com
Message-ID: <1998091002492100.WAA27281@ladder01.news.aol.com>
Source record: 60135

i have a board from a 7800 and i was wondering if anyone knew anything about the ram chips (5816 chips), DRAM controller/driver (8429), and the RIOT chip (6532). i mean by this pinouts, specs, etc etc.

if you can help me, email me at:
manikspeed@aol.com

thanx.

2318. Control Ext. Devices

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: LANCE TATMAN <ltatman@home.com>
Message-ID: <35F75232.C82ABF5F@home.com>
Source record: 60136

I recall seeing an article about an 8 bit program that would allow one to control a model railroad with the Atari using the joystick ports as well as an Analog article on the Radio Shack Armatron.

I'd like to use my Atari as a control for a bunch of mechanical Halloween props(skeleton arms, etc.)...using relays.

Can someone point me to online versions of these articles and or the programs that went with them and anything else that might help with this type of project?

Thanks

-Lance-

2319. Re: JAM!! with S-Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: Olav Queseth <olav.queseth@radio.kth.se>
Message-ID: <35F79217.CE20656F@radio.kth.se>
Source record: 60137

Thijs Aaten wrote:
>
> Where can I find info on how to build the JAM! ? And what are exactly
> the differences between the JAM over the Atari Classics modification
> of the 8-bit ? In other words, which one should I make ?

These are two different things, although they go quite well together
as far as i know.

The Atari Classics Video uppgrade is a modification of your computer
that will improve the way the Atari creates the video signal. Which
in turn will make the croma/luma signal out of the Atari much better.
(croma/luma is also known as S-VIDEO).
The info can be found at:
http://members.delphi.com/lmcclure/svxl/index.html

Jam is a device that allows you to hook any video source to a standard
PC VGA monitor. It is made by AIMS labs. Their web page is at:
http://www.aimslab.com/

Hope this helps.

Regards Olav Queseth

2320. the number of colors Atari has

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: timexfun@softhome.net
Message-ID: <6t89klgub1@cclinfo.perm.su>
Source record: 60138

can someone give me the exact number of colors Atari systems can display:

Atari 800/XL/XE
Atari 2600
Atari 5200
Atari 7800
Atari ST

2321. Re: Control Ext. Devices

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35F7BBF5.1F527DCB@ix.netcom.com>
Source record: 60139

LANCE TATMAN wrote:
>
> I recall seeing an article about an 8 bit program that would allow
> one to control a model railroad with the Atari using the joystick
> ports as well as an Analog article on the Radio Shack Armatron.
>
> I'd like to use my Atari as a control for a bunch of mechanical
> Halloween props(skeleton arms, etc.)...using relays.
>
> Can someone point me to online versions of these articles and or the
> programs that went with them and anything else that might help with
> this type of project?
>
> Thanks
>
> -Lance-

Lance,
Analog magazine was famous for their projects. I believe that is where
you saw these articles. However, I have no clue as to which ones theye
were. On the other hand, there is a really great resource for this type
of thing. There is a book w/disk called "Your Atari Comes Alive" by
Richard Leinecker and David Burd (Alpah Systems) This book is available
through B&C Computervisions www.myatari.com. It shows you how to make
almost any kind of control/data acquisition interface, from very simple
to rather complex. Additional info is available in the Radio Shack
project books (small 20-50 page booklets). These are very inexpensive
too.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2322. Re: Atari Terminal Emulator Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35F7BEFF.F26F0B7B@ix.netcom.com>
Source record: 60140

Steven Bianco wrote:
>
> Does anyone have a terminal emulator for an Atari 800 such as BobTerm that
> they would be willing to sell me a copy of? I need it on an Atari formatted
> disk since I have no means to get files off my PC and onto the Atari. I
> would be willing to pay some small fee and send you a formatted disk.
> Thanks.

Steven,
Bobterm v1.21 is available at the UMich Atari archive at
ftp://atari.archive.umich.edu/atari/8bit/

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2323. Re: the number of colors Atari has

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Ez2HsI.GKC@cix.compulink.co.uk>
Source record: 60141

In article <6t89klgub1@cclinfo.perm.su>, timexfun@softhome.net (Anton Belenki) wrote:

> can someone give me the exact number of colors Atari systems can display Via Basic hardware or with 'tricks'?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2324. Re: JAM!! with S-Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <35F79FF2.61A4@sprynet.com>
Source record: 60142

Thijs Aaten wrote:
>
> On Mon, 07 Sep 1998 19:56:44 -0700, rwoolley@postoffice.pacbell.net
> wrote:
>
> >----
> >I hooked up my JAM and it has a significantly better display than anything I have
> >ever seen before. I am in the process of cutting up the SONY cable supplied with
> >JAM to use on the Atari...
> >
>
> Where can I find info on how to build the JAM! ? And what are exactly
> the differences between the JAM over the atari classics modification
> of the 8-bit ? In other words, which one should I make ?
>
could somebody post how to connect the playstation cable?

thanks,
dan
dalabast@sprynet.com
--
Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

2325. Re: Atari Terminal Emulator Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <6t8oum$5f2@news2.tds.net>
Source record: 60143

On 1998-09-10 sbianco@optonline.net said:
sb>Path: news.tds.net!gail.ripco.com!newsroute.bconnex.ca!nntp.abs.
sb>net!news-peer.gip.net!news.gsl.net!gip.net!news-peer.sprintlink.
sb>Newsgroups: comp.sys.atari.8bit
sb>Lines: 7
sb>X-Newsreader: Microsoft Outlook Express 4.72.3155.0
sb>X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3155.0
sb>Date: Thu, 10 Sep 1998 01:47:47 GMT
sb>NNTP-Posting-Host: 167.206.67.169
sb>NNTP-Posting-Date: Wed, 09 Sep 1998 21:47:47 EDT
sb>Organization: Optimum Online
sb>Does anyone have a terminal emulator for an Atari 800 such as
sb>BobTerm that they would be willing to sell me a copy of? I need it
sb>on an Atari formatted disk since I have no means to get files off
sb>my PC and onto the Atari. I would be willing to pay some small fee
sb>and send you a formatted disk. Thanks.

Let me know if you can't get one. I can probably whip you up a copy.

Michael Schoedel, Atari Nut!

!@#$%*: the most widely used computer term worldwide.

Net-Tamer V 1.11.1 - Test Drive

2326. Re: the number of colors Atari has

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <35F7F066.3CA82005@france2.fr>
Source record: 60144

Anton Belenki a ï¿½crit:

> can someone give me the exact number of colors Atari systems can display:
>
> Atari 800/XL/XE
> Atari 2600
> Atari 5200
> Atari 7800
> Atari ST

A standard Atari ST can display 16 colours at 320x200, 4 colours at 640x200
and 2 colours at 640x400.
A STE (Extended) can display 4096 colours.

For the others one....i don't know !

2327. Auction: Atari book, 410 tape unit, Laser 128, Amstrad PCW book, TI99/4A, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: Barton Oleksy <boleksy@nait.ab.ca>
Message-ID: <35F802DA.2FDA@nait.ab.ca>
Source record: 60145
Cross-posted to:
comp.sys.atari.8bit.marketplace,comp.sys.atari.8bit,misc.forsale.computers.other.misc,misc.forsale.computers.other.systems

Graphics and Animation on the Atari, hardcover. Includes
400/800/600XL/800XL/1200XL. Check out this URL (current bid is $3.25):
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28856244
Ending Sept. 11, 9:40 PM *PST*!

Atari 410 Program (tape) recorder (current bid $1, ends Sept. 12 9:50 AM
PST):
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28892817

Laser 128 system unit (Apple II compatible, current bid $1.50, ends
Sept. 12, 8:07 AM *PST*):
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28883046

Amstrad PCW8256 manual, Book One (current bid $1, ends Sept. 11 21:23 PM
PST):
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28854295

TI99/4A system unit + one cartridge in box (starts at $1, ends Sept. 12
8:23 AM *PST*):
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=28884339

Roland MC-16C memory cartridge for synths/keyboards (current bid $15,
ends Sept. 15 14:30 *PST*):
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=29445899

2328. Re: the number of colors Atari has

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <6t910coji1@roch.zetnet.co.uk>
Source record: 60146

On 10 Sep 1998 17:29:42 , Laurent FAVARD wrote:
>
>
> Anton Belenki a crit:
>
> > can someone give me the exact number of colors Atari systems can display:
> >
> > Atari 800/XL/XE
> > Atari 2600
> > Atari 5200
> > Atari 7800
> > Atari ST
>
> A standard Atari ST can display 16 colours at 320x200, 4 colours at 640x200
> and 2 colours at 640x400.
> A STE (Extended) can display 4096 colours.

```
The 8-bit machines (800/XL/XE) can display up to 256 colours (16 hues
* 16 levels of brightness) but you have to resort to trickery.
Standard BASIC can give you a max of 9 true colours, or 16 colours of
the same brightness, or 16 levels of brightness of the same colour.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !
```

2329. Re: Atari Terminal Emulator Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: Steven Bianco <sbianco@optonline.net>
Message-ID: <1oUJ1.142$i16.5376578@news.optonline.net>
Source record: 60147

Thanks to all that responded and particularly to Michael Schoedel for
offering to make a copy for me.

Steve Bianco

Steven Bianco wrote in message <7dGJ1.131$i16.4982041@news.optonline.net>...
>Does anyone have a terminal emulator for an Atari 800 such as BobTerm that
>they would be willing to sell me a copy of? I need it on an Atari
formatted
>disk since I have no means to get files off my PC and onto the Atari. I
>would be willing to pay some small fee and send you a formatted disk.
>Thanks.
>
>

2330. New Atari800win out..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3602163b.10730971@news.demon.co.uk>
Source record: 60148

Don't remember seeing any posts re the update(s) being released, anyway
the new version is out with save state added. Works a treat too :)

Lots of other bits and bobs, grab it from Daves classics or Emu news as
Rich has bandwidth probs.

Rich, any news on the Monitor addition ?

Can't get used to the new keyboard thing where it seems to swap keys
after pressing the Crtl F1 to load an image, after that the START,
SELECT & OPTION keys and the shift F5 to reset stops working till the
Crtl key is tapped ??

This in 800B mode too ??...Is it me only..Win 98 up to tricks ?
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2331. WTB: Zork

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <35f847b7.146848262@news.wwa.com>
Source record: 60149

Looking to buy zork.....box and manual

2332. RAM upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <35f847e1.146890388@news.wwa.com>
Source record: 60150

Does anybody else feel that the instructions for the various RAM upgrades for the 8 bit out there aren't very good? All of the reviews in Antic that I read about say how terribly easy it is and how the instructions are very clear. I'm guessing that most of the 256k upgrades are all done basically the same way, and that all should be pretty easy. But why can't I figure it out?

Maybe I should just stay away from the iron, but perhaps somebody could put together a nice html doc or something. I know it would help me, and perhaps even all of the new faces I've been seeing. (yeah, I know I never post, but that's because most of this stuff is over my head.)

I'd be willing to help in any way that I could....

Eric

2333. Atari XE Game System For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: Usedgames <usedgame@telepath.com>
Message-ID: <cWZJ1.100$Nk2.487484@newsread.com>
Source record: 60151
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

Comes With XE Game Console EX Condition Clean Inside & Out And Tested
Keyboard Ex Condtion All Dust Removed Clean & Tested
Comes With RF Switch & Cable
Also Comes With Most System Manuals
Comes With Missile Command Built In Unit Also Cmes With Flight Simulator Cart & Bug Hunt Cart
You Need Atari 2600 Joystick to Play Games
Does Not Come With Power Supply
The Power Supply Needs to Be 5V 1.5 Amp DC Din Plug On Unit Pins 1,4,6 5V and Pins 3,5,7 Ground To Make the Game Unit Work.

25.00 plus Shipping

2334. Tempest Auction update #11

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35F87991.483E@pilot.msu.edu>
Source record: 60152
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I've decide to extend the auction until monday night due to the fact
that I will not have computer access this weekend.

Welcome to Tempest's first auction or the....

I need to pay off my debts or they're going to break my legs auction.

Rules: 1. Auction ends September 14th at 11:59pm (no G1, G2 stuff)
2. You pay for what you bid on.
2. Buyouts accepted
3. I reserve the right to pull anything from the auction.
4. All items are loose, and in good condition unless noted.
5. Please send the number of the game you are bidding on
(ie. 002 Berzerk)
6. There is no rule 6!
7. You MUST have fun. (Or you will die!)

Please send all bids to: reicher6@pilot.msu.edu

Updates will be sent to the newsgroups nightly. A current update can be
found at: http://pilot.msu.edu/user/reicher6/auction.txt

So, with out further ado, here are the goodies!

Atari 5200

Minimum bid $2, Minimum increase .50

001 Ball Blazer (complete) min $5
002 Berzerk
003 Blue Print (Upside down label) Chapin $2
004 Centipede (complete, bad box)
005 Counter Measure
006 Defender
007 Dig Dug
008 Frogger
009 Gremlins (complete) $15 Pac-Rat
010 Jungle Hunt
011 Kaboom (label wear) Chapin $2
012 Kangaroo
013 Pac-Man
014 Pole Position
015 Q-bert
016 Qix
017 Qix
018 Space Dungeon

019 Star Raiders (with instructions)

020 Football Play books Min $1

021 Wico Joystick (with Y-adapter and Box) TRADED!!!!

Atari 400/800

Minimum bid $2, Minimum increase .50

022 Alien Garden (label wear) $2 Mark
023 Atlantis $2 Actigmr
024 Battle Zone (Complete) Min $5
025 Basic (version C)
026 Basic (version C)
027 Boulders and Bombs (R) Min $5
028 Centipede
029 Demon Attack $1 rlcolli
030 Desert Falcon (Complete) Min $5
031 E.T. Phone Home (label bubbling) $1 rlcolli
032 Final Legacy
033 Food Fight (XL/XE Only) Min $3
034 Gridrunner (R) $5 LEXX
035 Missle Command
036 Mr. Cool (R) Min $5
037 Pac-Man
038 Platter Mania (label crooked) $2 Mark
039 Q-bert (no end label) $1 rlcolli
040 Sky Writer $2.50 JerryG
041 Thunder Fox (Complete) $5 Harvey

Minimum increase is $2 for the systems!

042 Atari 800XL w/ power supply (break and inverse keys broken) Min $7
(everything else works fine!)

043 Atari 800 (Keyboard flaky but works! no right shift key) protoman $7

Atari 2600
---

044 Double Dragon (PAL, New in Box) Min $5
045 Starmaster
046 Taz (holes in end of main label) TRADED!!!!

047 Atari 2600 jr. (with power supply and instructions) Min $10

2600 Instructions (Minimum .50, Increases .25)

048 Combat (small booklet)
049 Asteroids
050 Missle Command (Multi-language)
051 Bowling (small booklet) .50 Lexus

052 Bowling (small booklet)
053 Basketball
054 Defender
055 Sprint Master (small tear)
056 Moon Patrol (Multi-language)
057 Battle Zone (Multi-language)

Atari 7800
----

058 Midnight Mutants (complete) Min $3

Intellivision
----

059 Night Stalker (ShrinkWraped, box slightly crushed) Min $3
060 Chip Shot Golf (with instructions) $7 Peter Pepper

2335. Re: Atari Basic binary format

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: Rene Ermler <garfieldxxx@geocities.com>
Message-ID: <35F8059B.A70414DF@geocities.com>
Source record: 60153

Jindra Kubec wrote:
>
> Hello!
Hi,
>
> Anybody knows Atari Basic binary file format? I.e. format of .BAS files.

Every Basic Command is saved as a token. If a Statement need parameters,
then the parameters are stored at the following Bytes (Just like
assembly-
language). AIAK the BAS files are a memory dump, but I am not sure.

I have an German Book playing, leraning and working with Atari
(original Title: "Spielen, Lernen und Arbeiten mit dem Atari")
The Tokens are described there.
I also have an simple Disassembler wrote in BASIC.

If you need something, post to this group.

(I will try to scan some pages, if you need them)

rene
--
****
Rene Ermler
mailto:garfieldxxx@geocities.com
mailto:garfieldxxxx@yahoo.com

2336. Re: the number of colors Atari has

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1009982151350001@port119.bitstream.net>
Source record: 60154

In article <6t89klgub1@cclinfo.perm.su>, timexfun@softhome.net (Anton Belenki) wrote:

> can someone give me the exact number of colors Atari systems can display:
>
> Atari 800/XL/XE

There is no simple answer to this question for the Atari 800/XL/XE series.

"The exact number of colors" depends on the graphic mode and whether player/missile graphics (sprites) are used (more colors). Excluding the two 16-color modes (which have restricted palettes--either one hue or one luminance--and rather wide pixels), and without using advanced programming tricks, the most you can get is 9, from a palette of 128 possible colors. Using advanced programming techniques, it's easy to get 128 colors on screen at once, or up to 256, by changing colors on-the-fly in one of the 16-color modes. It's even possible, using very tricky techniques involving switching rapidly between two different pictures, to get even more colors (up to 4096, I believe).

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984

2337. Atari Hard Drive Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35F87427.EE0BAA75@sisna.com>
Source record: 60155

I several years ago bought the Rights to the Supara Hard Drive Intercace for the Atari 8-bit computer. I was told that this was the better of all as it could interface all and any, cd rom, ect? Perhaps I was missinformed?. But not only on but several programers have stated the same remarks, If I had purchased the rights to any then this was the way to go???

I have had programers come and go. I have sepent $$$$ on an upgrade board ect to make it compatable with the MIO/BB.? and today I still have all rights to the board and programs issued by Supra in earlier years.

The, interface is available for $80.00, s/h 8.00 comes with disk documentation to change the ROM or I can do it. Original Supra ROM was 20 mg, can change that and open up sectors not availabole to 112 mg on a scsi drive that will read/write 212 bytes per sector on either an Adabtec 4000, 4000a,or 5500, or an Ompti Scsi to MFM board.

If, you have a high copasity Scsi drive, above 20, then let me know and will build a ROM for your drive same price.

bob

2338. BBS Express! Professional

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <35F87561.A4CD33F9@sisna.com>
Source record: 60156

I have set up and Internet Special for a BBS program for the Internet Users, I have received requests for SIO to PC compatable.???

Never tried it. Never used the software?

This program requires an Atari 8-Bit system along with a Hard Drive system. Does not matter if it is a Black Box or a Mio or a KPI, but the program will not run on 1 Atari 1050 disk drive...The minimum it possibley would run on is an Atari 800xl computer, a setup of 4 atari dounble density disk driver, or 4 double density double sided disk drives.(ran that mysely) before I bought the right to the program but is performs better with a Hard Dive!!!

bob

2339. Somebody help me with QMEG OS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-10 00:00:00 UTC
From: peter@soemtron.handshake.de
Message-ID: <70ajjS8$zHB@peter.soemtron.handshake.de>
Source record: 60157

Howdy !

damn. I lost my QMEG OS Manual. I still remember some of the key combinations but have forgotten some very special functions. So I would be really happy, if anyone could send me a short instruction or at least some hints.

thx!

-thomas

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

2340. 8-Bit <-> Web Proxy Server

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <6t9sf9$m5a$1@nnrp1.dejanews.com>
Source record: 60158

I've working on a proxy server that someone might be interested in playing with. When it's finished, you will be able to use your PC as a go-between, between your A8 and the web. It should even work with dumb terminals as well, like VT's, etc. On the PC side you'll need it's internet connection, a 2nd COM port, and a null modem cable. On the 8-bit side you'll need BobTerm, and a serial interface. I don't have things set up to test it out on the 8-bit side, and I would like for someone to test it out. You can get it at:

ftp://closertohome.dyn.ml.org/ftp/pub/Atari_8bit/New/Proxy.exe

<If> it works, you will see html come across the 8-bit screen from the net. That's what I need to know, is if the proxy-to-serial part of the code is working correctly. I've got the winsock part all worked out. Thank you.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2341. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: mhop@snip.net
Message-ID: <35f88e7a.11805605@news.snip.net>
Source record: 60159

On Thu, 03 Sep 1998 11:53:25 -0700, "Tim J. Clevenger"
<tim@clevenger.org> wrote:

>I always got stuck on a particular planet (can't remember which one--the
>color cyan comes to mind) and couldn't pass it because whenever I
>touched down, the computer locked up.
>
>Was this game released on cartridge?

Yes, mine is a cartridge.

Thanks.. dude.. I'll print out those hints and see if I can solve it
after 15 years.

2342. Re: Atari Basic binary format

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <35F8C8F7.214F1544@asw.cz>
Source record: 60160

Rene Ermler wrote:

> I have an German Book playing, leraning and working with Atari
> (original Title: "Spielen, Lernen und Arbeiten mit dem Atari")
> The Tokens are described there.
> I also have an simple Disassembler wrote in BASIC.

I've got the format from another person from this group. The decompiler
works ok for all files except one. It has those 7 pointers at the start
and then 32 bytes of free space.

So that I need only correct description of these pointers. They're
copied to $80-$8D.

J.

2343. Re: the number of colors Atari has

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: David Hopcroft <davidh@cdex.co.uk>
Message-ID: <01bddd6e$8b3fd7c0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 60161

Anton Belenki <timexfun@softhome.net> wrote in article
<6t89klgub1@cclinfo.perm.su>...
> can someone give me the exact number of colors Atari systems can display:
>
> Atari 800/XL/XE
> Atari 2600
> Atari 5200
> Atari 7800
> Atari ST
>

All the 8 bit Atari home computer systems (Atari 800/XL/XE/GS etc.) have a pallet of 256 colours (actually 16 different colours each had 16 shades/levels of brightness [16*16=256]). Very early 400 and 800 machines had only 128 colours (I think they had only 8 levels of brightness for each of the 16 colours.

The very early Atari's had a video chip called CTIA (128 colours), this was replaced in mid production with a chip called GTIA which could display the extra colours (256 total). I would guess 99% of hardware around now has GTIA.

In Normal Basic programming ALL Atari's could display between 2 and 4 colours, from the pallet of 256. Once GTIA was fitted you gained some extra graphic modes (9, 10 and 11 I think). These modes gave;
a) 16 colours of any one of the 16 levels of brightness
b) 16 levels of brightness of any chosen colour
c) 9 independent colours (brightness and colour)
*PMG colour register used see below

As I said above, standard graphic modes could display between 2 and 4 independent colours. If you used PMG's (Player Missile Graphics [Sprites]) you could add these to the graphic mode displayable colour. To used PMG would require a few Poke's in memory to set them up and define there shape and position, but is perfectly possible from basic. The colour registers for the PMG were used by GTIA in one mode to display the extra normal colours. This meant you would have to be shared with the register with PMG's a normal drawing.

Incidentally you had 3 OS/hardware generated GTIA modes, but you could turn GTIA operation on in any graphic mode, either of the 3 modes of operation

Going beyond basic you could use machine code to interrupt the screen drawing processor, change the colour registers to new values, and then let the graphic processor carry on where it left off. Doing this you could easily display the whole pallet of 256 colours on the screen at once.

There were bit's of software out there demo's and commercial, that claim to display far more colours than the hard ware was supposed to be capable of displaying (HIP demo's, Technicolor dream by red rat software). This software uses very tightly times Machine code to give to impression to the human eye there are a lot more colours. however I think that if you froze time the instant the screen was draw, you would not find more than the 256 limit on the screen.

The Atari 2600 was the for runner to the 400 and 800 xl/xe et al. As such I think you will find it was only fitted with a CTIA so I guess only 128 colours are available.

The 5200 has similar capabilities to a the home computers
Colours: 256, 16 on-screen
Resolution: 320x192
this is the machine that replaced the 2600. emulators such as rainbow, and atari800win seem to support this system by just running up with the require OS/ROMs, so I guess it cannot be that far off a standard 4/800/xl/xe/...

I am unsure on the 7800, I have seen some very impressive screen shots.

There is a faq on the Atari game consoles at
http://www.cs.colostate.edu/~dzubera/2600faq.txt
it dose cover 2600, 5200 and 7800.
--

The ST had a pallet of 512 colours in standard mode you had 16, 4 or black and white colour modes

The STe was the same but had a larger pallet of 4095 colours

Also I seem to remember the TT/030 had 256 colour standard mode, and the Falcon could display true colour images. (No machine code required)

Both the STe and ST could use machine code programming to do tricks to display more that the standard number of colours in either 16 or 4 colour mode. The machine code tricks did pretty much the same as on the old 8 bit range.

ST range computers had no hardware sprites.

You could also fit 3rd party graphic cards to ST's which could give higher resolutions and many more colours, but none of these took on as a standard.

Hope this helps

2344. Re: Zork

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: David Hopcroft <davidh@cdex.co.uk>
Message-ID: <01bddd6f$b5b09980$60cb30a4@etlcolpc23.ericsson.se>
Source record: 60162

Eric Cron <ericcron@wwa.com> wrote in article
<35f847b7.146848262@news.wwa.com>...
>
> Looking to buy zork.....box and manual
>

Do you *need* it for the Atari 8 bit.

The reason I say this is you can get two CD roms with *ALL* the infocom text adventures on. The CD's will run in either MAC or PC, and you get all the paper work as well.

I tell a slight lie "Leather Godess of Phobos" is missing from the collection. If you want though, you can send off for the the PC version on floppy.

BTW in the UK the CD's cost me £30 each. Which is what one game used to cost in the good old days.

2345. Atari 400 Video/JAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: Stephen Johnson <scjohnson@bigfoot.com>
Message-ID: <35F9050E.E8EDBF43@bigfoot.com>
Source record: 60163

Forgive my ignorance, but...

What is the correct terminology for the Video Signal coming out of the 400/800? Will the JAM device mentioned in this newsgroup work with an old 400?

Thank You,
Steve

2346. fs: Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: abc@nospam.com
Message-ID: <6tb38e$1oh@batph8.us.nortel.com>
Source record: 60164
Cross-posted to: alt.games.video.classic,rec.games.video.classic,att.games.video.classic,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,alt.atari.2600

Please send replies to johny@pipeline.com

Atari 600XL Computer

Power Adaptor

TV hookup box

Mnauals and orignal Box

In excellent condition

$30

Buyer Pays the shipping

Salim Khan
Duluth, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

2347. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_905514733@rtfm.mit.edu>
Source record: 60165
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 25, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

2348. FS: SIO2PC cables - cheap, reliable

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6tba4g$2vt$1@korweta.task.gda.pl>
Source record: 60166

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=29878829

j131

2349. Speaking of JAM, anybody try it on an 800xl yet?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6tbg7lpeo1@nnrp1.dejanews.com>
Source record: 60167

Now that I think of it I could put the atari on the desk with my computer and would have an easier time with APE and the sio2pc if I could use the same monitor!
Anybody try an atari 800xl with split video or composite video on the JAM yet?

Mark

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2350. Re: Atari 400 Video/JAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6tbfnkomh1@nnrp1.dejanews.com>
Source record: 60168

In article <35F9050E.E8EDBF43@bigfoot.com>,
scjohnson@bigfoot.com wrote:
> Forgive my ignorance, but...
>
> What is the correct terminology for the Video Signal coming out of the
> 400/800? Will the JAM device mentioned in this newsgroup work with an
> old 400?
>
> Thank You,
> Steve
>

The 400 outputs RF to a TV. All the classic systems output RF. Starting with the NES you were able to output composite video and audio or RF. The playstation and the saturn no longer have RF they are composite or S-video only. You need an RF Modulator to get RF output. But since most new tv's have direct A/V you don't need RF anymore. Besides RF is subject to interference.

The JAM only works with direct video like composite or S-video.

Mark

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2351. Re: Zork

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6tbf88$nuj@dailyplanet.wam.umd.edu>
Source record: 60169

```
: Eric Cron <ericcron@wwa.com> wrote in article
: <35f847b7.146848262@news.wwa.com>...
: >
: > Looking to buy zork.....box and manual
: >

: Do you *need* it for the Atari 8 bit.

: The reason I say this is you can get two CD roms with *ALL* the infocom
: text adventures on. The CD's will run in either MAC or PC, and you get all
: the paper work as well.

Yeah, this is a far more preferable way to be playing the games in that
whenever you want to restart a game, it's quick and easy; you don't have
to reload two sides of a floppy every time. I remember that was
particularly maddening when I played "Planetfall." It took me like forty
attempts before I was able to finish was basically amounted to was like
the last three steps of the game! Take took like an hour!

I have a few minor complaints, however. Some of the versions (in terms of
bugs or problem solving techniques) don't always correspond to the Atari,
even though all platforms were supposedly identical. An example: In
"Zork III," you could put the torch in the chest (which was water-tight)
and take that with you to that dark room where the key was. The PC
version, as found on the CD-ROM (don't know if previous versions allowed
this alternate solution), you only have to rely the anti-grue spray can.
```

2352. COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: PM <p_michon@hotmail.com>
Message-ID: <6tbf3hhud3@platane.wanadoo.fr>
Source record: 60170
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

ALL about old home computers and game systems.
Have a look at our collection and technical informations.
------> NEW !!!! ====> CHAT ROOM / MESSAGE BOARD

FRANCAIS / ENGLISH
http://www.chez.com/cmpi

ATARI COMMODORE APPLE ORIC TEXAS INSTRUMENTS NINTENDO SEGA CBS
MATTEL AMSTRAD THOMSON SINCLAIR AMIGA NEO-GEO YENO MSX MULTITECH
C64 A500 VCS2600 TI99 4/A TO7 ZX81 520ST MPF2 COLECOVISON
VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM ......

2353. Re: JAM!! with S-Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.106320aad422d20989784@news1.ibm.net>
Source record: 60171

In article <35f6e46f.2545018@news.xs4all.nl>, Thijs Aaten
<thijs.aaten@xs4all.nl> stated:

> Where can I find info on how to build the JAM! ?

You do not have to build the JAM!! - it is a retail product sold by AIMS
Labs. Electronics Boutique is one place that carries it, and you should
also be able to find it at Best Buy, among other places.

> And what are exactly the differences between the JAM over
> the atari classics modification of the 8-bit ?

Which Atari Classics mod are you talking about? There was more than one.

Assuming you are talking of the SuperVideoXL 2.1 mod, if you have an XL,
you should do this if you plan to hook your Atari up to the S-video input
of the JAM!!, to get the best results.

You can find the SVXL 2.1 mod at:
http://members.delphi.com/lmcclure/svxl/index.html

==========
lmcclure@ibm.net

2354. Help with games

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: sixosix
Message-ID: <35f979ae.6611980@news1.ibm.net>
Source record: 60172

Anyone ever heard of Mar Tesoro? It was a pirate game.

Also looking for Alien Hell, a very very good BASIC game.

Thanks,
sixosix

2355. Re: 8-Bit <-> Web Proxy Server

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <905540073.3631.0.spot.d4ee0f47@news.demon.nl>
Source record: 60173

Hi Tom,

I can't reach / contact your web site so I can't download any software...
Please tell me what's wrong, this problem occurs only at your web-site...

Gtx,
Sysop*TXG

E-mail: Sysop*TXG@underground.demon.nl

Tom_Hunt@my-dejanews.com heeft geschreven in bericht
<6t9sf9$m5a$1@nnrp1.dejanews.com>...
>
>
>
>I've working on a proxy server that someone might be interested in playing
>with. When it's finished, you will be able to use your PC as a go-between,
>between your A8 and the web. It should even work with dumb terminals as
>well, like VT's, etc. On the PC side you'll need it's internet connection,
a
>2nd COM port, and a null modem cable. On the 8-bit side you'll need
BobTerm,
>and a serial interface. I don't have things set up to test it out on the
>8-bit side, and I would like for someone to test it out. You can get it
at:
>
>ftp://closertohome.dyn.ml.org/ftp/pub/Atari_8bit/New/Proxy.exe
>
><If> it works, you will see html come across the 8-bit screen from the net.
>That's what I need to know, is if the proxy-to-serial part of the code is
>working correctly. I've got the winsock part all worked out. Thank you.
>
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
>

2356. Re: New Atari800win out..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: rich@cstone.net
Message-ID: <6tc5larms1@nnrp1.dejanews.com>
Source record: 60174

> Rich, any news on the Monitor addition ?

It's there on my list of things to do.

> Can't get used to the new keyboard thing where it seems to swap keys
> after pressing the Crtl F1 to load an image, after that the START,
> SELECT & OPTION keys and the shift F5 to reset stops working till the
> Crtl key is tapped ??

Eh, I might have let that slip. Corrected it at one point, but had to revert some code in between and might have lost it. I'll check into it tonight and fix it if so, in the meantime use the menu to avoid any trouble.

-Rich

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2357. Re: 8-Bit <-> Web Proxy Server

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <6tc6fpsdp1@nnrp1.dejanews.com>
Source record: 60175

Hi Rene,

Long time, no type! :-) Sorry about the dns resolution problems. I'm having trouble with my regular name server at ml.org. Here's an alternate URL you can try:

ftp://cth.tzo.com/ftp/pub/Atari_8bit/New/Proxy.exe

If you need the VB5 runtime, you can also download it at:

ftp://cth.tzo.com/ftp/pub/Atari_8bit/New/msvb50.zip

Or just surf the site at:

http://cth.tzo.com/index.html

BTW- I'm just trying out tzo.com for 30 days as my name server. I haven't made up my mind if I'm going to stick with ml.org or switch over to tzo.com yet.

Regards,
Tom

In article <905540073.3631.0.spot.d4ee0f47@news.demon.nl>,
"Rene de Bie" <Rene@underground.demon.nl> wrote:
> Hi Tom,
>
> I can't reach / contact your web site so I can't download any software...
> Please tell me what's wrong, this problem occurs only at your web-site...
>
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2358. Re: Speaking of JAM, anybody try it on an 800xl yet?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6tc3ug$icl@freenet-news.carleton.ca>
Source record: 60176

(8bitz@my-dejanews.com) writes:
> Now that I think of it I could put the atari on the desk with my computer and
> would have an easier time with APE and the sio2pc if I could use the same
> monitor!
> Anybody try an atari 800xl with split video or composite video on the JAM yet?

There are a couple people here locally using it w/ a PC-TV card that
displays the Atari output in a little window on the desktop. Works
pretty well, except artifacting does not look right in gr 8 games.

I havent tried JAM! but I imagine it does something similar.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2359. What was the Ram Jammer?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: Gareth <garethd_@dial.pipex.com>
Message-ID: <6tc5b8lgv1@plug.news.pipex.net>
Source record: 60177

I had a copy of Mash once - rented it from a game library in the UK. It was obviously a pirate version because it had a menu grafted on to the program. One of the options was to insert or enable (I can't remember which" a "Ram Jammer." What was it??

Gareth.
--
(Please remove _ to reply.)
ICQ: 16909602.

2360. Re: New Atari800win out..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <35fba0cc.23763963@news.demon.co.uk>
Source record: 60178

The other Day rich@cstone.net wrote:

>
>> Rich, any news on the Monitor addition ?
>
>It's there on my list of things to do.

Good man...knew it was, will it be in the same format as the dos version
ie some of the way you input bytes is diff to the normal or a standard
bit like :-

S 0000 10000 a9 00 8d

for search between 0 & 1000 for those bytes, seem to remember the dos
one worked another way..

That's if you have even had time to think about the monitor side as yet.
:)
>
>> Can't get used to the new keyboard thing where it seems to swap keys
>> after pressing the Crtl F1 to load an image, after that the START,
>> SELECT & OPTION keys and the shift F5 to reset stops working till the
>> Crtl key is tapped ??
>
>Eh, I might have let that slip. Corrected it at one point, but had to revert
>some code in between and might have lost it. I'll check into it tonight and
>fix it if so, in the meantime use the menu to avoid any trouble.

Will do but the crtl tap seems to revert it to norm till you use the
Ctrl 1 shortcut again..so either way Im a happy bunny :)
>
>-Rich
>
>-----== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2361. anyone connected to PC via parallel port ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: Adi Perry <adiperry@geocities.com>
Message-ID: <35F931C1.4E292255@geocities.com>
Source record: 60179

```
Hello,

Has anyone connected the XL to PC via the parallel port (1.8MHz clock!)
?
It's much faster then the 19200baud SIO2PC...

THANKS
```

2362. Re: Atari 400 Video/JAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-11 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1109982125560001@port107.bitstream.net>
Source record: 60180

In article <35F9050E.E8EDBF43@bigfoot.com>, scjohnson@bigfoot.com wrote:

> Forgive my ignorance, but...
>
> What is the correct terminology for the Video Signal coming out of the
> 400/800? Will the JAM device mentioned in this newsgroup work with an
> old 400?

I believe the 400 is the only Atari 8-bit model that has no composite
video output, only RF output which you connect via a "tv/game" box to the
antenna terminals on a tv. It won't work with JAM without some kind of
composite signal output.

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984

2363. atari d/a

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-12 00:00:00 UTC
From: Paul Davis <spbd1356@mail.cc.oberlin.edu>
Message-ID: <35FAE37A.2D59@mail.cc.oberlin.edu>
Source record: 60038

hi

if anyone has a voice master, parrot, or other such audio digitizer that
could be sold/traded for/loaned, please drop me a note at
paul.davis@oberlin.edu

thanks
paul

==========
Paul Davis
Oberlin Conservatory of Music
www.oberlin.edu/~pdavis
==========

2364. WTB: Mac 65 (cart or disk), Action cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-12 00:00:00 UTC
From: ron.fucci@mindspring.com
Message-ID: <35fafc1a.343191@news.mindspring.com>
Source record: 60039

Please send email with prices, thks.

Ron

2365. Reading Atari disks on IBM

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-12 00:00:00 UTC
From: "Jonathan S. Gould" <outback@mhonline.net>
Message-ID: <35FB353E.BB6AE56E@mhonline.net>
Source record: 60040

Can someone point me to a program that will allow my IBM clone to read
Atari disks? I know that programs like this exist (or at least used
to) It would be great if I could also write to the disks so the Atari
could read them.

Most of my disks are Atari 1050 format, but I also have XF551 drives
now...

Thanx

--
CQ CQ CQ de KC2BNE 73 | Annoy a Liberal
Jon Gould | Work Hard and Be Happy
----------------------------------+-----------------------------------
MAILTO:outback@mhonline.net | The strongest reason for the people
http://www.mhonline.net/~outback | to retain the right to keep and
http://www.dovelimousine.com | bear arms is, as a last resort, to
| protect themselves against tyranny
| in government. - Thomas Jefferson

2366. Looking for Autoduel ATR's

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-12 00:00:00 UTC
From: Nick Chionilos <CHIONILOS@Megahits.com>
Message-ID: <35FB3A81.A45E4F5A@Megahits.com>
Source record: 60041

Can anyone point me to a set of Autoduel ATR's known to work with
AtariWin?

2367. Re: Atari 400 Video/JAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-12 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998091201572800.VAA08356@ladder01.news.aol.com>
Source record: 60181

>What is the correct terminology for the Video Signal coming out of the
>400/800?

800 had composite monitor output. 400 had
RF (TV) signal only. But, if you have a 400
and feel adventurous, a monitor output can be
grafted into the 400. As I recall, there was
an article in an early Antic or Analog. JAM!!
does not work with RF. I have always really
disliked reading text files on the Atari. It is
now a pleasure with the JAM!!.
Larry

2368. Re: Atari Hard Drive Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-12 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998091209482800.FAA28311@ladder01.news.aol.com>
Source record: 60182

Bob-
> Original Supra ROM was
>20 mg, can change that and open up sectors not availabole to 112 mg on a
>scsi drive that will read/write 212 bytes per sector on either an
>Adabtec 4000, 4000a,or 5500, or an Ompti Scsi to MFM board.

Not sure I understand this. The ROM change will allow R/W to a larger EMBEDDED
SCSI drive. And will R/W 212 (???) bytes/sector
using a Adaptec (type) controller with an MFM drive? Do you mean 512 byte
sectors? And this only works with MFM drives? Can
you clarify this for me. (I have a SUPRA
interface that was originally for a 10 MB MFM Miniscribe.)

Larry

2369. Web Site Updated

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-12 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bdde49$debdc700$734d08c3@pc001>
Source record: 60183

I have just updated the DGS Website to include HTML versions of articles I wrote for the Atari 8-bit News-Paper and Page 6 magazine in the UK. These are available to read now at: http://www.dgs.clara.net

Dean Garraghty

2370. Re: anyone connected to PC via parallel port ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-12 00:00:00 UTC
From: Richard Cortese <ricortes@worldnet.att.net>
Message-ID: <35F93601.19FE@worldnet.att.net>
Source record: 60184

Adi Perry wrote:
>
> Hello,
>
> Has anyone connected the XL to PC via the parallel port (1.8MHz clock!)
> ?
yes
> It's much faster then the 19200baud SIO2PC...
no
With Atari's 1.79 mHz clock & screen on it can perform about 100k
instructions per second. For most real life transfers you need to grab
something from somewhere, put it somewhere else, increment a counter or
two, maybe do some acks. This slows down any transfer to about 25k bytes
per second no matter how good the equipment you have the Atari hooked to
is. People can get maybe 38k-57k baud out of the serial port w/o too
many problems => good enough for most uses.
It is the kind of hack I used to like to do, but it is pretty esoteric.
For instance, after looking at Bob Wooley's IDE interface, I think I
could possibly hack a PC parallel port onto the Atari's memory map to
appear as part of it with maybe one or two chips. Sort of make the IBM
printer port look like a PIA or POKEY.
>
> THANKS

2371. Re: Atari 400 Video/JAM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-12 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <35FADD69.59F2CBE9@postoffice.pacbell.net>
Source record: 60185

JAM!! uses composite or S-video. The 400 has neither and will not work.

Bob

Stephen Johnson wrote:

> Forgive my ignorance, but...
>
> What is the correct terminology for the Video Signal coming out of the
> 400/800? Will the JAM device mentioned in this newsgroup work with an
> old 400?
>
> Thank You,
> Steve

2372. Re: Speaking of JAM, anybody try it on an 800xl yet?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-12 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <35FADDBF.355D178D@postoffice.pacbell.net>
Source record: 60186

Sure, works great. Better to do the video upgrades, though. The better the input, the better it looks on the VGA.

Bob

8bitz@my-dejanews.com wrote:

> Now that I think of it I could put the atari on the desk with my computer and
> would have an easier time with APE and the sio2pc if I could use the same
> monitor!
> Anybody try an atari 800xl with split video or composite video on the JAM yet?
>
> Mark
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2373. Web Site Updated

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-12 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bdde4a$f72cdaa0$734d08c3@pc001>
Source record: 60187

I have just updated the DGS Website to include HTML versions of articles I wrote for the Atari 8-bit News-Paper and Page 6 magazine in the UK. These are available to read now at: http://www.dgs.clara.net

Dean Garraghty

2374. 'Traffic Panic' anyone got it? Anyone remember it?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-13 00:00:00 UTC
From: gabs@cybase.co.uk
Message-ID: <6tf2loonf1@nnrp1.dejanews.com>
Source record: 60042

Hi,

I'm trying to find a copy of the game 'Traffic Panic', for the Atari 800XL. It was a small game that you had to actually type in from a book of programmes.

It involved jumping over cars, then climbing ladders to the next row, where the cars got faster. If anybody has a copy of this programme, either on tape or a copy of the actual text to type in, please e-mail me at :

gabs@cybase.co.uk

Any help would be appreciated, thanks,

Gabs

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2375. Re: Atari Basic binary format

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-13 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.106568d2a409d4669896c8@news.midwest.net>
Source record: 60043

```
In article <35F8C8F7.214F1544@asw.cz>, kubecj@asw.cz says...
> Rene Ermler wrote:
>
> > I have an German Book playing, leraning and working with Atari
> > (original Title: "Spielen, Lernen und Arbeiten mit dem Atari")
> > The Tokens are described there.
> > I also have an simple Disassembler wrote in BASIC.
>
> I've got the format from another person from this group. The decompiler
> works ok for all files except one. It has those 7 pointers at the start
> and then 32 bytes of free space.
>
> So that I need only correct description of these pointers. They're
> copied to $80-$8D.
>
> J.
>
There was a detokenizer published in either Antic or Analog somewhere...
--
Ron
rlaski@midwest.net
```

2376. Re: JAM!! with S-Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-13 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.10657cf27d5b5802989785@news1.ibm.net>
Source record: 60044

In article <35F79FF2.61A4@sprynet.com>, dan <dalabast@sprynet.com>
stated:

> could somebody post how to connect the playstation cable?

The pinouts to the Playstation end of the cable can be found at:
http://lwp.ualg.pt/docs/hwb/co_PlayStationAV.html

You will also find the pinouts for the mini-DIN 4-pin S-video connector
(at the other end of the cable) on the same site, at:
http://lwp.ualg.pt/docs/hwb/co_SVideo.html

==========
lmcclure@ibm.net

2377. Re: Atari Basic binary format

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-13 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6tgp4q$14k$1@pale-rider.INS.CWRU.Edu>
Source record: 60045

I can't seem to find a detoken in Antic or ANALOG indeces.
I wrote a couple.
And I did find detoken.bas in Tom Hunt's CTH programming section
of his FTP archive.
Also, detoken.bas is on the Pool Disk.
I would suspect detoken.bas may also be at the umich archive
(Kept by Bill Kendrick).
Russ

2378. More articles on our website

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-13 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bddf36$9df43fe0$fc4b08c3@pc001>
Source record: 60046

I have added another 6 articles from the old Atari 8-bit News-Paper magazines to the DGS Website. These date from 1991-1993. They are on our website now. http://www.dgs.clara.net

Dean Garraghty

2379. vertical DLI's?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-13 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6th9av$47a$1@news-2.news.gte.net>
Source record: 60047

Hi Atarians,

I was playing the game SPINDIZZY and I notice there is are some columns of varying color across the screen. I wonder how they did that? I have written DLI's to change color registers, but only in a horizontal bar (top to bottom) fashion. I also noticed that Miner 2049er illuminates the score in gr. 0 blue background with black bars to the left and right. How did he do that? Maybe they are black player missiles?

another thing in Miner 2049er that I am amazed by is the way the numbers rotate around when you die. All the numbers are different colors, and there are too many of them to make it a possible feat with a DLI's...

maybe i'm mistaken.

2380. carts on disk or tape

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-13 00:00:00 UTC
From: Dana Eckel <deckel@info-link.net>
Message-ID: <6thb7n$h1s@ns.info-link.net>
Source record: 60048

I am trying to get Star Raiders to run off the tape with Star Wars playing in the background. I don't know what to do with the raw image to get it to boot off the tape. Anyone know what to do about it?

2381. Re: JAM!! with S-Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-13 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <1998091323501800.TAA25107@ladder03.news.aol.com>
Source record: 60049

Update:
I posted about a week ago that I had hooked up the JAM!! with S-Video to my
video upgraded 130XE. I also mentioned that the video was unstable. It would
be great for a few minutes, then no picture, and I'd have to turn the JAM!! off
then back on to get the picture. To make a very long story short,
I had to remove the video upgrade from my
130XE to solve the problem. Removing the
upgrade did degrade the display slightly, but
it did solve the problem. It may be that no one
else will have this same problem (I certainly hope not), but if you do have a
video upgrade and you have a problem with the JAM!!, then
it might bear considering.
Larry

2382. For sale--last chance

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-13 00:00:00 UTC
From: reflash <reflashg@execpc.com>
Message-ID: <6thta2$54f@newsops.execpc.com>
Source record: 60050

I put for sale my Atari 800 stuff about 2 weeks ago...current high is $125
9/15/98---last day.

2383. Atari 7800 Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-13 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35FC8B09.C75@pilot.msu.edu>
Source record: 60051
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

Does anyone have anyone have any GOOD WORKING 7800 joysticks for sale or trade? I have two and they sorta kinda work and I would like some reliable ones.

Tempest

reicher6@pilot.msu.edu

2384. Atari 800 power cord?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-13 00:00:00 UTC
From: Paul Gustaveson <grimjack@accessone.com>
Message-ID: <35FC9C44.142493A4@accessone.com>
Source record: 60052

I have an 800 that is missing it's power cord. Does any one know what voltage and amperage is required so I can find a replacement? (The table in the FAQ didn't seem to make any sense to me.)

-- grimjack@accessone.com
"Where am I to go now that I've gone too far?"

2385. Is this feasible? Anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6thmgv$6en@news2.tds.net>
Source record: 60053

I've posted this in c.s.a.st and c.s.a.advocacy. They're not cross-posted, but I apologise to anyone that has had to download them twice. BTW, I've sent email to Atari Games/Midway & Hasbro Interactive requesting their permission, if anyone is interested in that aspect - haven't received any replies yet.

Hi,

I have access to a KIP 2900. This machine is basically a scanner and laser printer for printing blueprints. The interesting thing is that it uses rolls of paper, so effectively, the only limit to the length of a printout is the length of a roll. This system will enlarge up to 400%, with exceptionally high quality.
This enlargement factor would put a standard US Letter (8.5"x11") out at 34"x44" (2.85' x 3.66'). Consider a banner consisting of 8 sheets taped end-to-end. 34" x 352" (2.8' x 29.33') - actually a little shorter if using individual sheets instead of banner paper, due to cutting and pasting. I'll let you convert this to metric as I'm just putting forth the idea at the moment, and will put a page up with full details if there is any interest in the idea I'm about to present.
I was working with the KIP 2900 today and started thinking.
Wouldn't it be an interesting project to do an Atari banner up - With a Fuji & something along the lines of foot-and-a-half high letters proclaiming "The Fuji Lives!" (or a phrase to be decided upon later) in english, and then translations into French, Spanish, Italian, German and other appropriate languages running in a smaller size underneath. It would then be covered front and back with lightweight, flexible vinyl (the iron-on type is very effective).
This banner could then be mailed to whoever was interested and willing to:
1. photograph it being displayed in their city
2. Arrange with local Atari users to sign it
3. Send the photographs back, along with a short essay about their city or involvement in the project.
The photographs would be put up on the web, for everyone to view and download. Eventually, we might even be able to put out a coffee table book describing its journey.
Hopefully, we could get some corporate/organizational/individual sponsorship in exchange for tastefully sized logos on the banner - this would be to defray the cost of postage and things of that nature.
Anyway, just a thought. Anyone have any thoughts or comments?

Terry Ross
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

2386. ATARI 800XL For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: "John T.Reid" <reid_clan@sympatico.ca>
Message-ID: <35FC6B21.C5011089@sympatico.ca>
Source record: 60054

I have the following for sale:
- ATARI 800XL
- ATARI 1050 Floppy Drive
- 300 Baud modem
- lots of software (some in floppy, others in cartridge form),
including: AtariWriter, SynCalc, PrintShop; lots of games (about 30)
- all power supplies
- all good working condition - very clean, too
- No monitor, No joysticks.

Asking US$85, plus shipping. I am located in Ottawa, Ontario, Canada.

2387. Looking for Halley Project ATR's

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <35fc78a9.16879873@news.secoast.net>
Source record: 60055

Anyone know where I can find Halley Project ATR's to use with
Atariwin? It was my sisters favorite game when she had her 8 bit. I
want to surprise her and run it on her Pentium II.
---
dwebster@mediaone.net

2388. Sanctuary Forums

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: sidg@sidg.net
Message-ID: <6ti32l$p62$1@nnrp1.dejanews.com>
Source record: 60056
Cross-posted to: comp.sys.atari.advocacy,fr.comp.sys.atari,comp.sys.atari.8bit,maus.sys.atari.software

Heya... Just wantd to let the Atari community know about my set of forums dedicated to the Atari Community, Sanctuary Forums. Located at:

http://www.sidg.net/cgi-bin/www/wwwthreads/wwwthread.cgi

There are forums covering everything from Pong to Jaguar, 400 to Falcon, and everything in between. Comeon over and check it out. Simple and free registration is password protected and saved locally on your machine so you needn't reenter it every time either. ;) Anyhow, come check it out...we're always looking for more people to join our discussions.

Gary

--
CC: This post is closed-captioned for the hearing-impaired.

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2389. Re: FA: Atari BASIC Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35fc9e0d.39743781@news.pressenter.com>
Source record: 60057

On Sat, 05 Sep 1998 16:38:56 -0700, BobKlaas <bobkla19@sisna.com>
wrote:

>The Atari Basic cartridge should be sold with the Atari 400 or the 800
>Computer as an encluded item not sold seperatly as seperatly it it no
>good to anyone!. The XL, and XE do not need this item.

Unfortunately the XL's have rev B BASIC, in which the new bugs
introduced are worse than the ones that were fixed from rev A. The
BASIC cartridge is rev A (there may even be some rev C ones) so it is
of possible value to an XL owner. It also may be of value to to a
400/800 owner who lost or broke their cart. Hell, someone may just
want to collect it. I have had a long absense from this group and am
generally glad to be back... but in the few messages I've read so far
there seems to be a considerable amount of bashing what people offer
for sale. As long as it's Atari 8 stuff why not just quit picking at
it?

PS: I have an 800XL and got a rev A cartridge BASIC because I got SICK
of lockup in REV B built in to my 800XL.
I would like a REV C ROM to put in my machine. That would be best.

2390. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35fd9f98.40138341@news.pressenter.com>
Source record: 60058

On Sun, 06 Sep 1998 02:23:43 GMT, rick@mindspring.com wrote:

>Having owned an Atari 400, 800 and 5200 in my early teen years, I was excited
>to find the atari emulator for the PC.
>
>I'm looking for sites containing game downloads for this emulator.
>
>Specifically, I'm looking for:
>
>1. Crystal Castles
>2. Marble Madness
>3. Guantlet
>4. Spellunker
>
>Thanks
>Rick
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

Funny you mention that, I've just started to really bring in my disks
into my PC in earnest. I finally dug out the 800XL and all the disks
and am transfering them all to my PC. Making DCM files then
converting them to ATR files for use with the emulators. I just did
Gauntlet and Spellunker yesterday. Already in ATR format.

Email me if you want.

2391. Re: video upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35fca39d.41167766@news.pressenter.com>
Source record: 60059

On 6 Sep 1998 14:34:20 GMT, Dana Eckel <deckel@info-link.net> wrote:

>Does anyone know of the super video series in atari classics mag?
>I don't have the mag, but would love to upgrade my 800xl video port.
>By the way, how can I convert sd, or ed disks into images useing
>a pc with 1.2 meg floppy.

You need a 360KB floppy. The heads are wider on the 360KB drives, the
same size as the Atari drives.

2392. Re: JAM!! with S-Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35fda48c.41406950@news.pressenter.com>
Source record: 60060

On 7 Sep 1998 03:55:34 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>Hooked up the JAM!! with S-Video from my 130XE, and there is good news and
>bad news. The good news is that display is slightly better. It is slightly

Just what _IS_ a "JAM!!"?

2393. Re: Atari Basic binary format

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35ffa898.42442505@news.pressenter.com>
Source record: 60061

On Mon, 7 Sep 1998 09:07:54 -0000, "David A. Paterson"
<davepat@total.net> wrote:

>All BASIC files are tokenized; all BASIC commands are reduced to a single
>byte. The 128 available variables are also reduced to a single byte. I
>don't have full details; the Compute! "Atari Basic Source" book has all the
>details, and I don't have a copy.
>
>David Paterson
>
>Jindra Kubec wrote in message <35F3ADA1.E27BEF7@asw.cz>...
>>Hello!
>>
>>Anybody knows Atari Basic binary file format? I.e. format of .BAS files.
>>
>>--
>>Jindrich Kubec
>>
>>
>
That's the book I meant I think. Ahh fuzzy gray matter memory.

2394. Re: Atari Basic binary format

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35fea7f6.42281182@news.pressenter.com>
Source record: 60062

On Mon, 07 Sep 1998 11:55:45 +0200, Jindra Kubec <kubecj@asw.cz>
wrote:

>Hello!
>
>Anybody knows Atari Basic binary file format? I.e. format of .BAS files.

In Atari BASIC, when you save a basic program to a file it is stored
in a TOKENIZED format. If my recollection is correct, the book
"Inside Atari BASIC" by Bill Wilkinson highly details exactly the
information you seem to be seeking.

Anyone care to seconf that or correct my recollection?

2395. Re: ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3601a9a0.42706988@news.pressenter.com>
Source record: 60063

On Mon, 07 Sep 1998 21:11:35 GMT, rick@mindspring.com wrote:

>I have the WinSTon emulator that takes ST and MSA files.
>I found some ATR files that I would like to use.
>Can WinSTOn use them or can they be converted?

ATR files are for Atari 8-bit emulators, as is this newsgroup. I have
already emailed you an ATR of Spelunker only to find out you want
Atari ST software. I assumed since you were posting in the 8-bit
newsgroup you were looking for 8-bit stuff. Silly me.

2396. Re: Help running .rom on PC emulators

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3600a94a.42620654@news.pressenter.com>
Source record: 60064

On 7 Sep 1998 15:35:32 GMT, bigbernie@hotmail.com wrote:

>I've recently discovered several PC atari emulators (atari800win ect).
>
>I'm having some problems running several .BIN files that I've downloaded. According to what I've found, bin files are either cartrige roms and need to be set up as cartriges. Otherwise, they need to be run from an atari dos.
>
>I've found several DOSes but I can't get any of these to run. (and since I never had a DOS...)
>
>I've also read that you can convert these to .ATR files but I haven't found a program to do so...
>
>HELP!!!! Please email me with any suggestions.

What DOS would you like in ATR format? I have several.

2397. Re: Atari Terminal Emulator Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3603ad88.43707595@news.pressenter.com>
Source record: 60065

On Thu, 10 Sep 1998 01:47:47 GMT, "Steven Bianco"
<sbianco@optonline.net> wrote:

>Does anyone have a terminal emulator for an Atari 800 such as BobTerm that
>they would be willing to sell me a copy of? I need it on an Atari formatted
>disk since I have no means to get files off my PC and onto the Atari. I
>would be willing to pay some small fee and send you a formatted disk.
>Thanks.
I can if you like. I'll do it for $5 (assuming mailing is not more
than that). Email me if you still need this done.

2398. Re: Atari Terminal Emulator Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3604adfd.43824159@news.pressenter.com>
Source record: 60066

On Thu, 10 Sep 1998 07:58:55 -0400, Robert S Ely <rely@ix.netcom.com>
wrote:

>Steven Bianco wrote:
>>
>> Does anyone have a terminal emulator for an Atari 800 such as BobTerm that
>> they would be willing to sell me a copy of? I need it on an Atari formatted
>> disk since I have no means to get files off my PC and onto the Atari. I
>> would be willing to pay some small fee and send you a formatted disk.
>> Thanks.
>
>
>Steven,
> Bobterm v1.21 is available at the UMich Atari archive at
>ftp://atari.archive.umich.edu/atari/8bit/

Robert, how can Steven get it from his PC to his 8-bit if he has no
terminal software?

2399. Re: 8-Bit <-> Web Proxy Server

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3605b02e.44385268@news.pressenter.com>
Source record: 60067

On Fri, 11 Sep 1998 00:56:09 GMT, Tom_Hunt@my-dejanews.com wrote:

>I've working on a proxy server that someone might be interested in playing
>with. When it's finished, you will be able to use your PC as a go-between,
>between your A8 and the web. It should even work with dumb terminals as
>well, like VT's, etc. On the PC side you'll need it's internet connection, a
>2nd COM port, and a null modem cable. On the 8-bit side you'll need BobTerm,
>and a serial interface. I don't have things set up to test it out on the
>8-bit side, and I would like for someone to test it out. You can get it at:

I'll give it a whirl.

2400. Re: Zork

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3606b0ec.44575340@news.pressenter.com>
Source record: 60068

On 11 Sep 1998 15:22:48 GMT, eplicon@wam.umd.edu (Jack H. Lee) wrote:

>: Eric Cron <ericcron@wwa.com> wrote in article
>: <35f847b7.146848262@news.wwa.com>...
>: >
>: > Looking to buy zork.....box and manual
>: >
>
>: Do you *need* it for the Atari 8 bit.
>
>: The reason I say this is you can get two CD roms with *ALL* the infocom
>: text adventures on. The CD's will run in either MAC or PC, and you get all
>: the paper work as well.
>
>Yeah, this is a far more preferable way to be playing the games in that
>whenever you want to restart a game, it's quick and easy; you don't have
>to reload two sides of a floppy every time. I remember that was
>particularly maddening when I played "Planetfall." It took me like forty
>attempts before I was able to finish was basically amounted to was like
>the last three steps of the game! Take took like an hour!
>
>I have a few minor complaints, however. Some of the versions (in terms of
>bugs or problem solving techniques) don't always correspond to the Atari,
>even though all platforms were supposedly identical. An example: In
>"Zork III," you could put the torch in the chest (which was water-tight)
>and take that with you to that dark room where the key was. The PC
>version, as found on the CD-ROM (don't know if previous versions allowed
>this alternate solution), you only have to rely the anti-grue spray can.

Do you need box and manual or just the games? There is supposedly a
Win32 program that lets you play infocom games if you have the data
files. Winfrotz it is.

2401. Re: Speaking of JAM, anybody try it on an 800xl yet?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3607b22e.44897797@news.pressenter.com>
Source record: 60069

On 11 Sep 1998 21:16:00 GMT, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>I havent tried JAM! but I imagine it does something similar.

How much are those JAMs going for anyway?

2402. Re: Looking for Autoduel ATR's

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3608b3b3.45286246@news.pressenter.com>
Source record: 60070

On Sat, 12 Sep 1998 23:22:41 -0400, Nick Chionilos
<CHIONILOS@Megahits.com> wrote:

>Can anyone point me to a set of Autoduel ATR's known to work with
>AtariWin?

Save my email address. Bug me in a few days. I MIGHT have Autoduel
in the stacks of disks I have to convert yet.

2403. Re: Atari Terminal Emulator Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: OSon <bbuehrig@hannover.sgh-net.de>
Message-ID: <6tiojs$e6s$1@nuss.hannover.sgh-net.de>
Source record: 60071

Steven Bianco wrote in message <7dGJ1.131$i16.4982041@news.optonline.net>...
>Does anyone have a terminal emulator for an Atari 800 such as BobTerm that
>they would be willing to sell me a copy of? I need it on an Atari
formatted
>disk since I have no means to get files off my PC and onto the Atari. I
>would be willing to pay some small fee and send you a formatted disk.
>Thanks.
>

Hi Steven!

I have got the newest version of Bobterm (I think...). It's BobTerm 1.23.
Do you still want it? Then sent me your address via eMail, please.

CU
OSon / HAR / morons

2404. Re: Reading Atari disks on IBM

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: OSon <bbuehrig@hannover.sgh-net.de>
Message-ID: <6tiojt$e6s$2@nuss.hannover.sgh-net.de>
Source record: 60072

Jonathan S. Gould wrote in message <35FB353E.BB6AE56E@mhonline.net>...
>Can someone point me to a program that will allow my IBM clone to read
>Atari disks? I know that programs like this exist (or at least used
>to) It would be great if I could also write to the disks so the Atari
>could read them.
>
>Most of my disks are Atari 1050 format, but I also have XF551 drives
>now...
>
>Thanx
>

Hi Jonathan!

I only know a disk out of the ABBUC PD-List. Look at the ABBUC homepage and write an eMailto Wolfgang Burger (leader of the ABBUC). It's the PD-Disk No 346 and it's called "ATARI & PC -PC Diskette".

You need a 5.25" Floppy in your IBM-Clone. To read a XL-disk on IBM you should format your disks in DD and your IBM is only able to read the first side of the disk.

I ordered it for four years I think but I don't know where it is...

OK, the ABBUC-hompage is at: www.home.t-online.de/home/wburger
Wolfgangs eMail-address is: wburger@cityweb.de

See ya

OSon / HAR / morons

2405. Re: Somebody help me with QMEG OS?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: OSon <bbuehrig@hannover.sgh-net.de>
Message-ID: <6tiojt$e6s$3@nuss.hannover.sgh-net.de>
Source record: 60073

Thomas Havemeister wrote in message
<70ajjS8$zHB@peter.soemtron.handshake.de>...
>
>Howdy !

Howdy hi!

>damn. I lost my QMEG OS Manual. I still remember some of the key
>combinations but have forgotten some very special functions. So I would be
>really happy, if anyone could send me a short instruction or at least some
>hints.
>
>thx!
>
>-thomas

You lost your QMEG OS Manual? Which QMEG OS is it? Do you have the latest release ('97) of the QMEG? The QMEG + OS? This Manual I have too. But if you mean an older one, then you must contact the programmer of it. He is still on XL!!! The latest release is available at ABBUC or at Stefan Dorndorf (STD / HAR). Do you want his address? Please write me an eMail!

See ya

OSon / HAR / morons

2406. Re: the number of colors Atari has

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: OSon <bbuehrig@hannover.sgh-net.de>
Message-ID: <6tiojt$e6s$4@nuss.hannover.sgh-net.de>
Source record: 60074

David Hopcroft wrote in message
<01bddd6e$8b3fd7c0$60cb30a4@etlcolpc23.ericsson.se>...
>
>
>Anton Belenki <timexfun@softhome.net> wrote in article
><6t89klgub1@cclinfo.perm.su>...
>> can someone give me the exact number of colors Atari systems can display:
>>
>> Atari 800/XL/XE
>> Atari 2600
>> Atari 5200
>> Atari 7800
>> Atari ST
>>

.....SSSSSSSNIP!.....

>
>There were bit's of software out there demo's and commercial, that claim to
>display far more colours than the hard ware was supposed to be capable of
>displaying (HIP demo's, Technicolor dream by red rat software). This
>software uses very tightly times Machine code to give to impression to the
>human eye there are a lot more colours. however I think that if you froze
>time the instant the screen was draw, you would not find more than the 256
>limit on the screen.

Yes you are right. But the HIP (Hard Interlacing Picture) is a new
Screenmode on XL:
Resolution: 160 x 240
Colors: 30 level of brightness
It's a mixture of Gr.9 + 10!

HIP was invented by the demogroup HARD by Tamas Bene and Teli Sandor!

More Infos at http://www.uni-karlsruhe.de/~marek.tomczyk/atari8/ in the
democorner or http://ajax.umcs.lublin.pl/~mfranczak.

Bye now

OSon / HAR / morons

2407. Re: Atari Terminal Emulator Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: Steven Bianco <sbianco@optonline.net>
Message-ID: <EA7L1.1218$i16.7554145@news.optonline.net>
Source record: 60075

Once again, thanks to all those responding and offering to make a copy for me. I have already made arangements to get a copy.

Steve

2408. Re: Atari 800 power cord?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: georgeh@mail.rlc.net
Message-ID: <35fd27d8.0@news.rlc.net>
Source record: 60076

In article <35FC9C44.142493A4@accessone.com>, Paul Gustaveson <grimjack@accessone.com>
says:
>
>I have an 800 that is missing it's power cord. Does any one know what
>voltage and amperage is required so I can find a replacement? (The
>table in the FAQ didn't seem to make any sense to me.)

9VAC 1.1 amps.

GFH

2409. Re: Is this feasible? Anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: vinman@my-dejanews.com
Message-ID: <6tjhr0$7bk$1@nnrp1.dejanews.com>
Source record: 60077

I guess my question (from having years of experience in the sign
business) is why would doing this be better than just making a
vinyl banner? A vinyl banner would be weatherproof, have grommets
and webbing for tying to posts or affixing to a building and be
a heck of a lot more durable than paper.

I've made a lot of banners - a 3' x 30' vinyl banner would be
no problem, and it would be a single piece.
About the only advantages the other process *might* have would be
1 - cost (possibly)
2 - if the KIP2900 can print photographic color images. (again cost)

- vinman

In article <6thmgv$6en@news2.tds.net>,
tross3@hamtel.tds.net (Terry & Karen Ross) wrote:
[snip]
> I have access to a KIP 2900. This machine is basically a scanner
> and laser printer for printing blueprints. The interesting thing is
> that it uses rolls of paper, so effectively, the only limit to the
> length of a printout is the length of a roll. This system will
> enlarge up to 400%, with exceptionally high quality.
> This enlargement factor would put a standard US Letter (8.5"x11")
> out at 34"x44" (2.85' x 3.66'). Consider a banner consisting of 8
> sheets taped end-to-end. 34" x 352" (2.8' x 29.33') - actually a
> little shorter if using individual sheets instead of banner paper, due
> to cutting and pasting. I'll let you convert this to metric as I'm
> just putting forth the idea at the moment, and will put a page up with
> full details if there is any interest in the idea I'm about to
> present.
> I was working with the KIP 2900 today and started thinking.
> Wouldn't it be an interesting project to do an Atari banner up - With
> a Fuji & something along the lines of foot-and-a-half high letters
> proclaiming "The Fuji Lives!" (or a phrase to be decided upon later)
> in english, and then translations into French, Spanish, Italian,
> German and other appropriate languages running in a smaller size
> underneath. It would then be covered front and back with lightweight,
> flexible vinyl (the iron-on type is very effective).
> This banner could then be mailed to whoever was interested and
> willing to:
> 1. photograph it being displayed in their city
> 2. Arrange with local Atari users to sign it
> 3. Send the photographs back, along with a short essay about their
> city or involvement in the project.
> The photographs would be put up on the web, for everyone to view

> and download. Eventually, we might even be able to put out a coffee
> table book describing its journey.
> Hopefully, we could get some corporate/organizational/individual
> sponsorship in exchange for tastefully sized logos on the banner -
> this would be to defray the cost of postage and things of that nature.
> Anyway, just a thought. Anyone have any thoughts or comments?
>
> Terry Ross

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2410. Re: Looking for Halley Project ATR's

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6tjp2v$g00$1@nnrp1.dejanews.com>
Source record: 60078

In article <35fc78a9.16879873@news.secoast.net>,
dwebster@mediaone.net (Bishop) wrote:
> Anyone know where I can find Halley Project ATR's to use with
> Atariwin? It was my sisters favorite game when she had her 8 bit. I
> want to surprise her and run it on her Pentium II.
> ----
> dwebster@mediaone.net

Wasn't that 5 minute cassette tape that came with it cool :) I just found my p.l.a.n.e.t. certificate from completing that game when it was new. I think that was the most expensive atari program I bought. Like 27 bucks. I even remember getting the letter explaining the secret mission. I also remember having to by a field guide to the stars and planets just to figure out how to navigate. But for the life of me I can't remember anything about the game itself :) I have seen the atr around somewhere... Mark

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2411. HTF 830 Modem, 850 Interface, Telelink 1 (in box!) FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: oldschooler <colb@pacbell.net>
Message-ID: <35FD6F6E.F40@pacbell.net>
Source record: 60079
Cross-posted to: alt.atari,comp.sys.atari.8bit

Currently auctioning the following items on ebay:

830 Acoustic Modem with power cable and serial cable
850 Interface Module with manual
Telelink 1 cartridge in original box with manual

These are neat old pieces of hardware and are not easy to come by!
Check it out:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=auction@atomictoys.com&include=0&since=2&sort=2

(also auctioning a mint XM301 Modem)

Thank You

2412. Atari XE in B&W?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35FD844E.3A19@pilot.msu.edu>
Source record: 60080
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I just got an Atari XE and when I plugged it in I found that it
displayed in Black and White! Is there a switch or button combo to
change it back to color? It also came with a cord to go from the system
to the switch box, but the cord had its own little box on it. It seems
to work with a normal cord, so what does it do?

2413. FS 8bit art package (US)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <1998091422583900.SAA13540@ladder01.news.aol.com>
Source record: 60081

I the following items for sale.

Hardware:
KoalaPad sketchpad with stylus and programmer's guide
Atari 1020 color plotter with power supply, I/O cable and ink cartridges

Many of the ink cartridges are brand new and are a mix of black, blue, green and red ink.

Software:
Micro Illustrator (no manual) - disk
RAMbrandt (doc on disk) - disk
YEMACYB and manual - disk
Joystick Sketchpad and manual - cassette

All of above for $20.00 plus shipping to US addresses. Offers will be considered.

Please reply via e-mail to Gail at gwestndrf@aol.com.

2414. Tempest Auction ENDS SOON!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35FDA2B6.23F9@pilot.msu.edu>
Source record: 60082
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

Ok, There have been a few new bids... Auction ends today at midnight!

Welcome to Tempest's first auction or the....

I need to pay off my debts or they're going to break my legs auction.

Rules: 1. Auction ends September 11th at 11:59pm (no G1, G2 stuff)
2. You pay for what you bid on.
2. Buyouts accepted
3. I reserve the right to pull anything from the auction.
4. All items are loose, and in good condition unless noted.
5. Please send the number of the game you are bidding on
(ie. 002 Berzerk)
6. There is no rule 6!
7. You MUST have fun. (Or you will die!)

Please send all bids to: reicher6@pilot.msu.edu

Updates will be sent to the newsgroups nightly. A current update can be
found at: http://pilot.msu.edu/user/reicher6/auction.txt

So, with out further ado, here are the goodies!

Atari 5200

Minimum bid $2, Minimum increase .50

001 Ball Blazer (complete) min $5
002 Berzerk $2 Pac-Rat
003 Blue Print (Upside down label) Chapin $2
004 Centipede (complete, bad box)
005 Counter Measure
006 Defender $2 Pac-Rat
007 Dig Dug $2 Pac-Rat
008 Frogger $2 Pac-Rat
009 Gremlins (complete) $15 Pac-Rat
010 Jungle Hunt
011 Kaboom (label wear) Chapin $2
012 Kangaroo $2 Pac-Rat
013 Pac-Man
014 Pole Position
015 Q-bert
016 Qix
017 Qix
018 Space Dungeon
019 Star Raiders (with instructions)

020 Football Play books Min $1

021 Wico Joystick (with Y-adapter and Box) TRADED!!!!

Atari 400/800

Minimum bid $2, Minimum increase .50

022 Alien Garden (label wear) $2 Mark
023 Atlantis $2 Actigmr
024 Battle Zone (Complete) Min $5
025 Basic (version C) $2 Steven
026 Basic (version C)
027 Boulders and Bombs (R) Min $5
028 Centipede
029 Demon Attack $1 rlcolli
030 Desert Falcon (Complete) Min $5
031 E.T. Phone Home (label bubbling) $1 rlcolli
032 Final Legacy
033 Food Fight (XL/XE Only) Min $3
034 Gridrunner (R) $5 LEXX
035 Missle Command
036 Mr. Cool (R) Min $5
037 Pac-Man
038 Platter Mania (label crooked) $2 Mark
039 Q-bert (no end label) $1 rlcolli
040 Sky Writer $2.50 JerryG
041 Thunder Fox (Complete) $5 Harvey

Minimum increase is $2 for the systems!

042 Atari 800XL w/ power supply (break and inverse keys broken) Min $7
(everything else works fine!)

043 Atari 800 (Keyboard flaky but works! no right shift key!) Protoman
$9

Atari 2600
---

044 Double Dragon (PAL, New in Box) Min $5
045 Starmaster
046 Taz (holes in end of main label) TRADED!!!!

047 Atari 2600 jr. (with power supply and instructions) Min $10

2600 Instructions (Minimum .50, Increases .25)

048 Combat (small booklet)
049 Asteroids
050 Missle Command (Multi-language)
051 Bowling (small booklet) .50 Lexus
052 Bowling (small booklet)
053 Basketball

054 Defender
055 Sprint Master (small tear)
056 Moon Patrol (Multi-language)
057 Battle Zone (Multi-language)

Atari 7800
----

058 Midnight Mutants (complete) Min $3

Intellivision
----

059 Night Stalker (ShrinkWraped, box slightly crushed) Min $3
060 Chip Shot Golf (with instructions) $7 Peter Pepper

2415. Re: Atari XE in B&W?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: Dan Mazurowski <smedley@gte.antispam.net>
Message-ID: <35FDACAB.2781@gte.antispam.net>
Source record: 60083
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

Tempest wrote:
>
> I just got an Atari XE and when I plugged it in I found that it
> displayed in Black and White! Is there a switch or button combo to
> change it back to color?

Make sure your TV is tuned to the same station that the XE is trying to
transmit to.

> It also came with a cord to go from the system
> to the switch box, but the cord had its own little box on it. It seems
> to work with a normal cord, so what does it do?

IIRC, in that box is a little ferrite ring (or perhaps rod) which the
cord is wrapped around a few times. This is done to reduce interference
from the XE which could cause problems (like static, white noise, or
snow) with other electronic devices.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ISP address.

2416. ATARI2PC connection

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: Adi Perry <adiperry@geocities.com>
Message-ID: <35FD7AD7.AAA8E0F1@geocities.com>
Source record: 60084

Hello,

I'm looking for ways to connect my ATARI XL to PCs.
Till now I've found 3 possibilities:
1. Using a sio2pc cable:
This cable connects ATARI's serial bus to a RS-232 port
(PCs or any other common computer...)
Advantages:
Rather easy to build
Compatible with most computers these days
Disadvantages:
Quite slow. Only 19200baud

2. sio 2 lpt:
One can connect the serial bus with the PC's parallel port
I've only heard of connecting ATARI devices to PC that way
(like the 1050), and not the ATARI itself
Advantages:
Very simple to build (both use TTL levels)
Disadvantages:
Slow - 19200baud
Additional synchronizing should be implemented
Short distance cable only
Not useful for the ATARI itself (as far as I know)

3. Using the ATARI's parallel bus:
This could be done because the ATARI has a parallel
bus, which provides full memory access to external
devices, allowing memory expansions, hard disks, etc.
This could be great (CPU speed access time!) but it seems
the design should be quite complicated
Advantages:
Fastest! - maps to memory = as fast as CPU can read
Disadvantages:
Can probably work with a short cable only
Complicated to build
Has no PC interface known design (to me...)

If anyone can show me how to overcome these disadvantages, give
improvements to these designes, show me new connection methods,
or share any other useful information, I'll appreciate it...

10x,
Perry

2417. WTD: Cart list & prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <6tkhuq$j07$1@supernews.com>
Source record: 60085

I saw before someones WEB page that had listed Atari 8 bit carts & their rarity, mabe even approx. pricing.

Anyone know where one is????

2418. Tempest Auction ENDS AT MIDNIGHT!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-14 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35FDDD02.6139@pilot.msu.edu>
Source record: 60086
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

WOW! A bunch of new bids rolled in during the last hour. Make sure you
still have the high bid on that special item you just cant live without!

Welcome to Tempest's first auction or the....

I need to pay off my debts or they're going to break my legs auction.

Rules: 1. Auction ends September 11th at 11:59pm (no G1, G2 stuff)
2. You pay for what you bid on.
2. Buyouts accepted
3. I reserve the right to pull anything from the auction.
4. All items are loose, and in good condition unless noted.
5. Please send the number of the game you are bidding on
(ie. 002 Berzerk)
6. There is no rule 6!
7. You MUST have fun. (Or you will die!)

Please send all bids to: reicher6@pilot.msu.edu

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005 Counter Measure
006 Defender $2 Pac-Rat
007 Dig Dug $2 Pac-Rat
008 Frogger $2 Pac-Rat
009 Gremlins (complete) $15 Pac-Rat
010 Jungle Hunt
011 Kaboom (label wear) Chapin $2
012 Kangaroo $2 Pac-Rat
013 Pac-Man
014 Pole Position
015 Q-bert
016 Qix
017 Qix
018 Space Dungeon

019 Star Raiders (with instructions)

020 Football Play books $1 THX

021 Wico Joystick (with Y-adapter and Box) TRADED!!!!

Atari 400/800

Minimum bid $2, Minimum increase .50

022 Alien Garden (label wear) $3 THX
023 Atlantis $3 THX
024 Battle Zone (Complete) Min $5
025 Basic (version C) $2 Steven
026 Basic (version C)
027 Boulders and Bombs (R) Min $5
028 Centipede
029 Demon Attack $1 rlcolli
030 Desert Falcon (Complete) Min $5
031 E.T. Phone Home (label bubbling) $1 rlcolli
032 Final Legacy
033 Food Fight (XL/XE Only) $3 THX
034 Gridrunner (R) $5 LEXX
035 Missle Command
036 Mr. Cool (R) Min $5
037 Pac-Man
038 Platter Mania (label crooked) $3 THX
039 Q-bert (no end label) $1 rlcolli
040 Sky Writer $3 THX
041 Thunder Fox (Complete) $5 Harvey

Minimum increase is $2 for the systems!

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(everything else works fine!)

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$9

Atari 2600
---

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2600 Instructions (Minimum .50, Increases .25)

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049 Asteroids
050 Missle Command (Multi-language)

051 Bowling (small booklet) .50 Lexus
052 Bowling (small booklet) .50 THX
053 Basketball
054 Defender
055 Sprint Master (small tear)
056 Moon Patrol (Multi-language)
057 Battle Zone (Multi-language)

Atari 7800
----

058 Midnight Mutants (complete) Min $3

Intellivision
----

059 Night Stalker (ShrinkWraped, box slightly crushed) Min $3
060 Chip Shot Golf (with instructions) $7 Peter Pepper

2419. atari 800xl basic (help wanted)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: Jose Moreno <jose55@bellsouth.net>
Message-ID: <35FDBA55.2308BEE7@bellsouth.net>
Source record: 59988

Hi !!!

i'm just getting my feet wet with the Atari 800xl.......
I have it feeding off my XT turbo's power supply.... i'm going for the
sio2pc thing and setting up a board soon....
but i also want to learn about the atari 800xl.... can anyone point me
to a xl basic manual on the net??
I'm talking about the basic that comes with the standard atari 800xl....

can anyone point me to an online users manual for this basic??

please use e-mail when responding to this message....

thanks

Jose

2420. Tempest Auction IS OVER!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <35FDE6A5.2F@pilot.msu.edu>
Source record: 59989
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

Ok, Its over. Here are the final results. If something is not right, let
me know. I'll send out invoices soon.....If you havent sent me your
address already, please do so, so I can calculate shipping.

Welcome to Tempest's first auction or the....

I need to pay off my debts or they're going to break my legs auction.

Rules: 1. Auction ends September 11th at 11:59pm (no G1, G2 stuff)
2. You pay for what you bid on.
2. Buyouts accepted
3. I reserve the right to pull anything from the auction.
4. All items are loose, and in good condition unless noted.
5. Please send the number of the game you are bidding on
(ie. 002 Berzerk)
6. There is no rule 6!
7. You MUST have fun. (Or you will die!)

Please send all bids to: reicher6@pilot.msu.edu

Updates will be sent to the newsgroups nightly. A current update can be
found at: http://pilot.msu.edu/user/reicher6/auction.txt

So, with out further ado, here are the goodies!

Atari 5200

Minimum bid $2, Minimum increase .50

001 Ball Blazer (complete) min $5
002 Berzerk $2 Pac-Rat
003 Blue Print (Upside down label) Chapin $2
004 Centipede (complete, bad box)
005 Counter Measure
006 Defender $2 Pac-Rat
007 Dig Dug $2 Pac-Rat
008 Frogger $2 Pac-Rat
009 Gremlins (complete) $15 Pac-Rat
010 Jungle Hunt
011 Kaboom (label wear) Chapin $2
012 Kangaroo $2 Pac-Rat
013 Pac-Man
014 Pole Position
015 Q-bert
016 Qix
017 Qix

018 Space Dungeon
019 Star Raiders (with instructions)

020 Football Play books $1 THX

021 Wico Joystick (with Y-adapter and Box) TRADED!!!!

Atari 400/800

Minimum bid $2, Minimum increase .50

022 Alien Garden (label wear) $3 THX
023 Atlantis $3 THX
024 Battle Zone (Complete) Min $5
025 Basic (version C) $2 Steven
026 Basic (version C)
027 Boulders and Bombs (R) Min $5
028 Centipede
029 Demon Attack $1 rlcolli
030 Desert Falcon (Complete) Min $5
031 E.T. Phone Home (label bubbling) $1 rlcolli
032 Final Legacy
033 Food Fight (XL/XE Only) $3 THX
034 Gridrunner (R) $5 LEXX
035 Missle Command
036 Mr. Cool (R) Min $5
037 Pac-Man
038 Platter Mania (label crooked) $3 THX
039 Q-bert (no end label) $1 rlcolli
040 Sky Writer $3 THX
041 Thunder Fox (Complete) $5 Harvey

Minimum increase is $2 for the systems!

042 Atari 800XL w/ power supply (break and inverse keys broken) Steve $7
(everything else works fine!)

043 Atari 800 (Keyboard flaky but works! no right shift key!) Protoman
$9

Atari 2600
---

044 Double Dragon (PAL, New in Box) Min $5
045 Starmaster
046 Taz (holes in end of main label) TRADED!!!!

047 Atari 2600 jr. (with power supply and instructions) Min $10

2600 Instructions (Minimum .50, Increases .25)

048 Combat (small booklet)
049 Asteroids

050 Missle Command (Multi-language)
051 Bowling (small booklet) .50 Lexus
052 Bowling (small booklet) .50 THX
053 Basketball
054 Defender
055 Sprint Master (small tear)
056 Moon Patrol (Multi-language)
057 Battle Zone (Multi-language)

Atari 7800
----

058 Midnight Mutants (complete) Min $3

Intellivision
----

059 Night Stalker (ShrinkWraped, box slightly crushed) Min $3
060 Chip Shot Golf (with instructions) $7 Peter Pepper

2421. Re: 8-Bit <-> Web Proxy Server

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <6tksp0svh1@nnrp1.dejanews.com>
Source record: 59990

Fantastic!! That is just what I needed to know. Thank you!

Next I will work on the A8 -> PC routines, so that what you type on the A8 gets sent to the proxy and then out to the net. After that, I have to decide on if I should expand the proxy server to interpret the html into vt100, vt 52, or ansi (ala lynx) before sending it to the A8. Or, if I should continue sending the raw html to the A8 and let someone else create an A8 browser to interpret and render it to the A8 screen.

Does anyone else have any thoughts on which route to take?

Thanks again,
Tom

-----Original Message-----

>Well Tom, I tried it out. I got text on the Atari apparently from your
>closer to home site, but it was raw html source. Also, nothing I typed on
>the Atari had any effect except to show up on the Atari screen. It did not
>show up in the "from atari" box of the server app window. The html source
>of your home page that ended up on the atari screen did also show up in the
>other text box on the app window. Email me back with questions as to my
>exact set up or how I did things if you like.
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2422. Re: vertical DLI's?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <xXYPnxn.rldetlefsen@delphi.com>
Source record: 59991

John Schnittker <jschnitt@gte.net> writes:

>I was playing the game SPINDIZZY and I notice there is are some columns
>of varying color across the screen. I wonder how they did that? I have

...
There are two main ways to hange stuff(like colors vertically-use excruciatingly
tight timing in a machine routine during a DLI to change screen or player
colors,
or use multiple screens. I like the multiple screen method myself.
I'm sure there are other ways to do the same stuff.
Rick D.

2423. Re: 8-Bit <-> Web Proxy Server

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <x1ZMX7I.rldetlefsen@delphi.com>
Source record: 59992

<Tom_Hunt@my-dejanews.com> writes:

>I've working on a proxy server that someone might be interested in playing
>with. When it's finished, you will be able to use your PC as a go-between,

...
I dl'd the file and ran it and came up with a *5.dll error right off. I'll get
a copy of the one you listed and try again.
Rick D.

2424. Re: vertical DLI's?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yu329hbee.fsf@co.umist.ac.uk>
Source record: 59993

John Schnittker <jschnitt@gte.net> writes:

> Hi Atarians,
>
> I was playing the game SPINDIZZY and I notice there is are some columns
> of varying color across the screen. I wonder how they did that? I have
> written DLI's to change color registers, but only in a horizontal bar
> (top to bottom) fashion.

They look like PMG's (Player Missile Graphics) to me. Fill in the PMG's so that all the bits are set, give each PMG you're using a different colour and line them up side by side, and you should get exactly the effect seen in Spindizzy. Plus Spindizzy doesn't seem to use up the PMG's anywhere else.

It is also possible to set up a DLI to change a colour half way across the screen, so you can display a colour on the left hand side of the screen, change it and then display the new colour on the right hand side. However, the timing does get complicated, and with the DMA going on, you need to leave a gap between the left hand colour and the right hand one, or the colour change may jump about slightly. But as far as Spindizzy is concerned, I'm pretty sure it was done with PMG's

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

2425. Re: Is this feasible? Anyone interested

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <6tlk8r$mc4@news2.tds.net>
Source record: 59994

On 14 Sep 1998 16:56:00, vinman@my-dejanews.com wrote:
>I guess my question (from having years of experience in the sign
>business) is why would doing this be better than just making a
>vinyl banner? A vinyl banner would be weatherproof, have grommets
>and webbing for tying to posts or affixing to a building and be
>a heck of a lot more durable than paper.
Hi Vinman

First, it was the KIP that gave me the idea. I have nothing against an actual vinyl banner, and it wasn't a devious plot to take food from the mouths of sign makers children. :-)

While I do defer to your experience, generally, most of the points that you brought up would have/can be handled by materials I already have on hand. I have rolls of the iron-on lamination, rolls of the iron-on interfacing (or adhesive stuff, for fabrics, whatever it is actually called) I was just planning on ironing some lightweight fabric to the back of it, and then ironing on the vinyl lamination. As for the grommets, I have hundreds of them around due to my leather-work.

Overall, in addition to the cost, there was just the flexibility - depending upon circumstances it could instantly be changed from 30 feet to 60 feet, and other items could be tacked on at the last minute (if perhaps we needed more space for signatures, or for some reason we really did get a sponsor <grin>).
>
>I've made a lot of banners - a 3' x 30' vinyl banner would be
>no problem, and it would be a single piece.
>About the only advantages the other process *might* have would be
>1 - cost (possibly)
Well, the cost advantage is there, since I already own the vinyl, adhesive, grommets and have tentative permission to print the banner at no cost at my mill's facilities (not guaranteed, however).

>2 - if the KIP2900 can print photographic color images. (again cost)
Just greyscale. The advantage to that though is that you could make a mosaic of color printouts if you wanted to (for user group logos, perhaps) and from a short distance it would appear to be whole since it was all constructed of the same material.

I would love to have an actual vinyl banner instead of the paper one. I agree that it would be much more durable. But a couple of points about a vinyl banner that worry me (serious question, not just blowing the thought off)
1 - would it be as flexible? Could we tack things on and make last

minute changes?
2 - The cost factor - in two areas. One being the actual manufacture of the banner, the second being in the weight (for postage reasons). I would imagine that the paper would weigh less, and therefore, cost less to mail - but I might be wrong.

>- vinman

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

2426. Re: WTD: Cart list & prices

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ysohth9bj.fsf@co.umist.ac.uk>
Source record: 59995

"Jim Klein" <jklein@isd.net> writes:

> I saw before someones WEB page that had listed Atari 8 bit carts & their
> rarity, mabe even approx. pricing.
>
> Anyone know where one is????

There are a few pages with cart lists for the Atari 8 bit out there,
try these (in no particular order):

http://www.execpc.com/~krieg/links/8bit.carts

http://www.pribish.com/atari.list.8b.company.html

http://www.geocities.com/TimesSquare/Castle/4533/xe.htm

http://pilot.msu.edu/user/reicher6/8bit.htm

http://www.geocities.com/SiliconValley/7837/at800.htm

http://www.xocolatl.com/carts/at800.html

I don't think any of them have an approximate price list, but some do
have rarity information and/or cart number / manufacturer.

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

2427. Re: 8-Bit <-> Web Proxy Server

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <35FE6A2C.2526027B@erols.com>
Source record: 59996

Same here, although I didn't really have the time I needed to give it a
good workout.

About your second question: I think getting a Web browser done would be
the priority. The guys in my user group were enchanted with Lynx when
they first started out, but I think they kind of hunger for a more
graphical display.

Tom_Hunt@my-dejanews.com wrote:
>
> Fantastic!! That is just what I needed to know. Thank you!
>
> Next I will work on the A8 -> PC routines, so that what you type on the A8
> gets sent to the proxy and then out to the net. After that, I have to decide
> on if I should expand the proxy server to interpret the html into vt100, vt
> 52, or ansi (ala lynx) before sending it to the A8. Or, if I should continue
> sending the raw html to the A8 and let someone else create an A8 browser to
> interpret and render it to the A8 screen.
>
> Does anyone else have any thoughts on which route to take?
>
> Thanks again,
> Tom
>
> -----Original Message-----
>
> >Well Tom, I tried it out. I got text on the Atari apparently from your
> >closer to home site, but it was raw html source. Also, nothing I typed on
> >the Atari had any effect except to show up on the Atari screen. It did not
> >show up in the "from atari" box of the server app window. The html source
> >of your home page that ended up on the atari screen did also show up in the
> >other text box on the app window. Email me back with questions as to my
> >exact set up or how I did things if you like.
> >
>
> ------== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2428. Block Demo: "Megan's Game"?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: kisrael@allegro.cs.tufts.edu
Message-ID: <6tm4g2$uu4$2@news3.tufts.edu>
Source record: 59997

Years ago I saw a great sound/picture demo, called "___'s game"
I think-- possibly Megan's. There were a bunch of 2-D blocks on screen
that you could drop from on high, and each bounce made a cool tone. You
could pull out a block from a pile of them, and they'd all come falling
down making a beautiful cascade of sound.

Can anyone confirm the name, and can anyone tell me where I could find it
online?

--
Kirk Israel - kisrael@cs.tufts.edu - http://www.alienbill.com
"I am a fish person."
--Sarah Strachan

2429. Re: 8-Bit <-> Web Proxy Server

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <6tmikp$pe6$1@nnrp1.dejanews.com>
Source record: 59998

I was hoping to maybe start out with a lynx style browser to begin with. Then after that, maybe a graphical browser. The graphical browser would be a challenge. First off, should we stick to 320 resolution, or opt for both horizontal and vertical scrolling with a much larger virtual screen? If we go with the latter, then probably less than 1/3 of any given web page will be on the screen at a time. This could be annoying, to have to scroll right, and left, and right, and left, etc., just to read a page. But if we go with the former, images will be reduced so much in size that they will loose much of their resolution. The PC could provide the horsepower for reducing these images before sending them to the 8-bit. I'll have to play with image reducing routines to see how suitable this approach could be.

What settings did you use for the proxy server? Were the default settings OK?

In article <35FE6A2C.2526027B@erols.com>,
Alan Sharkis <asharkis@erols.com> wrote:
> Same here, although I didn't really have the time I needed to give it a
> good workout.
>
> About your second question: I think getting a Web browser done would be
> the priority. The guys in my user group were enchanted with Lynx when
> they first started out, but I think they kind of hunger for a more
> graphical display.
>
>

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2430. Northern SAM & Spectrum (and 8-Bit) Show Site update

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: nsss_98@usa.net
Message-ID: <35fec4b6.2270819@news.clara.net>
Source record: 59999
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

```
For more details of the show, either Email the above address, or take
a look at:

http://nsss.home.ml.org/

Thanks.
```

2431. Re: Latest Atascii Toon now up!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: mhop@snip.net
Message-ID: <35fea043.61968779@news.snip.net>
Source record: 60000

On Wed, 02 Sep 1998 16:51:23 GMT, nunayur@bidness.com ("Bubba Gump")
wrote:

>The latest bi-weekly Atascii Movie is now online at:
>
>The 'Break Movie' Warehouse.
>http://www.flash.net/~ambrosia/index2.html
>
>(The RealMedia plugin is needed to view the online movie)
>
> -*- Tom -*-

Why RealMedia? Why can't we just download the file to out 8 bit and
display it on there?

2432. Re: FS 8bit art package (US) - correction to ad

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <1998091520465800.QAA25683@ladder03.news.aol.com>
Source record: 60001

To my great embarrassment, I discovered that I no longer have the original copy of the YEMACYB software advertised in the originally posted ad. Although it's a completely different type of program, I'm now offering Antic's Graphic Shop in it's place.

My ad should now read as follows:

I the following items for sale.

Hardware:
KoalaPad sketchpad with stylus and programmer's guide
Atari 1020 color plotter with power supply, I/O cable and ink cartridges

Many of the ink cartridges are brand new and are a mix of black, blue, green and red ink.

Software:
Micro Illustrator (no manual) - disk
RAMbrandt (doc on disk) - disk
Graphic Shop (doc on disk) - disk
Joystick Sketchpad and manual - cassette

All of above for $20.00 plus shipping to US addresses. Offers will be considered.

Please reply via e-mail to Gail at gwestndrf@aol.com.

2433. Re: ATARI2PC connection

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: vairxpert@killspam.hotmail.com
Message-ID: <35fed885.643137@news.netnitco.net>
Source record: 60002

The SIO2PC cable works great, its time proven, many people use, and
software to make it work is widely available.
Why bother with something else?
As far as the speed "disadvantage", what kind of programs are you
planning on running with your XL? Any program I've ever loaded seems
to go almost instantly.
Seriously, is there that big of a difference between a 4 second load
time vs. a 4 mil sec. load time when it comes to small 8 bit programs?

Adi Perry <adiperry@geocities.com> wrote:

>Hello,
>
>I'm looking for ways to connect my ATARI XL to PCs.
>Till now I've found 3 possibilities:
>1. Using a sio2pc cable:
> This cable connects ATARI's serial bus to a RS-232 port
> (PCs or any other common computer...)
> Advantages:
> Rather easy to build
> Compatible with most computers these days
> Disadvantages:
> Quite slow. Only 19200baud

George Torch

Collector and restorer of early to mid 60's classic cars
Also into Snowmobiling, Motorcycles, S&W 9MM Guns, Video Games and R/C Trucks.

Remove killspam. to reply

2434. Re: Looking for Halley Pr

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <905895568@stackbbs.xs4all.nl>
Source record: 60003

-=> Quoting 8bitz@my-dejanews.com to All <=-

8b> In article <35fc78a9.16879873@news.secoast.net>,
8b> dwebster@mediaone.net (Bishop) wrote:
> Anyone know where I can find Halley Project ATR's to use with
> Atariwin? It was my sisters favorite game when she had her 8 bit. I
> want to surprise her and run it on her Pentium II.
> ----
> dwebster@mediaone.net

8b> Wasn't that 5 minute cassette tape that came with it cool :) I just
8b> found my p.l.a.n.e.t. certificate from completing that game when it was
8b> new. I think that was the most expensive atari program I bought. Like
8b> 27 bucks. I even remember getting the letter explaining the secret
8b> mission. I also remember having to by a field guide to the stars and
8b> planets just to figure out how to navigate. But for the life of me I
8b> can't remember anything about the game itself :) I have seen the atr
8b> around somewhere... Mark

Hmmm, why not scan this certificate and send it to me,
I will gladly put it on our upcoming Pooldisk CDrom... :)

Bo.
___ Blue Wave/386 v2.30

2435. Re: 8-Bit <-> Web Proxy Server

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35fedf0e.1952513@news.pressenter.com>
Source record: 60004

On Tue, 15 Sep 1998 20:28:10 GMT, Tom_Hunt@my-dejanews.com wrote:

>I was hoping to maybe start out with a lynx style browser to begin with.
>Then after that, maybe a graphical browser. The graphical browser would be a
>challenge. First off, should we stick to 320 resolution, or opt for both
>horizontal and vertical scrolling with a much larger virtual screen? If we
>go with the latter, then probably less than 1/3 of any given web page will be
>on the screen at a time. This could be annoying, to have to scroll right,
>and left, and right, and left, etc., just to read a page. But if we go with
>the former, images will be reduced so much in size that they will loose much
>of their resolution. The PC could provide the horsepower for reducing these
>images before sending them to the 8-bit. I'll have to play with image
>reducing routines to see how suitable this approach could be.
>
>What settings did you use for the proxy server? Were the default settings OK?

I used 19200,N,8,1. I have a BB hooked up to my 800XL so I can do
19.2. In fact, I have been DCMing my many A8 disks and bringing them
to my PC with a null modem cable using Qmodem 95 on the PC side and
Bobterm 1.21 on the XL side. I then translate the DCMs to ATRs for
use with Atari800Win. So I was all set up to test your program
already.

2436. Re: 8-Bit <-> Web Proxy Server

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <35FEF710.3C8FCA51@erols.com>
Source record: 60005

Tom_Hunt@my-dejanews.com wrote:
>

> What settings did you use for the proxy server? Were the default settings OK?
>
The defaults were fine. My null-modem cable comes out of COM 2 at the
PC end and 9600 baud is about what my P: R: will handle. I never did
get a faster interface.

2437. Re: vertical DLI's?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6tnbphiqb1@news-1.news.gte.net>
Source record: 60006

Thanks all for your information and observations on that.

>Raphael James Espino wrote:
>
> John Schnittker <jschnitt@gte.net> writes:
>
> > Hi Atarians,
> >
> > I was playing the game SPINDIZZY and I notice there is are some columns
> > of varying color across the screen. I wonder how they did that? I have
> > written DLI's to change color registers, but only in a horizontal bar
> > (top to bottom) fashion.
>
> They look like PMG's (Player Missile Graphics) to me. Fill in the
> PMG's so that all the bits are set, give each PMG you're using a
> different colour and line them up side by side, and you should get
> exactly the effect seen in Spindizzy. Plus Spindizzy doesn't seem to
> use up the PMG's anywhere else.
>
> It is also possible to set up a DLI to change a colour half way across
> the screen, so you can display a colour on the left hand side of the
> screen, change it and then display the new colour on the right hand
> side. However, the timing does get complicated, and with the DMA
> going on, you need to leave a gap between the left hand colour and the
> right hand one, or the colour change may jump about slightly. But as
> far as Spindizzy is concerned, I'm pretty sure it was done with PMG's
>
> --
> Raphael Espino - rje@co.umist.ac.uk -
> http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
> http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

2438. Re: Atari Terminal Emulator Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <35fdb599.21281787@news.pressenter.com>
Source record: 60087

On Mon, 14 Sep 1998 09:33:04 +0200, "OSon"
<bbuehrig@hannover.sgh-net.de> wrote:
>Hi Steven!
>
>I have got the newest version of Bobterm (I think...). It's BobTerm 1.23.
>Do you still want it? Then sent me your address via eMail, please.

I don't know about Steven, but I have Bobterm 1.21 and would love to
get a complete Bobterm 1.2 (archive distribution prefered).

Can you attach an ARCed Bobterm 1.23 distro to an email to me?

Thanks.

2439. Re: vertical DLI's?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bde14b$166115a0$64374382@vidar>
Source record: 60007

John Schnittker <jschnitt@gte.net> wrote in article
<6tnbphiqb1@news-1.news.gte.net>...
> Thanks all for your information and observations on that.

Hi John!

How is the programming getting along ? Let me know if you have anything
done, and please email it to me. Ask if there's anything I can help with!
Take Atarian care and keep coding!

2440. Re: Block Demo: "Megan's Game"?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: David Hopcroft <davidh@cdex.co.uk>
Message-ID: <01bde14e$fd7f02a0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 60008

It was called "Janes Game", not sure where the "game" came in? It was nice to play with though.

I have a copy on 8 bit floppy but no way of getting it online, As yet. My web page is on it's way, but may take a few weeks to get ready and online, too many other distractions IRL :(. Plus I'll have to get an APE cable and software.

Any way that is the name of the program in the UK. If any one else has a copy maybe they can point you in hte right direction

cheers
Dave

Kirk Is <kisrael@allegro.cs.tufts.edu> wrote in article
<6tm4g2$uu4$2@news3.tufts.edu>...
> Years ago I saw a great sound/picture demo, called "___'s game"
> I think-- possibly Megan's. There were a bunch of 2-D blocks on screen
> that you could drop from on high, and each bounce made a cool tone. You
> could pull out a block from a pile of them, and they'd all come falling
> down making a beautiful cascade of sound.
>
> Can anyone confirm the name, and can anyone tell me where I could find
it
> online?
>
> --
> Kirk Israel - kisrael@cs.tufts.edu - http://www.alienbill.com
> "I am a fish person."
> --Sarah Strachan
>

2441. Re: atari d/a

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <35FFA57E.E6C0E0E8@ix.netcom.com>
Source record: 60009

Paul Davis wrote:
>
> hi
>
> if anyone has a voice master, parrot, or other such audio digitizer that
> could be sold/traded for/loaned, please drop me a note at
> paul.davis@oberlin.edu
>
> thanks
> paul
>
> ============================
> Paul Davis
> Oberlin Conservatory of Music
> www.oberlin.edu/~pdavis
> ============================

Paul,
I have the info for building the Antic Sound Processor. This is a very
simple to build digitiser that was persented in Antic Volume8 Number 8
issue. I have all of the software for it plus a very upgraded BASIC XL
program I wrote from the included original player.bas program. I'll scan
in the article and schematic for you if you want it. The interface costs
about $15.00 US in Radio Shack parts (regular off the shelf stuff).
E-mail me if you are interested.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2442. Re: Atari 800 power cord?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <01bde16f$916cfba0$14184d0c@sheldon>
Source record: 60010

Paul,

> I have an 800 that is missing it's power cord. Does any one know what
> voltage and amperage is required so I can find a replacement? (The
> table in the FAQ didn't seem to make any sense to me.)

I still have them in stock. List price is $20, but I'd like to close them out, so you can have a NEW Power Adapter for your Atari 800 for $10 (INCLUDING FREE SHIPPING anywhere within the continental U.S. 48-state area). Reply in Email to:

s.winick@worldnet.att.net

Sheldon (Computer STudio - Asheville, NC)

p.s. I also have USED power adapters available for $6 (INCLUDING FREE SHIPPING anywhere within the continental U.S. 48-state area).

2443. Alien Group Voice Box?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: Al <nospam@anywhere.com>
Message-ID: <01bde16e$dfd5e0f0$207a10ac@ntwaprete>
Source record: 60011

Has anyone written an emulator for the Alien Group Voice Box? This marvelous little box attached to the Atari serial port and allowed the Atari to both speak and sing.

2444. Re: Looking for Halley Pr

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6toj9l$1a7$1@nnrp1.dejanews.com>
Source record: 60012

In article <905895568@stackbbs.xs4all.nl>,
bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) wrote:
> -=> Quoting 8bitz@my-dejanews.com to All <=-

> 8b> Wasn't that 5 minute cassette tape that came with it cool :) I just
> 8b> found my p.l.a.n.e.t. certificate from completing that game when it was
> 8b> new. I think that was the most expensive atari program I bought. Like
> 8b> 27 bucks. I even remember getting the letter explaining the secret
> 8b> mission. I also remember having to by a field guide to the stars and
> 8b> planets just to figure out how to navigate. But for the life of me I
> 8b> can't remember anything about the game itself :) I have seen the atr
> 8b> around somewhere... Mark
>
> Hmmm, why not scan this certificate and send it to me,
> I will gladly put it on our upcoming Pooldisk CDrom... :)

And take it out of the frame :) Let me see if I can find a scanner. I should
have saved the letters and all but I think my ex tossed that kind of stuff
out.

I also have the hitchhikers guide to the galaxy stuff. Don't panic button,
peril sensitive sunglasses. Micro space fleet, fluff, and the 2 orders for
destruction certificates.

Mark

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2445. Re: Block Demo: "Megan's Game"?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980916134600.JAA06498@ladder03.news.aol.com>
Source record: 60013

Jane's Program.

2446. Northern SAM & Spectrum (and 8-Bit) Show Site update

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: nsss_98@usa.net
Message-ID: <35fff872.1514007@news.clara.net>
Source record: 60014
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

For more details of the show, either Email the above address, or take
a look at:

http://nsss.home.ml.org/

Thanks.

2447. Daft req: Atari800win old icon

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3607fa29.2884865@news.demon.co.uk>
Source record: 60015

I am after the old DLI style Atari800win icon as the new one looks
sparse (sorry Rich, its the only bad thing I have ever said about the
program)

So can any kind soul send me the old version ..please :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2448. Re: vertical DLI's?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <6tp0kp$5da$1@news-1.news.gte.net>
Source record: 60016

Hi Vidar,

I have learned some interesting things about the atari since last time we chatted. I started to write a game in gr. 1 then i discovered the special antic 4 color character modes. duh! they're woderful. They even allow for a 5th color when bit 7 is set. Thanks for all your support and helping. I'll get a program on the web as soon as i have one. Thanks again for your help.

John

2449. Re: Alien Group Voice Box?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <36000c64.1877348@207.97.159.250>
Source record: 60017

On Wed, 16 Sep 1998 08:38:18 -0400, "Al" <nospam@anywhere.com> wrote:

>Has anyone written an emulator for the Alien Group Voice Box? This
>marvelous little box attached to the Atari serial port and allowed the
>Atari to both speak and sing.
>
And perform other bodiy function sounds..... if you hit reset and then
typed dos it would make fart noises
didnt the singing head look like richard simmons?

yogi

2450. FS: Atari 400 w/6 cartridges, tape drive, books, etc. on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: jpurcell@prefer.net
Message-ID: <MPG.1069d0a56a543bf0989681@news2.apex.net>
Source record: 60018

Photo online

Auction ends 09/18/98 00:42:42 PDT

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=29868661

2451. Atari 8 SPACE SHUTTLE SIMULATOR

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36001e8d.5482269@news.pressenter.com>
Source record: 60019

Hi all. Quite some time ago one of the gentlemen that frequented this
ng was looking for that space shuttle program. I told him I had it
but that it was burried with all my Atari8 stuff in boxes and that
when I got the old glory back out again I would hunt it up for him. I
saved his name and email address but... after a major system & OS
upgrade on my PC I no longer have that correspondance. So... if you
are the one I am speaking of please reply. I have what you want(ed)
albeit eons late. Let me know who you are even if you no longer need
the program.

PS: I am currently transferin ALL (or at least almost all) my Atari8
stuff onto my PC. So I will have MEGA Atari8 software available for
easy sharing.

Ciao

Jon

2452. wtb: ATARI 822 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <6tp7vd$5me$4@platane.wanadoo.fr>
Source record: 60020

```
make offers
```

2453. total list of ATARI stuff i'm looking for:

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <6tp80k$5me$6@platane.wanadoo.fr>
Source record: 60021

```
-ATARI 8 bits:
1400xl
1450xl
1450xld
xc1411
drives: 815, xf351, xf521,xc35
printers: 822, xtl 201, xtm201, xtc201
misc: cx70 light pen, 1090, 1060
modems: 1035, 835

-standalone systems:
pong c100 atari
super pong pro c200
super pong pro c202
ultra pong doubles boxed only
ultra pong boxed only
video music

-video systems:
2800
5200 2 ports
7800 pro system boxed only

-misc:
cx43 space age
cx55
game library 582, 600, 700
carry case for: portfolio, 5200, 2600, jaguar
pro pad for jaguar

-calculators:
cc91r, cc91g
cc180, cc181, db 2100r, db 2200, st 300, st 310
```

2454. Re: Alien Group Voice Box?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6tp9pk$gnm@bgtnsc03.worldnet.att.net>
Source record: 60022

well we redid our singing head to look like a talking pumpkin for
halloween!! we even made a light sensor, so when you "tripped" it it would
come on, talk, and fade away!! a pretty cool halloween that!!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Yogi wrote in message <36000c64.1877348@207.97.159.250>...
>On Wed, 16 Sep 1998 08:38:18 -0400, "Al" <nospam@anywhere.com> wrote:
>
>>Has anyone written an emulator for the Alien Group Voice Box? This
>>marvelous little box attached to the Atari serial port and allowed the
>>Atari to both speak and sing.
>>
>And perform other bodiy function sounds..... if you hit reset and then
>typed dos it would make fart noises
>didnt the singing head look like richard simmons?
>
>yogi
>

2455. FS: Atari 65 XE in box PIC

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3604349e.11581624@news.earthlink.net>
Source record: 60023

Item #201762289: Atari 65XE computer in box PIC

This is listed on Haggle.com. It is not an auction. Bid the minimum
price and you win immediately. See the listing at:

URL: http://www.haggle.com/cgi/getitem.cgi?id=201762289

2456. FS: Atari 800xl computer. PIC

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <360836d6.12149783@news.earthlink.net>
Source record: 60024

This is listed on Haggle.com. It is not an auction. Bid the minimum price and you win immediately. See the listing at:

URL: http://www.haggle.com/cgi/getitem.cgi?id=201762324

2457. SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: Richard Hinkson <rhinkson@sunbeach.net>
Message-ID: <36004324.9F3DB2C7@sunbeach.net>
Source record: 60025

I keep reading about the SIO2PC cable, but haven't been able to find any details - has anyone got the pinout details so that I can manufacture this cable?

I am also very intetested in sourcing technical details on the original Atari 1050 Disk Drives as the two units I have have both failed - any suggestions on finding replacement units or having these two serviced would be appreciated.

2458. Gone

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: reflash <reflashg@execpc.com>
Message-ID: <6tpmji$rte@newsops.execpc.com>
Source record: 60026

My Atari 800 stuff is sold

2459. Rare 2600 games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <360072C1.4D8D@pilot.msu.edu>
Source record: 60027
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I am looking to complete some parts of my 2600 collection, so I need the
following games

SwordQuest: Water World
Asterix
Crazy Climber
Rubiks Cube
Motorodeo
Ikari Warriors
Sentinel
BMX Airmaster
Cosmic Commuter

Anything else not on my list....

My trade/own list can be accessed at:

http://pilot.msu.edu/user/reicher6/2600.txt
or
http://pilot.msu.edu/user/reicher6/atari.htm

I'm willing to trade most things on the list, try me.

Tempest

2460. FS/T Various Atari Computer Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: Jim Lazarenko <jim_lazarenko@NOSPAM.powersurfr.com>
Message-ID: <6tq73e$j5l1@dagger.videotron.ab.ca>
Source record: 60028
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

Updated 09/16/98

I have the following Atari 8bit components and cartridges for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask. I am open to reasonable offers on all items.

Please make all offers in U.S. Funds (buyer pays shipping). I am also willing to trade for some rare or shrink-wrapped/sealed titles for...
- Intellivision, ColecoVision, or various Atari systems
- Shrink-wrapped or mint SEARS Telegames for the Intellivision.
- A working Intellivision Music Synthesizer
- Rarer Mattel and Coleco Handhelds.
- And of course the ever popular, original Intellivision keyboard :)

If you are interested please respond to jim_lazarenko@NOSPAM.powersurfr.com (removing the NOSPAM first)

Hardware Please make an offer
==========
-Atari 800XL With Power Supply, RF Cable
-Atari 800XL No Power Supply
-Atari 600XL With Power Supply, RF Cable
-Atari 520 ST Missing all accesories
Custom made Atari RGB and audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
-Custom made Atari ST Composite Video/Audio cable (standard RCA jacks)

Controllers Please make an offer
==========
-Paddles (multiple sets) -for Atari & Commodore units
-2x Suncom Tac Joysticks -for Atari & Commodore units
-2x Wico Joystick (Black handle with grey base) -for Atari & Commodore units
-1x Spectravideo Joystick with suction cup base -for Atari & Commodore units

Cartridges Please make an offer
==========
- Atari Writer
- Basic
- Centipede
- Defender
- Donkey Kong
- Donkey Kong Junior
- Eastern Front (1941)

- Final Legacy
- Frogger
- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
- Miner 2049er
- Missle Command
- Moon Patrol
- Ms. Pacman
- Pac-Man
- Pole Position
- Qbert
- Realsports Football
- Robotron: 2084
- Star Raiders
- Tennis

Books and Manuals Please make an offer
==========
- Atari 800XL Manual and connection guide
- Atari 1050 Manual
- Consumer's Guide "The Users Guide to the Atari"
- Compute's "Third book of Atari"
- Compute's "The Atari Basic Source Book"

Magazines and Specification sheets Please make an offer
==========
- 1983 Atari 800XL Brochure
- 1986 Atari ST Computer Brochure
- Start - Premiere Issue Summer 1986
- Start - Spring 1988
- ST-Log - January 1987
- Antic - February 1986

Atari Force Comics
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

North American Gaming Magazines
==========
- Computer Gaming World - December 1988
- Game Players - February/March 1989
- Game Players - June/July 1989
- Video Games & Computer Entertainment - June 1989

European Gaming Magazines
==========
- Ace - November 1989
- Ace - December 1989

- Ace - April 1990
- Computer & Video Games - August 1988
- Computer & Video Games - May 1989
- Raze - December 1990
- The Games Machine - August 1988
- The Games Machine - September 1988
- The Games Machine - June 1989

2461. IOMEGA BUZZ

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-16 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <906251914@stackbbs.xs4all.nl>
Source record: 60029

Howdy folks

I've seen an ad. for the IOMEGA BUZZ
in one of the many advertising
leaflets (had to look that up in a
dictionary, hope it's the right
expression) that fall into our
mailbox. It's supposed to be a SOUND
related thing. Anybody know what it
is? Supposed to be? Where do you
hook it up? Is it "Classic ATARI
Compatible"???

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2462. AUSTRALIANS

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: am <andrej@tough.com>
Message-ID: <01bde292$daa39c60$4cdf868b@default>
Source record: 59938
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

TO ALL ATARI LOVING AUSTRALIANS.....get in touch with me and we can trade etc....
andrej@tough.com

im looking for a 5200, 400 , 800

2463. Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: savetz@my-dejanews.com
Message-ID: <6tqe2i$6fi$1@nnrp1.dejanews.com>
Source record: 59939

I'm teaching myself Assembly Language on the Atari 8-bits. It's something I always wanted to know as a kid, and I'm finally getting around to learning. Why? For the same reason that people study Latin, I guess. Who cares if it's a dead language; it's interesting.

I've read several books on the topic so far, but found a strange statement near the back of the manual for Atari's Assembler Editor: it is not well suited for development of large programs, and it shouldn't be used to develop object code greater than 10% of your Atari's memory. Was someone just being cautious when they wrote this? Does the Assembler Editor have extraordinary overhead compared to other assemblers? Could one develop an 8K cartridge game with the Assembler Editor and 64K or 128K?

Does anyone else dabble in Assembly anymore?

--Kevin Savetz

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2464. Re: Atari Terminal Emulator Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: OSon <bbuehrig@hannover.sgh-net.de>
Message-ID: <6tqeg4$d6d$1@nuss.hannover.sgh-net.de>
Source record: 59940

Jon Melbo wrote in message <35fdb599.21281787@news.pressenter.com>...
>On Mon, 14 Sep 1998 09:33:04 +0200, "OSon"
><bbuehrig@hannover.sgh-net.de> wrote:
>>Hi Steven!
>>
>>I have got the newest version of Bobterm (I think...). It's BobTerm 1.23.
>>Do you still want it? Then sent me your address via eMail, please.
>
>I don't know about Steven, but I have Bobterm 1.21 and would love to
>get a complete Bobterm 1.2 (archive distribution prefered).
>
>Can you attach an ARCed Bobterm 1.23 distro to an email to me?
>
>Thanks.

I hope it's possible because my ATARI 130XE keyboard is defect. Some keys doesn't work, but I try it. Did you received it? No, so please wait and you will get it when I have a new keyboard...

CU

OSon / HAR / morons

2465. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bde219$b2d97f20$44364382@vidar>
Source record: 59941

I do dabble a bit from time to time. I would like to say that I personally like Macro Assembler better than Assembler Editor. I can write the code as large as I want and you don't have to be afraid of not getting enough memory for source code, as it's only to include the next part and when you assemble it, it do it directly to disk. Have you done anything interesting ? Anywhere to get it to see ? Let me know if we can work on something together. That goes for Sean sean@thegate.demon.co.uk and John Schnittker too. Take care

savetz@my-dejanews.com wrote in article
<6tqe2i$6fi$1@nnrp1.dejanews.com>...
> I'm teaching myself Assembly Language on the Atari 8-bits. It's something
I
> always wanted to know as a kid, and I'm finally getting around to
learning.
> Why? For the same reason that people study Latin, I guess. Who cares if
it's
> a dead language; it's interesting.
>
> I've read several books on the topic so far, but found a strange
statement
> near the back of the manual for Atari's Assembler Editor: it is not well
> suited for development of large programs, and it shouldn't be used to
develop
> object code greater than 10% of your Atari's memory. Was someone just
being
> cautious when they wrote this? Does the Assembler Editor have
extraordinary
> overhead compared to other assemblers? Could one develop an 8K cartridge
game
> with the Assembler Editor and 64K or 128K?
>
> Does anyone else dabble in Assembly anymore?
>
> --Kevin Savetz
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
>

2466. COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: PM <p_michon@hotmail.com>
Message-ID: <6tqk76$5eg$9@platane.wanadoo.fr>
Source record: 59942
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

ALL about old home computers and game systems.
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------> NEW !!!! ====> CHAT ROOM / MESSAGE BOARD

FRANCAIS / ENGLISH
http://www.chez.com/cmpi

ATARI COMMODORE APPLE ORIC TEXAS INSTRUMENTS NINTENDO SEGA CBS
MATTEL AMSTRAD THOMSON SINCLAIR AMIGA NEO-GEO YENO MSX MULTITECH
C64 A500 VCS2600 TI99 4/A TO7 ZX81 520ST MPF2 COLECOVISON
VECTREX CPC6128 IIE MACINTOSH NES MASTER SYSTEM ......

2467. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: David Hopcroft <davidh@cdex.co.uk>
Message-ID: <01bde21d$4d9548c0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 59943

Good for you, I still program on and off in Assembly Language for a living.
As such would disagree it's a "dead language". Some people say Atari is
dead, but I think (hope) most people in this group wouldn't agree.

Modern Compilers do prduce some very good/efficent code, but every now and
then they do need human intervention. If you don't understand assembly it
can somtimes slow up the optimisation of functions, even if you optimise
the code at a high level, C or pascal etc.

==========
Message to every one else!
==========
NO semi/full flame sessions on why assembly/Atari IS dead, the above view
is my view and you won't change it :)
Besides I think most people have heard all the arguments (for and against)
many times before, so let's not waste bandwidth.
==========

Back to your question;
The Assembler Editor Cart is missing a lot of the features used in writing
large assembly programs, such a macro's. I think it's memory usage is a
little like Atari BASIC's and so hog's most (but not all) of page zero.
You will find page zero usefull for writing fast code (Look up, zero page
addressing). This will not stop you writing large?(what's large?) programs
in assembler editor, it's just NOT the best solution for the job. You will
after your code reaches a certian size find yourself solving more
problem/limitations of the Assembler than writing code.

For leaning to program and tinkering about with small routines the
Assembler Editor Cart is more than adiquiate. (I learnt to program in
Assembly with this cart).

When you feel a little more adventurous you should try to get a copy of
Atari's "Macro Assembler" or "Mac65".

Another thing you will come accross if you use a cartridge based assembler.
I if you want to write a cartridge based program (note same memory area).
You will have to write it somewhere else in memory and then relocate, your
code, to the memory area used by your assembler/debugger when you are ready
to do final testing. Thus no assembler/debugger any more. It can be done,
but it's a little bit messy.

Having more memory above the 48k RAM will not help, as the assembler editor
cart was written before this was commonly available/affordable. You can
write programs to take advantage of this extra memory but it's not the best
solution.

Good luck in your programming efforts.
Stick with it (doing somthing because you enjoy it, is the best reason to
do it.)

Dave

PS. Check out the other thread on this NG at the moment "assembly question"

2468. Re: FS/T Various Atari Computer Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: Steven Bianco <sbianco@optonline.net>
Message-ID: <3b7M1.1697$i16.9453330@news.optonline.net>
Source record: 59944
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

Hi Jim,

I've made 2 unsuccessful attempts to e-mail you. The mail is returned with
a message about unknown host. Any suggestions?

Steve

Jim Lazarenko wrote in message <6tq73e$j5l1@dagger.videotron.ab.ca>...
>Updated 09/16/98
>
>I have the following Atari 8bit components and cartridges for sale. All
the
>equipment is cleaned and detailed, and in good or better condition, but
>without boxes unless noted. If you have any questions in regards to unit
>condition, please feel free to ask. I am open to reasonable offers on all
>items.
>
>Please make all offers in U.S. Funds (buyer pays shipping). I am also
>willing to trade for some rare or shrink-wrapped/sealed titles for...
>- Intellivision, ColecoVision, or various Atari systems
>- Shrink-wrapped or mint SEARS Telegames for the Intellivision.
>- A working Intellivision Music Synthesizer
>- Rarer Mattel and Coleco Handhelds.
>- And of course the ever popular, original Intellivision keyboard :)
>
>If you are interested please respond to jim_lazarenko@NOSPAM.powersurfr.com
>(removing the NOSPAM first)
>
>**Hardware** Please make an offer
>===
>-Atari 800XL With Power Supply, RF Cable
>-Atari 800XL No Power Supply
>-Atari 600XL With Power Supply, RF Cable
>-Atari 520 ST Missing all accesories
>Custom made Atari RGB and audio cable. Connects an Atari ST to either a
>SONY XBR or XBR II RGB Monitor
>-Custom made Atari ST Composite Video/Audio cable (standard RCA jacks)
>
>
>*Controllers* Please make an offer
>===
>-Paddles (multiple sets) -for Atari & Commodore units
>-2x Suncom Tac Joysticks -for Atari & Commodore units
>-2x Wico Joystick (Black handle with grey base) -for Atari & Commodore

units
>-1x Spectravideo Joystick with suction cup base -for Atari & Commodore
units
>
>
>**Cartridges** Please make an offer
>===
>- Atari Writer
>- Basic
>- Centipede
>- Defender
>- Donkey Kong
>- Donkey Kong Junior
>- Eastern Front (1941)
>- Final Legacy
>- Frogger
>- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
>- Miner 2049er
>- Missle Command
>- Moon Patrol
>- Ms. Pacman
>- Pac-Man
>- Pole Position
>- Qbert
>- Realsports Football
>- Robotron: 2084
>- Star Raiders
>- Tennis
>
>
>**Books and Manuals** Please make an offer
>===
>- Atari 800XL Manual and connection guide
>- Atari 1050 Manual
>- Consumer's Guide "The Users Guide to the Atari"
>- Compute's "Third book of Atari"
>- Compute's "The Atari Basic Source Book"
>
>**Magazines and Specification sheets** Please make an offer
>===
>- 1983 Atari 800XL Brochure
>- 1986 Atari ST Computer Brochure
>- Start - Premiere Issue Summer 1986
>- Start - Spring 1988
>- ST-Log - January 1987
>- Antic - February 1986
>
>**Atari Force Comics**
>All are in Mint Condition
>===

>- Issue #2 - February 84
>- Issue #3 - March 84
>- Issue #9 - September 84
>- Issue #11 - November 84
>- Special Issue #1 - 1986
>
>**North American Gaming Magazines**
>===
>- Computer Gaming World - December 1988
>- Game Players - February/March 1989
>- Game Players - June/July 1989
>- Video Games & Computer Entertainment - June 1989
>
>**European Gaming Magazines**
>===
>- Ace - November 1989
>- Ace - December 1989
>- Ace - April 1990
>- Computer & Video Games - August 1988
>- Computer & Video Games - May 1989
>- Raze - December 1990
>- The Games Machine - August 1988
>- The Games Machine - September 1988
>- The Games Machine - June 1989
>
>
>
>
>
>
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>

2469. Re: assembly question

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ysohquc2z.fsf@co.umist.ac.uk>
Source record: 59945

TJ Edmister <Damage_X@hotmail.com> writes:

> I wanted to know where I could find out how to use the mac65 assembler
> or if there is a better assembler I should use.
The mac65 manual (along with many others) can be found at:
http://www.crestviewfl.com/~richard/atari-docs.htm

it won't teach you 6502 assembly language, but it'll teach you how to use mac65
--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

2470. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6tr5ut$1b$1@nnrp1.dejanews.com>
Source record: 59946

In article <01bde21d$4d9548c0$60cb30a4@etlcolpc23.ericsson.se>,
"David Hopcroft" <davidh@cdex.co.uk> wrote:

> Good luck in your programming efforts.
> Stick with it (doing somthing because you enjoy it, is the best reason to
> do it.)

Do you have any experience with action! It seems like an easy language to program in. And I have seen run time routines for compiling stand alone apps. I had the macro assembler years ago but never really learned.

I'm thinking about getting back into programming the atari just for nostalgia :)

Mark

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2471. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: Ian Coleman <icoleman@acm.org>
Message-ID: <6tr8q8$9gd$1@hirame.wwa.com>
Source record: 59947

David Hopcroft wrote in message
<01bde21d$4d9548c0$60cb30a4@etlcolpc23.ericsson.se>...
>When you feel a little more adventurous you should try to get a copy of
>Atari's "Macro Assembler" or "Mac65".

David,

Has this passed into PD, yet? How does one go about getting a copy of
either of these?

>Good luck in your programming efforts.
>Stick with it (doing somthing because you enjoy it, is the best reason to
>do it.)
>

Putting aside the question of the general merits of writing assembly
code--clearly compilers don't write themselves--I don't think there are too
many utilitarian arguments for learning to write 6502 code.

Then again there aren't too many practical arguments that recommend
restoring and riding old motorcycles either. :-)

IanC

>
>PS. Check out the other thread on this NG at the moment "assembly question"
>

2472. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bde254$af9d6520$6c374382@vidar>
Source record: 59948

Action! can't do the stuff you do in assembly. Unless you code all the routines in data statements or something (I never used Action!, but expect it has a way of handling data statements)

Try the 6502 and I think it's a useful experience. Even if not many use the it, if you understand the logic of it, it's easier to try 68000 or whatever.

Good luck and don't hesitate to ask, and I'll try to help as good as I can.
Take Atarian care

8bitz@my-dejanews.com wrote in article <6tr5ut$1b$1@nnrp1.dejanews.com>...
> In article <01bde21d$4d9548c0$60cb30a4@etlcolpc23.ericsson.se>,
> "David Hopcroft" <davidh@cdex.co.uk> wrote:
>
> > Good luck in your programming efforts.
> > Stick with it (doing somthing because you enjoy it, is the best reason
to
> > do it.)
>
>
> Do you have any experience with action! It seems like an easy language
to
> program in. And I have seen run time routines for compiling stand alone
apps.
> I had the macro assembler years ago but never really learned.
>
> I'm thinking about getting back into programming the atari just for
nostalgia
> :)
>
> Mark
>
> -----== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
>

2473. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <6trcai$351$1@kohl.informatik.uni-bremen.de>
Source record: 59949

Vidar "Hawk" Olavesen schrieb in Nachricht
<01bde254$af9d6520$6c374382@vidar>...
>Action! can't do the stuff you do in assembly. Unless you code all the
>routines in data statements or something (I never used Action!, but expect
>it has a way of handling data statements)

Maybe it's not as optimized as Assembler, but Action! is a *HIGHLY*
optimizing compiler. I never did much with it, either (and sold my cart
years ago), but I fooled around with it and also typed in some programs from
magazines and it really was cool. Something like it should be available for
PCs...

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

2474. Re: assembly question

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: TJ Edmister <Damage_X@hotmail.com>
Message-ID: <36018659.25AA@hotmail.com>
Source record: 59950

thanks guys, I already know 6502 asm OK, I got docs about registers and stuff, and my old DOS-XL manual tells how to do I/O.

2475. Re: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: Peter Prevos <pprevos@tip.nl>
Message-ID: <6trpto$k4k$1@news.worldonline.nl>
Source record: 59951

http://seka.nacs.net/~classics/
Atari Peripheral Emulator

2476. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: Ken Siders <ksiders@columbus.nospam.rr.com>
Message-ID: <PKfM1.520$4E6.4749000@storm.twcol.com>
Source record: 59952

Also give my assembler KASM available at umich or my page a try. It is a
disk to disk
assembler like the Atari Macro Assembler and supports almost all of its
features except
it is a little faster, supports command lines from some DOS's, doesn't
produce a bunch of
small segments in the output file, and it is free.
It also supports some Mac/65 psuedo-ops and its macro definition format and
can addionally
replace RA65 (the CC65 assembler).

--Ken Siders
http://atari8bit.home.ml.org or
http://home.columbus.rr.com/ksiders/atari.htm

Vidar "Hawk" Olavesen wrote in message <01bde219$b2d97f20$44364382@vidar>...
>I do dabble a bit from time to time. I would like to say that I personally
>like Macro Assembler better than Assembler Editor. I can write the code as
>large as I want and you don't have to be afraid of not getting enough
>memory for source code, as it's only to include the next part and when you
>assemble it, it do it directly to disk. Have you done anything interesting
>? Anywhere to get it to see ? Let me know if we can work on something
>together. That goes for Sean sean@thegate.demon.co.uk and John Schnittker
>too. Take care
>
>savetz@my-dejanews.com wrote in article
><6tqe2i$6fi$1@nnrp1.dejanews.com>...
>> I'm teaching myself Assembly Language on the Atari 8-bits. It's something
>I
>> always wanted to know as a kid, and I'm finally getting around to
>learning.
>> Why? For the same reason that people study Latin, I guess. Who cares if
>it's
>> a dead language; it's interesting.
>>
>> I've read several books on the topic so far, but found a strange
>statement
>> near the back of the manual for Atari's Assembler Editor: it is not well
>> suited for development of large programs, and it shouldn't be used to
>develop
>> object code greater than 10% of your Atari's memory. Was someone just
>being
>> cautious when they wrote this? Does the Assembler Editor have
>extraordinary
>> overhead compared to other assemblers? Could one develop an 8K cartridge

>game
>> with the Assembler Editor and 64K or 128K?
>>
>> Does anyone else dabble in Assembly anymore?
>>
>> --Kevin Savetz
>>
>> ------== Posted via Deja News, The Leader in Internet Discussion ==-----
>> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
>>

2477. Re: COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: pfg@cs.rmit.edu.au
Message-ID: <6ts4r2$7b$1@emu.cs.rmit.edu.au>
Source record: 59953
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

"PM" <p_michon@hotmail.com> writes:

>ALL about old home computers and game systems.
>Have a look at our collection and technical informations.

Gee, it would help wouldn't if the site was actually in *English*. Not that I'm discouraging people from keeping the old systems alive just because they don't do it in English, but it seem a bit inappropriate to be posting the URL of a non-english website to a predominately english speaking newsgroup, since most of us won't be able to understand it. ;-)

--
Paul Gilbert | pfg@yallara.cs.rmit.edu.au (The DreamMaster)
Bach App Sci, Bach Eng | The opinions expressed are my own, all my own, and
Year 5, RMIT Melbourne | as such will contain no references to small furry
Australia | creatures from Alpha Centauri.

2478. Re: FS/T Various Atari Computer Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: cartoon <bdbrix@spamenot.bbc.net>
Message-ID: <3601AA40.2301@spamenot.bbc.net>
Source record: 59954
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

```
Steven Bianco wrote:
>
> Hi Jim,
>
> I've made 2 unsuccessful attempts to e-mail you. The mail is returned with
> a message about unknown host. Any suggestions?
>
> Steve

Did you take the "NOSPAM." out of his address?

BB.
```

2479. WTB: Electronic Arts Titles

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: Mark & Tracey Kusz <mkusz@tir.com>
Message-ID: <6tsa9apvc1@ramp2.tir.com>
Source record: 59955

Looking for MULE, Seven Cities of Gold and One-On-One w/ instructions and original packaging.

2480. WTB: Electronic Arts Titles

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: Mark & Tracey Kusz <mkusz@tir.com>
Message-ID: <6tsdbcrhh3@ramp2.tir.com>
Source record: 59956

Looking for MULE, Seven Cities of Gold and One-On-One w/ instructions and original packaging.

2481. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <3601ED3A.5C7D00DA@postoffice.pacbell.net>
Source record: 59957

well, you would grow old waiting for it assemble 4.8K of object code.....
much less ENTER the source from disk. I use EDASM a lot - for small stuff.

Bob

savetz@my-dejanews.com wrote:

> I'm teaching myself Assembly Language on the Atari 8-bits. It's something I
> always wanted to know as a kid, and I'm finally getting around to learning.
> Why? For the same reason that people study Latin, I guess. Who cares if it's
> a dead language; it's interesting.
>
> I've read several books on the topic so far, but found a strange statement
> near the back of the manual for Atari's Assembler Editor: it is not well
> suited for development of large programs, and it shouldn't be used to develop
> object code greater than 10% of your Atari's memory. Was someone just being
> cautious when they wrote this? Does the Assembler Editor have extraordinary
> overhead compared to other assemblers? Could one develop an 8K cartridge game
> with the Assembler Editor and 64K or 128K?
>
> Does anyone else dabble in Assembly anymore?
>
> --Kevin Savetz
>
> ------== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2482. REQ Calamus typeface

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: Rulle <romantic@algonet.se>
Message-ID: <36004f6c.0@d2o67.telia.com>
Source record: 60030

I need an font called bison.cfn
please mail me at
romantic@algonet.se

2483. assembly question

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: TJ Edmister <Damage_X@hotmail.com>
Message-ID: <EuZL1.157$dZ.294495@newsfeed.slurp.net>
Source record: 60031

OK last time I posted this question the date on my computer was wrong,
so everybody probably missed it.

I wanted to know where I could find out how to use the mac65 assembler
or if there is a better assembler I should use.

2484. FS: Atari 2600 with joysticks and 10 carts PIC

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <360164d6.1303117@news.earthlink.net>
Source record: 60032

This is listed on Haggle.com. It is not an auction. Bid the minimum price and you win immediately. See the listing at:

URL: http://www.haggle.com/cgi/getitem.cgi?id=201762541

2485. FS: Atari 2600 (small version) with joysticks and 10 carts, and box. PIC

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <360465fb.1596247@news.earthlink.net>
Source record: 60033

This is listed on Haggle.com. It is not an auction. Bid the minimum price and you win immediately. See the listing at:

URL: http://www.haggle.com/cgi/getitem.cgi?id=201762542

2486. Re: Alien Group Voice Box?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6tpook$43k@freenet-news.carleton.ca>
Source record: 60034

"Al" (nospam@anywhere.com) writes:
> Has anyone written an emulator for the Alien Group Voice Box? This
> marvelous little box attached to the Atari serial port and allowed the
> Atari to both speak and sing

If it attached to the SIO port i'll write the code for it :) Just send me
the software.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2487. Re: assembly question

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6tq09gefe1@alexander.INS.CWRU.Edu>
Source record: 60035

(Wants Mac 65 docs or to know if there's a better Macro Assembler).
I dunno.
The csa8 FAQ mentions about a dozen Assemblers for the A8 and
a few cross assemblers to use with Unix machines, or something.
The Mac 65 is probably still for sale, along with the book,
at Bravo Sierra, B&C, Best and maybe other places.
The Macro Assembler Editor (MAE known as). By John Harris,
seems very much liked, advanced macro assembler/editor.
It is free, along with a text file, at www.umich.edu/(squiggle)archive/
atari/8bit. Under the Languages directory.
A pretty nice assembler tutorial, meant for the Atari Assembler
Editor, is at the Cleveland Freenet. If you can telnet, then
telnet> freenet-in-a.cwru.edu.
log on as guest. go atari at prompt. pick the Library, then
MISC text files. The tutorial is about msg. # 111.
Russ

2488. Re: assembly question

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980917012550.02354.00000424@ng88.aol.com>
Source record: 60036

>I wanted to know where I could find out how to use the mac65 assembler
>or if there is a better assembler I should use.

If you are just starting out, I would suggest the
Atari Assembler/Editor cart. And I would check the "for sales" for a copy of
" the Atari Assembler" by Don & Kurt Inman.
The A/E is slow, and not good for large projects, but for writing m/l routines
for BASIC programs, and learning, it is fine IMO.
Mac65 is a very good assembler, and being
a macro assembler, it allows using pre-written
macros (code modules) from libraries such as
the "Mac65 Toolkit" to make a project much
easier.
Larry

2489. calling all australians

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-17 00:00:00 UTC
From: am <andrej@tough.com>
Message-ID: <01bde290$912793e0$4cdf868b@default>
Source record: 60037
Cross-posted to: alt.atari,alt.atari.2600,alt.atari.2600.programming,comp.sys.atari.8bit,rec.games.video.atari

```
Attention....if you are in australia....an you want to trade atari'z get in
touch....im in sydney and have some cartz accumulating and im also looking
for a 5200 and 400/800 ....email me

andrej@tough.com
```

2490. Pooldisk TOO

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6tunur$nff@freenet-news.carleton.ca>
Source record: 59888

Great to hear its almost ready. For those of you who missed the original pooldisk dont miss it again, its been a valuable resource for me!

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2491. Re: Alien Group Voice Box?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6tuokb$5nh@bgtnsc02.worldnet.att.net>
Source record: 59889

but wasn' that an additional hardware addon?? and wouldn't it be hard to
emulate without documentation included??
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Steven J. Tucker wrote in message <6tpook$43k@freenet-news.carleton.ca>...
>
>"Al" (nospam@anywhere.com) writes:
>> Has anyone written an emulator for the Alien Group Voice Box? This
>> marvelous little box attached to the Atari serial port and allowed the
>> Atari to both speak and sing
>
>If it attached to the SIO port i'll write the code for it :) Just send me
> the software.
>
>Steve
>--
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
> * * * Ape Homepage: http://www.nacs.net/~classics * *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
Lines !!

2492. Re: Alien Group Voice Box?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: Al <nospam@anywhere.com>
Message-ID: <01bde365$3ef72bf0$0b439ad1@prete>
Source record: 59890

Gareee <gareee@worldnet.att.net> wrote in article
<6tuokb$5nh@bgtnsc02.worldnet.att.net>...
> but wasn' that an additional hardware addon?? and wouldn't it be hard to
> emulate without documentation included??
> Gary Tabar Jr,
>
> Steven J. Tucker wrote in message
<6tpook$43k@freenet-news.carleton.ca>...
> >
> >"Al" (nospam@anywhere.com) writes:
> >> Has anyone written an emulator for the Alien Group Voice Box? This
> >> marvelous little box attached to the Atari serial port and allowed the
> >> Atari to both speak and sing
> >
> >If it attached to the SIO port i'll write the code for it :) Just send
me
> > the software.
> >
> >Steve

Unfortunately i ditched my Atari stuff years ago. Perhaps someone who
worked at the Alien Group or knows someone who did will read this and knows
how the thing worked. I believe one of the pins on the SIO port was an
input pin that directed analog sounds directly to the TV, and the Voice Box
sent its output to that pin. In fact, I think some programs were written
to programmatically start and stop the tape cassette to play sounds,
providing in a crude way sounds to a program.

Al

2493. Re: FS 8bit art package (US) - correction to ad

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19980917215110.20525.00000585@ng131.aol.com>
Source record: 59958

The advertised items have been sold.

Thanks to all who inquired for your interest.

Gail

2494. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: GMenke <nospam@erols.com>
Message-ID: <01bde2ab$bb8f5620$8001a8c0@gregm>
Source record: 59959

savetz@my-dejanews.com wrote in article
<6tqe2i$6fi$1@nnrp1.dejanews.com>...
> I'm teaching myself Assembly Language on the Atari 8-bits. It's something
I
> always wanted to know as a kid, and I'm finally getting around to
learning.
> Why? For the same reason that people study Latin, I guess. Who cares if
it's
> a dead language; it's interesting.
>
> I've read several books on the topic so far, but found a strange
statement
> near the back of the manual for Atari's Assembler Editor: it is not well
> suited for development of large programs, and it shouldn't be used to
develop
> object code greater than 10% of your Atari's memory. Was someone just
being
> cautious when they wrote this? Does the Assembler Editor have
extraordinary
> overhead compared to other assemblers? Could one develop an 8K cartridge
game
> with the Assembler Editor and 64K or 128K?

I suspect its because the "stored program" aspect w/ line numbers to asmed makes large programs clumsy and places effective limits on the source file size. Further, the screen only output of compile messages makes tracking down compile time bugs bothersome (plus you have to worry about saving your program before running, so as not to loose all your changes when you bomb page 0 with a runaway pointer). I think where asmed is particularly good is with small programs up to a couple thousand bytes- and as such, its a great learning tool. The listings are small, and having an IDE is really convienent. When you start needing searchable symbol listings, asmed comes up a bit short.

I do lots of embedded assembly now- including x86, but I remember the Atari assembly very fondly...(I still remember the rush I got when I finally figured out how to trap system reset...)

Good luck!

Gregm

2495. Re: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3601e50f.29606251@news.pressenter.com>
Source record: 59960

On Thu, 17 Sep 1998 07:31:48 +0200, "Peter Prevos" <pprevos@tip.nl>
wrote:

>http://seka.nacs.net/~classics/
>Atari Peripheral Emulator

Is there a difference between the APE cable and an SIO2PC cable? What
about the APE PRO cable??

2496. Re: COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3603ef7d.32276450@news.pressenter.com>
Source record: 59961
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

On 17 Sep 1998 23:09:22 GMT, pfg@cs.rmit.edu.au (Paul Francis Gilbert)
wrote:

>"PM" <p_michon@hotmail.com> writes:
>
>
>>ALL about old home computers and game systems.
>>Have a look at our collection and technical informations.
>
>Gee, it would help wouldn't if the site was actually in *English*. Not that
>I'm discouraging people from keeping the old systems alive just because they
>don't do it in English, but it seem a bit inappropriate to be posting the URL
>of a non-english website to a predominately english speaking newsgroup, since
>most of us won't be able to understand it. ;-)

Then use that web page translating engine at altavista. it ain't half
bad.

2497. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3602ee12.31913027@news.pressenter.com>
Source record: 59962

On Thu, 17 Sep 1998 14:22:21 GMT, 8bitz@my-dejanews.com wrote:

>Do you have any experience with action! It seems like an easy language to
>program in. And I have seen run time routines for compiling stand alone apps.
>I had the macro assembler years ago but never really learned.

I am (was?) very familiar with Action! programming. I liked it very
much. Even made some programs with it.

2498. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bde2d5$0aec1f40$f9374382@vidar>
Source record: 59963

I haven't tested that, but did you make an 80 column editor ? Or a program
to start before the main program for 80 columns ? If it's your code, then
I'd have to say I am pretty impressed by the speed.

KASM is probably better, but Ken, is it totally compatible ? Macros and all
? Maybe I should switch to it too! Thanks

Ken Siders <ksiders@columbus.nospam.rr.com> wrote in article
<PKfM1.520$4E6.4749000@storm.twcol.com>...
> Also give my assembler KASM available at umich or my page a try. It is a
> disk to disk
> assembler like the Atari Macro Assembler and supports almost all of its
> features except
> it is a little faster, supports command lines from some DOS's, doesn't
> produce a bunch of
> small segments in the output file, and it is free.
> It also supports some Mac/65 psuedo-ops and its macro definition format
and
> can addionally
> replace RA65 (the CC65 assembler).
>
>

2499. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <36021F6E.BC3A579B@classic-games.com>
Source record: 59964

Thomas Meyer wrote:
>
> Vidar "Hawk" Olavesen schrieb in Nachricht
> <01bde254$af9d6520$6c374382@vidar>...
> >Action! can't do the stuff you do in assembly. Unless you code all the
> >routines in data statements or something (I never used Action!, but expect
> >it has a way of handling data statements)
>
> Maybe it's not as optimized as Assembler, but Action! is a *HIGHLY*
> optimizing compiler. I never did much with it, either (and sold my cart
> years ago), but I fooled around with it and also typed in some programs from
> magazines and it really was cool. Something like it should be available for
> PCs...

There is something like it, called "C" :)
--
http://www.classic-games.com/
If you commit perjury, you go to jail... Is the President of the United
States above the law? Food for thought.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

2500. Re: FS/T Various Atari Computer Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <36022086.DA7F8F5C@classic-games.com>
Source record: 59965
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

```
cartoon wrote:
>
> Steven Bianco wrote:
> >
> > Hi Jim,
> >
> > I've made 2 unsuccessful attempts to e-mail you. The mail is returned with
> > a message about unknown host. Any suggestions?
> >
> > Steve
>
> Did you take the "NOSPAM." out of his address?
>
> BB.

Guess he doesn't really wanna sell the items, huh?
--
http://www.classic-games.com/
If you commit perjury, you go to jail... Is the President of the United
States above the law? Food for thought.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***
```

2501. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3602201B.217CFB09@classic-games.com>
Source record: 59966

Ian Coleman wrote:
>
> David Hopcroft wrote in message
> <01bde21d$4d9548c0$60cb30a4@etlcolpc23.ericsson.se>...
> >When you feel a little more adventurous you should try to get a copy of
> >Atari's "Macro Assembler" or "Mac65".
>
> David,
>
> Has this passed into PD, yet? How does one go about getting a copy of
> either of these?

Not at any time in the near future... Copyrights last a long time.
They're available for download in a number of FTP and web archives.

> Putting aside the question of the general merits of writing assembly
> code--clearly compilers don't write themselves--I don't think there are too
> many utilitarian arguments for learning to write 6502 code.

Compilers are generally compiled by other compilers.

>
> Then again there aren't too many practical arguments that recommend
> restoring and riding old motorcycles either. :-)

Or collecting all this Vectrex stuff of mine, for that matter

--
http://www.classic-games.com/
If you commit perjury, you go to jail... Is the President of the United
States above the law? Food for thought.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

2502. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: David Hopcroft <davidh@cdex.co.uk>
Message-ID: <01bde2e3$18a8a140$60cb30a4@etlcolpc23.ericsson.se>
Source record: 59967

8bitz@my-dejanews.com wrote in article <6tr5ut$1b$1@nnrp1.dejanews.com>...
>
> Do you have any experience with action! It seems like an easy language
to
> program in. And I have seen run time routines for compiling stand alone
apps.
> I had the macro assembler years ago but never really learned.
>

Never used it myself (Sorry), I would like to though.

I did see code printed, in magazines, looked straight forward enough.

I think "New Atari User" (a.k.a. Page 6) in the UK still have some PD disks
with lots of action programs on them, source and objects.

2503. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: David Hopcroft <davidh@cdex.co.uk>
Message-ID: <01bde2e3$3652ede0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 59968

Vidar "Hawk" Olavesen <olavese@online.no> wrote in article
<01bde254$af9d6520$6c374382@vidar>...
> Action! can't do the stuff you do in assembly. Unless you code all the
> routines in data statements or something (I never used Action!, but
expect
> it has a way of handling data statements)

Really? I saw quite a few games written in Action. I think a guy called
"Stan Ockers" (apologees for the spelling) wrote a few games for the public
domain.

2504. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <6ttb7rran1@kohl.informatik.uni-bremen.de>
Source record: 59969

Greg Miller wrote in message <36021F6E.BC3A579B@classic-games.com>...
>> Maybe it's not as optimized as Assembler, but Action! is a *HIGHLY*
>> optimizing compiler. I never did much with it, either (and sold my cart
>> years ago), but I fooled around with it and also typed in some programs
from
>> magazines and it really was cool. Something like it should be available
for
>> PCs...

>There is something like it, called "C" :)

Bah! :)

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

2505. Re: 8-Bit <-> Web Proxy Server

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.106c06d08346d0fc989799@news1.ibm.net>
Source record: 59970

In article <6tksp0svh1@nnrp1.dejanews.com>, Tom_Hunt@my-dejanews.com
<Tom_Hunt@my-dejanews.com> stated:

> Does anyone else have any thoughts on which route to take?

Why not have an option for both? A HTML>ANSI interpreter for now, with
the option to receive raw HTML for when someone codes a one for the
Atari.

==========
lmcclure@ibm.net

2506. Re: video upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.106c079ff6a3a3898979a@news1.ibm.net>
Source record: 59971

In article <35fca39d.41167766@news.pressenter.com>, Jon Melbo
<jmelbo@pressenter.com> stated:

> You need a 360KB floppy. The heads are wider on the 360KB drives, the
> same size as the Atari drives.

Actually, if he is only reading the Atari files, the head size should not
make a difference, as long as the program being used knows to step 2
tracks instead of one, to account for the fact that a 1.2meg 5.25" PC
floppy is an 80 track drive.

Now, if he were writing to the disk, getting a 360K floppy drive would
certainly be advisable.

==========
lmcclure@ibm.net

2507. Re: Speaking of JAM, anybody try it on an 800xl yet?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.106c07d585f4a7398979b@news1.ibm.net>
Source record: 59972

In article <3607b22e.44897797@news.pressenter.com>, Jon Melbo
<jmelbo@pressenter.com> stated:

> How much are those JAMs going for anyway?

About $80.

==========
lmcclure@ibm.net

2508. Re: JAM!! with S-Video

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.106c099a397d7cf798979c@news1.ibm.net>
Source record: 59973

In article <35fda48c.41406950@news.pressenter.com>, Jon Melbo
<jmelbo@pressenter.com> stated:

> Just what _IS_ a "JAM!!"?

Looks like this one needs to be added to the FAQ. <grin>

The JAM!! is a small purple/lilac colored box made by AIMS Labs that
allows an composite or S-video (chroma/luma) output device to connect to
and display on a standard VGA or SVGA monitor.

Although a pass-thru is provided to allow a PC to hook up to the same
monitor, a computer is NOT required for the JAM!! to function.

You should be able to find the JAM!! at Electronics Boutique, Best Buy,
and other stores.

==========
lmcclure@ibm.net

2509. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_906120232@rtfm.mit.edu>
Source record: 59974
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 25, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

2510. Help with Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: Mark Ormerod <mark@valeofdreams.demon.co.uk>
Message-ID: <L98uKDAhQmA2EwDf@valeofdreams.demon.co.uk>
Source record: 59975

I've been enjoying Atari800WIN immensely, but I'm having
a problem running .exe files such as necromancer.exe.gz
Having read through the readme.txt I've completely failed
to get any joy :)

Do I need a copy of DOS or anything else to boot if off a virutal HDD?

Thanks,
--
Mark Ormerod
Work:rmo@prodplay.co.uk WWW:http://www.prodplay.co.uk
Play:ri@valeofdreams.demon.co.uk WWW:http://www.valeofdreams.demon.co.uk

2511. Re: COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: ptaft@wang.com
Message-ID: <6tttjq$fe2@elf.wang.com>
Source record: 59976
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

In article <3603ef7d.32276450@news.pressenter.com>, jmelbo@pressenter.com (Jon Melbo) wrote:
>
>Then use that web page translating engine at altavista. it ain't half
>bad.
>

Also, if you click on the item under the picture that says:" I don't understand French, I want the "Rosbeef" version of this wonderful site"

or

htttp://www.chez.com/cmpi/paleo/index_e.htm

Phil

2512. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: GMenke <nospam@erols.com>
Message-ID: <01bde32a$dcd32a80$8001a8c0@gregm>
Source record: 59977

David Hopcroft <davidh@cdex.co.uk> wrote in article
<01bde2e3$3652ede0$60cb30a4@etlcolpc23.ericsson.se>...
>
>
> Vidar "Hawk" Olavesen <olavese@online.no> wrote in article
> <01bde254$af9d6520$6c374382@vidar>...
> > Action! can't do the stuff you do in assembly. Unless you code all the
> > routines in data statements or something (I never used Action!, but
> expect
> > it has a way of handling data statements)
>
> Really? I saw quite a few games written in Action. I think a guy called
> "Stan Ockers" (apologees for the spelling) wrote a few games for the
public
> domain.
>

He was a member of the Eugene Oregon ACE a while back- I'd love to send him
a note sometime. Many of the programs he published there inspired a lot of
learning for me.

Your spelling is correct- he also wrote Action itself as I recall.

Gregm

2513. Re: Help with Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36039aba.25008276@news.demon.co.uk>
Source record: 59978

The other Day Mark Ormerod <mark@valeofdreams.demon.co.uk> wrote:

>I've been enjoying Atari800WIN immensely, but I'm having
>a problem running .exe files such as necromancer.exe.gz
>Having read through the readme.txt I've completely failed
>to get any joy :)
>
>Do I need a copy of DOS or anything else to boot if off a virutal HDD?

Nope, its a zipped file of sorts rather than a straight exe file. Use
winzip to unzip it 1st and then off you go..

Otherwise to run exe files read the faq bit that Rich wrote, very easy
to run exe files..
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2514. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bde334$f7cf3b80$92374382@vidar>
Source record: 59979

> Really? I saw quite a few games written in Action. I think a guy called
> "Stan Ockers" (apologees for the spelling) wrote a few games for the
public
> domain.
>
Of course you can do something with it. Ockers games are not that
impressive and I have yet to see anything that can compare to optimized
assembly coded stuff. Do you really think the demos written in pure
assembly could be done in Action! I don't

Take Atarian care

2515. Atari 8 SPACE SHUTTLE SIM

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <906150773@stackbbs.xs4all.nl>
Source record: 59980

-=> Quoting Jmelbo@pressenter.com to All <=-

Jm> Hi all. Quite some time ago one of the gentlemen that frequented
Jm> this ng was looking for that space shuttle program. I told him I had
Jm> it but that it was burried with all my Atari8 stuff in boxes and that
Jm> when I got the old glory back out again I would hunt it up for him. I
Jm> saved his name and email address but... after a major system & OS
Jm> upgrade on my PC I no longer have that correspondance. So... if you
Jm> are the one I am speaking of please reply. I have what you want(ed)
Jm> albeit eons late. Let me know who you are even if you no longer need
Jm> the program.

Jm> PS: I am currently transferin ALL (or at least almost all) my Atari8
Jm> stuff onto my PC. So I will have MEGA Atari8 software available for
Jm> easy sharing.

Hi Jon,
well if that 8bit software is pd or shareware, I'm surely interested...!
Please read the message about the "Pooldisk Too" cdrom project.

Regards,
Bo.
___ Blue Wave/386 v2.30

2516. Pooldisk TOO double cdrom

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <906150775@stackbbs.xs4all.nl>
Source record: 59981

Hi Atarian,
we're about to release the "out of this world" experience of the year.
It's our upcoming POOLDISK TOO cdrom with mostly Atari 8bit stuff on it.
The release date is October 24th on the ABBUC's Jahres Haupt Versammlung (JHV)
in Herten in Germany.
So, you still have 1 month to contribute to this project if you want to.
Did you write a nifty Atari 8 bit program and want to put it in the
Public Domain, or is it shareware, send it to us, and we'll put it on the CD.
Besides helping the Atari 8bit community,
you get a nice backup of your software as well ;)

We're also interested in pd from Page 6. We miss a lot of disks there,
so if you've got a Page 6 pd disk, it would be nice if you could email
us a disk image of it.
The closing date of sending software to us will be October 21st, because
we will be burning disks on October 22nd and 23rd all day...
Besides software you can email nice pictures of Atari artifacts as well,
as long as it has to do with our beloved 8bit computer it's ok.
On the new Pooldisk, we've also included some internet homepages.
If you've got a nice homepage, send us the URL and we'll include it on our CD.
You probably guessed it, if you've got something interesting concerning
the Atari 8bit, and want to share it with the rest of the Atari community,
send it to us, and we'll put it on the CD.

The new POOLDISK cdrom will consist of 2 CD's.
It seems like one cdrom will only contain .ATR disk images (650 MB or so).
We removed the .XFD disk images because of the limit in disk space <grin>,
and one can transform an .ATR disk into a .XFD image using ATR2XFD anyway.
Some nice people and clubs already contributed to our new project, like
ABBUC, SCAT, BELLCOM (Bob Wooley), Thunderdome BBS, just to name a few.
The other cdrom will contain movies, internet homepages,
Atari 8bit pc programs, Mapping the Atari in electronic format,
pictures of covers, hardware and other Atari related stuff.
The double disk cdrom can be ordered through the ABBUC.
Prices and such will be announced on the Internet after the ABBUC's JHV
on October the 25th (all dates are in GMT).

Sincerely,
Bo and Ernest Schreurs
Email your disks, software, scans to: ernest@wxs.nl
___ Blue Wave/386 v2.30

2517. APX software!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <906150776@stackbbs.xs4all.nl>
Source record: 59982

Hi again,
while I'm at it.
Can anyone tell me what the current status is of the APX programs?
APX = Atari Program eXchange.
Are the APX programs public domain now?
What I mean of course is, can we put it on our POOLDISK TOO cdrom? ;)
If so, I'll put up a list with the programs we have, and it would be
nice if people could send us the missing APX programs.
If it is still copyrighted, you can ignore this request.

Thank you for your attention,
Bo Schreurs

Homepage: http://www.xs4all.nl/~stack/atarixle.htm
___ Blue Wave/386 v2.30

2518. Oh Please!!!..Old Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3605cff4.38636097@news.demon.co.uk>
Source record: 59983

Someone must have the older version of Atari800win, 2.2 or 2.3 would be
lovely chaps or chapesses...

I only want to get the icon. :)

make an old man happy..:)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2519. Re: video upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3603d100.4786424@news.pressenter.com>
Source record: 59984

On Fri, 18 Sep 1998 07:39:00 -0500, lmcclure@ibm.net (Lonnie McClure)
wrote:

>In article <35fca39d.41167766@news.pressenter.com>, Jon Melbo
><jmelbo@pressenter.com> stated:
>
>> You need a 360KB floppy. The heads are wider on the 360KB drives, the
>> same size as the Atari drives.
>
>Actually, if he is only reading the Atari files, the head size should not
>make a difference, as long as the program being used knows to step 2
>tracks instead of one, to account for the fact that a 1.2meg 5.25" PC
>floppy is an 80 track drive.
>
>Now, if he were writing to the disk, getting a 360K floppy drive would
>certainly be advisable.

Very true, but to give him max flexability and minimum confusion I
suggested a 360KB drive. People can get things pretty confues when
they try to do conversions using a 1.2MB drive and older DD disks.
But of course you are correct.

>=================
>lmcclure@ibm.net

2520. Re: Atari 8 SPACE SHUTTLE SIM

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3604d21a.5067909@news.pressenter.com>
Source record: 59985

On Fri, 18 Sep 1998 15:10:00 GMT, bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) wrote:

> -=> Quoting Jmelbo@pressenter.com to All <=-
> Jm> PS: I am currently transferin ALL (or at least almost all) my Atari8
> Jm> stuff onto my PC. So I will have MEGA Atari8 software available for
> Jm> easy sharing.
>
>Hi Jon,
>well if that 8bit software is pd or shareware, I'm surely interested...!
>Please read the message about the "Pooldisk Too" cdrom project.

Well to be honest... a lot of it is and a lot of it isn't. Later, after I get it all transfered over, sorted out, reorganized into the kind of images I want etc., I will let you know about what SW/PD stuff I have.

2521. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: Ken Siders <ksiders@columbus.nospam.rr.com>
Message-ID: <CyAM1.686$4E6.5306189@storm.twcol.com>
Source record: 59986

>I haven't tested that, but did you make an 80 column editor ? Or a program
>to start before the main program for 80 columns ? If it's your code, then
>I'd have to say I am pretty impressed by the speed.

>
I wrote KEDIT, KASM, and KLINK. KEDIT had a turbo 40 column handler, a fast flickerterm type 80 column handler, and a fast graphics 8 type 80 column handler.
KLINK is used for KASM's optional "relative" mode which creates relative object
modules that must be linked and is completely compatable with CC65 assembler and
linker. KCC was never finished or released.

>KASM is probably better, but Ken, is it totally compatible ? Macros and all
>? Maybe I should switch to it too! Thanks

The only difference in macros are parameters are passed as text and substituted
directly for the %1's (like #define's in C) instead of evaluated and passed. This
normally shouldn't make a difference and is more powerful since you could pass
about anything to a macro. Both Atari Macro Assembler and Mac65 syntax is supported.

About the only commands not implemented are VFD, USE, LINK, and a few of the listing
options.

Despite what any of the documentation says they are now all freeware and not shareware.

Ken Siders
http://atari8bit.home.ml.org or
http://home.columbus.rr.com/ksiders/atari.htm

2522. Re: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-18 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6tumv6$n3c@freenet-news.carleton.ca>
Source record: 59987

Jon Melbo (jmelbo@pressenter.com) writes:
> On Thu, 17 Sep 1998 07:31:48 +0200, "Peter Prevos" <pprevos@tip.nl>
> wrote:
>
>>http://seka.nacs.net/~classics/
>>Atari Peripheral Emulator
>
> Is there a difference between the APE cable and an SIO2PC cable?

They do the same thing. The new windows version of APE wil require a
modified version of the interface, but they both are compatible.

> What about the APE PRO cable??

Does the reverse of the APE interface, it lets your PC talk to peripherals.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2523. Amstrad CPC group invite other 8-bit users...

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-19 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <906163172.76.3.nnrp-11.9e98ea3a@news.demon.co.uk>
Source record: 59891
Cross-posted to:
comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.CBM,comp.sys.ti,comp.sys.misc,comp.sys.msx,comp.sys.oric,alt.c64

"Something for the weekend?"

For those within travelling distance of the middle of England who fancy a good day out this Sunday, just a quick reminder that the Amstrad CPC users' club called "WACCI" are holding their annual "get-together" from 10am-4pm at the Bescott Football Stadium in Walsall, West Midlands, UK. Just off the M6.

Consider yourself invited.

It will only cost you 2 pounds each (there *had* to be a catch - it's towards the hire of the Director's
suite) and *any* 8-bit computer type is welcome. Just bring an extension lead and an adapter or two and you can plug in and play.

The group are not particularly partisan, and there is the opportunity of buying & selling second-hand computer kit and accessories without having to book (or pay for) a table.

Other attractions include a bar and a Sunday Market outside if you get bored!

E-mail me on Saturday at brian@spheroid.demon.co.uk for further details.
--
Brian Watson

2524. Re: Amstrad CPC group invite other 8-bit users...

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-19 00:00:00 UTC
From: nsss_98@usa.net
Message-ID: <3603116f.273306@news.clara.net>
Source record: 59892
Cross-posted to:
comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.CBM,comp.sys.ti,comp.sys.misc,comp.sys.msx,comp.sys.oric,alt.c64

On Sat, 19 Sep 1998 00:57:53 +0100, "Brian Watson"
<brian@spheroid.demon.co.uk> wrote:

>"Something for the weekend?"
>
>For those within travelling distance of the middle of England who fancy a
>good day out this Sunday, just a quick reminder that the Amstrad CPC users'
>club called "WACCI" are holding their annual "get-together" from 10am-4pm at
>the Bescott Football Stadium in Walsall, West Midlands, UK. Just off the M6.
>
>Consider yourself invited.
>
>It will only cost you 2 pounds each (there *had* to be a catch - it's
>towards the hire of the Director's
>suite) and *any* 8-bit computer type is welcome. Just bring an extension
>lead and an adapter or two and you can plug in and play.
>
>The group are not particularly partisan, and there is the opportunity of
>buying & selling second-hand computer kit and accessories without having to
>book (or pay for) a table.
>
>Other attractions include a bar and a Sunday Market outside if you get
>bored!
>
>E-mail me on Saturday at brian@spheroid.demon.co.uk for further details.
>--
>Brian Watson

And don't forget the NSSS on Saturday November 28th, in Bolton!

http://nsss.home.ml.org/

nsss_98@usa.net

2525. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-19 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <G5GM1.3661$F7.13847227@news.itd.umich.edu>
Source record: 59893
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 57117 Sep 14 02:15 ./8bit/incoming/crc16v31.arc
-rw-r--r-- kendric 15297 Sep 15 01:42 ./8bit/incoming/periscup.dcm
-rw-r--r-- kendric 70 Sep 15 01:43 ./8bit/incoming/persicup.blurb
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

2526. Re: Amstrad CPC group invite other 8-bit users...

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-19 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <906187106.1449.1.nnrp-10.9e98ea3a@news.demon.co.uk>
Source record: 59894
Cross-posted to:
comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.CBM,comp.sys.ti,comp.sys.misc,comp.sys.msx,comp.sys.oric,alt.c64

nsss_98@usa.net wrote in message <3603116f.273306@news.clara.net>...
>On Sat, 19 Sep 1998 00:57:53 +0100, "Brian Watson"
><brian@spheroid.demon.co.uk> wrote:
>
>>For those within travelling distance of the middle of England who fancy a
>>good day out this Sunday, just a quick reminder that the Amstrad CPC
users'
>>club called "WACCI" are holding their annual "get-together" from 10am-4pm
at
>>the Bescott Football Stadium in Walsall, West Midlands, UK. Just off the
M6.
>>
>>Consider yourself invited.

>And don't forget the NSSS on Saturday November 28th, in Bolton!

Wouldn't dream of it. *Another* good 8-bit show.

:-)

--
Brian

2527. 1450XLD drive question

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-19 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6955-36036A1E-17@newsd-198.iap.bryant.webtv.net>
Source record: 59895

Is there anyone here with an XLD that can answer my question?

That is, does the XLD double-sided drive address the first side as D1:, and the other side as D2:?

I ask this as I found my DOS 3 introduction, and it stated the above.

So does that also mean that if you use a DOS 2-type format, it still only formats one side of the disk? Would a DOS 2-type DOS even know that the other side is D2:, or would you have to flip the disk, or does it treat a separate disk drive, like an 850/1050 etc. as D2:?

I know this may seem trivial, but it is an interesting technical question for a rather rare computer and drive, not to mention the use of DOS 3.

2528. A simple answer about color

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-19 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <6956-3603680A-2@newsd-198.iap.bryant.webtv.net>
Source record: 59896

Without going blah blah about DLIs, mixing graphic modes, blah blah blah, for the most part, on an 8-bit you have four colors to work with. (At the same time)

With the ST in low-res, you have 16; medium-res, four. (At the same time) And of course, hi-res is only two, black and white.

I believe the original post was asking how many colrs can be displayed at one time, rather than the palette, or even how many shades of colors one could do with programming tricks.

2529. Just a quick thanks..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-19 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36098753.1186063@news.demon.co.uk>
Source record: 59897

Thanks to Frank P I have my old Atari800win..

Cheers..1 is enuff tho :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2530. More new articles

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-19 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bde3d3$533c3060$934d08c3@pc001>
Source record: 59898

I have added 3 more articles on the DGS website taken from the old Atari 8-bit News-Paper magazine. These are available on the site now. I have also updated the selection page with a brief summary of what each article is about. They're on: http://www.dgs.clara.net

Dean Garraghty

2531. Re: Auctions, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-19 00:00:00 UTC
From: clyde@obwon.kodak.com
Message-ID: <6u0hodjvh1@news.kodak.com>
Source record: 59899

```
+-Do yourself a favor if you're a beginner (or advanced user for that matter :)
+-if you really want to support the Atari, buy some stuff from your local
+-Atari usergroup and join them.
+-Sign up for an Atari newsletter (if they still exist).
+-Buy some new (Polish) software.
+-Buy some new hardware (BB or IDE interface from Germany).
+-Post something about your Atari experiences in this ng.
+-Build SIO2PC interfaces, and sell them for a reasonable price.
+-And for auctions, well, bid laughably low and try to get away with it ;)
+-Let me know what you think.
+-
+-Bo.
+-Working on Pooldisk Too CDrom (to be released on October 24th).
+-___ Blue Wave/386 v2.30
```

Bo, Where can someone find a EXP80? I have a 130XE w/ BB, 210meg hd, 1.44,
& 28.2k on my system. w/ many extras to trade.

Greg

2532. Re: A simple answer about color

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-19 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <6u0tff$63$1@nnrp1.dejanews.com>
Source record: 59900

In article <6956-3603680A-2@newsd-198.iap.bryant.webtv.net>,
marknewtonjohn@webtv.net (Mark Newton-John) wrote:
> Without going blah blah about DLIs, mixing graphic modes, blah blah
> blah, for the most part, on an 8-bit you have four colors to work with.
> (At the same time)

you know, there is actually not much blah about it.
try this for 256:

```
COLPF2 .EQ $D018
COLOR .EQ $80
WSYNC .EQ $D40A
START LDA COLOR
STA COLPF2
INC COLOR
STA WSYNC
JMP START
```

-Dan Vernon

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2533. atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-19 00:00:00 UTC
From: Henry <henry.dahmen@primus-online.de>
Message-ID: <36040509.E5287267@primus-online.de>
Source record: 59901

hello everyone,

can you help me out and tell me where to find a good 800xl emulator for
pc or if there are any at all.

henry

2534. Re: COOOOOOOOOOOOOL SITE !!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-19 00:00:00 UTC
From: c64ever@SPAM.ME.AND.I.WILL.SEND.VAN.DAMME.dsv.nl
Message-ID: <3608e405.3204065@news.dsv.nl>
Source record: 59902
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.games.misc

>On 17 Sep 1998 23:09:22 GMT, pfg@cs.rmit.edu.au (Paul Francis Gilbert) wrote:

>Gee, it would help wouldn't if the site was actually in *English*. Not that
>I'm discouraging people from keeping the old systems alive just because they
>don't do it in English, but it seem a bit inappropriate to be posting the URL
>of a non-english website to a predominately english speaking newsgroup, since
>most of us won't be able to understand it. ;-)

|On Fri, 18 Sep 1998 15:23:10 GMT, ptaft@wang.com (Phil Taft) wrote:

| Also, if you click on the item under the picture that says:" I don't
|understand French, I want the "Rosbeef" version of this wonderful site"

The English flag is a dead giveaway in case you didn't understand
that!

>htttp://www.chez.com/cmpi/paleo/index_e.htm

Can you say "D'OH!"?

Martijn

___
/ __| C O M M O D O R E 6 4 E V E R ! ! !
/ / ____
| | |__ / / /| >>>>>>>>>>>>>>>>>>>>>>>>
| | |___\ / _ /_|_ > c64ever@dsv.nl <
\ __ | | | >>>>>>>>>>>>>>>>>>>>>>>>
___| __/ |

2535. 850 - pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-19 00:00:00 UTC
From: "Stephen M. Stephens" <sstephens@AMERITECH.NET>
Message-ID: <3604515F.E68C0F0C@AMERITECH.NET>
Source record: 59903

Transferring files between a pc and my 800xl has be successful via a modem and a friend with 2 phone lines one calls the other. I have an 850 and a (pc) null modem cable (works great for duke nukem). When I try to use w95's direct connect feature with the 850 (on serial port 1 and using bobterm) I can't get the two pc's to connect. I've also tried ports 2,3,4 but with no luck. I've also tried this in dos with Telix, but with the same result. Can anybody send me some tips for doing this (pinouts for the cable, baud rate etc.)

Thanks!

(This will beat packing my system up and taking it to his house for slow transfers - although playing galaxian afterwards on a 46" tv is killer!)

2536. Rare Colecovision games for trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-19 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <3604592A.7B8@pilot.msu.edu>
Source record: 59904
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I recently came by some hard to find colecovision games

Squish Em featuring Sam
Illusions
Zenji

All are in good condition.

I want to trade them for some hard to find Atari 2600 games. If you're
intersted, please e-mail me and tell me what games you have for trade.

Tempest
reicher6@pilot.msu.edu

2537. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: Itay <itayc@hotspam.com>
Message-ID: <36044A8D.E660F661@hotspam.com>
Source record: 59905

savetz@my-dejanews.com wrote:

> I've read several books on the topic so far, but found a strange statement
> near the back of the manual for Atari's Assembler Editor: it is not well
> suited for development of large programs, and it shouldn't be used to develop
> object code greater than 10% of your Atari's memory. Was someone just being
> cautious when they wrote this? Does the Assembler Editor have extraordinary
> overhead compared to other assemblers? Could one develop an 8K cartridge game
> with the Assembler Editor and 64K or 128K?

I recall trying to write a large project with the Assembler/Editor cart, and it
just gotproblematic as it grew.

First, the entire source had trouble fitting in memory. And when I split it up
into smaller
source files, the load/assemble process was so slow (the files get read from disk
a line
at a time, or something like that) that I usually set things so I could go and
have lunch
during assembly. It was that slow.

John Harris' MAE (Macro Assembler/Editor) was my tool of choice when writing
Ice-T,
my 80-column terminal emulator. I liked it so much, in fact, that I contributed
to it and
created fast 64-column and 80-column text "drivers" that John incorporated into
the
program. It's very powerful and fast, and really makes assembly programming a
pleasure.

-itay
--
To respond please change spam to mail.

2538. Re: 850 - pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3604a74e.33790768@news.pressenter.com>
Source record: 59906

On Sat, 19 Sep 1998 20:50:39 -0400, "Stephen M. Stephens"
<sstephens@AMERITECH.NET> wrote:

>Transferring files between a pc and my 800xl has be successful via
>a modem and a friend with 2 phone lines one calls the other. I have an
>850 and a (pc) null modem cable (works great for duke nukem). When I
>try to use w95's direct connect feature with the 850 (on serial port 1
>and using bobterm) I can't get the two pc's to connect. I've also tried
>ports 2,3,4 but with no luck. I've also tried this in dos with Telix,
>but with the same result. Can anybody send me some tips for doing this
>(pinouts for the cable, baud rate etc.)
>
>Thanks!
>
>(This will beat packing my system up and taking it to his house for slow
>transfers - although playing galaxian afterwards on a 46" tv is killer!)

Yes, run a terminal program on the PC side which can use a comm port
directly. This would include DOS based terms, or a Win95 one such
QModem 95 can do it too. Then run Bobterm on the XL. Set for 9600bps
on both sides, N 8 1. Use a null modem adapter. I don't want to dig
for the pinouts right now, but I'm sure you can buy one or find the
pinouts easy enough. Use YMODEM batch transfer between the systems.
Works great for me except I use a Black Box and use 19.2Kbps.

2539. JAM!! + XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980920082353.17115.00002086@ng112.aol.com>
Source record: 59907

I dug the XEP80 out of the garage and tested it. Long story short - it works with the composite input to the JAM!!, but not especially well. (Sort of like the
XEP80 has always worked for me!) Since on my hardware, the JAM!! underscans the screen, and the XEP80 overscans the screen, that part balanced out very well. The display filled the whole screen, but did not overscan the edges. It took a very little centering to get the display right where it should be. The display comes out medium-gray with white text. Unlike using the XEP80 with a composite monitor which produces thin letters, the JAM!! displays the letters as very wide.
(Scan-doubled = double-wide letters?) The text was very legible, but had a lot of shadowing with artifacting in pink & green in the shadows. Also lots of RFI.
All in all, not pretty. Tried hooking up to the S-video, but it would not work at all.
The champion display for the XEP80 is still clearly (no pun intended) the TTL mod
from Bob Woolley. If someone else tries this, I'd be interested in their results, and perhaps someone has an idea how to get the S-video to work or clean up the shadowing and RFI?
Larry White

2540. Atari Metal (in northern California)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: rpribish@dcn.davis.ca.us
Message-ID: <ax6N1.933$gb5.1662765@news3.ispnews.com>
Source record: 59908
Cross-posted to: ucd.life,rec.games.video.classic,comp.sys.atari.8bit,alt.rock-n-roll.metal.progressive,alt.rock-n-roll.metal.heavy,alt.rock-n-roll.metal,alt.rock-n-roll.metal.death

Hi Everyone,

Here's the schedule of upcoming Missile Command shows:
You can find maps to all the shows on the MC website at:
http://www.pribish.com/mc/

Sunday, September 20 6:30 p.m. (All Ages)
BOJANGLES (formerly Cattle Club)
7042 Folsom Blvd. Sacramento, CA
with D-Train, Eulogy, Silvara, Sin & White Room

Tuesday, September 22 9:00 p.m. (21 and over)
COVERED WAGON SALOON
917 Folsom Street (Between 5th & 6th Streets) San Francisco, CA
with Decapitor & Skitzo

Monday, September 28 9:00 p.m. (21 and over)
PARADISE LOUNGE
308-314 11th Street (at Folsom) San Francisco, CA
with Sangre Amado and Consumed

Sunday, October 4 9:00 p.m. (21 and over)
TIP TOP INN
3001 Mission Street San Francisco, CA
with T.B.A.

Tuesday, October 6 9:00 p.m. (21 and over)
COVERED WAGON SALOON
917 Folsom Street (Between 5th & 6th Streets) San Francisco, CA
with Living Impaired

Bring your friends!

Cheers, Reinhard

Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com
Graphic and Web Site Designer | "Art as expression - Not as market
Atari 2600 Game Cart Collector | campaigns - Will still capture our
Drummer for Missile Command | imaginations" - Neil Peart

2541. For Sale: SupraModem 2400 + cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: Itay <itayc@hotspam.com>
Message-ID: <3604FAE0.F09EE1C0@hotspam.com>
Source record: 59909

FOR SALE:

SupraModem external 2400 baud modem, in perfect working order, including docs.

Compact size. Includes custom-built cable to attach to Atari 850 interface or, alternatively,
a cable to attach to the PC end of an Sio2PC / APE cable.

(If that doesn't seem to make sense, it looks like this:

Atari - <--APE/Sio2PC cable--> - <--My cable--> - Modem

and it works just fine if you load the R-Verter R: handler, and doesn't need any kind of interface.)

Used with my Ice-T terminal emulator it can turn your 8-bit into a rather fast and convenient
terminal for email, BBS, textual web-surfing, downloading, etc.

The modem needs 9VAC, and therefore will work with any Atari standard power supply. I can
throw one of these in, but it's heavy and will make postage really expensive. I am located in Israel.

$40 or best offer.. Shipping will be approx. $10 extra, Airmail to anywhere in the world.

- Itay Chamiel - itayc at hotmail dot com - Change spam to mail when replying!

2542. FA- Atari Video Pinball - In Org BOX!!!! - ends 9/22

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <3605106e.0@blushng.jps.net>
Source record: 59910

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=30947060

2543. FA - Atari 1027 Printer - COOL!!! - ends 9/22

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <360510f4.0@blushng.jps.net>
Source record: 59911

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=30949816

2544. FA - Atari XE Game system/Computer - SUPER COOL!!! - ends 9/22

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <360512dc.0@blushng.jps.net>
Source record: 59912

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=30956886

2545. Re: Oh Please!!!..Old Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: jsegur@westelcom.com
Message-ID: <3606187a.9982955@news.westelcom.com>
Source record: 59913

mclane@dellos.demon.co.uk (Paul Irvine) wrote:

>
>Someone must have the older version of Atari800win, 2.2 or 2.3 would be
>lovely chaps or chapesses...
>
>I only want to get the icon. :)
>
>make an old man happy..:)

I've emailed a copy of the 2.2 icon extracted from the source code
zip. Hope it's what you wanted.
--
Joe

2546. Eight Bit H/W & S/W for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: eightbit@ehrich.com
Message-ID: <3605317F.2708B4D9@ehrich.com>
Source record: 59914
Cross-posted to: alt.c64,comp.sys.apple2.marketplace,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari,comp.sys.cbm,comp.sys.ti,bit.listserv.coco

Apple, Commodore, C64, Amiga, VIC20, CoCo, TI and much more

--
http://members.bellatlantic.net/~generic

then click to go to the Computer & Video Game Garage Sale

sw/hw PC 8-Bit MAC Video-Games Music Fun

Try the BRAIN TEASERS & RIDDLES while you are there

Great HTML Color chart also

2547. Re: Pooldisk TOO double cdrom

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <6u3gq0$sqp@news2.tds.net>
Source record: 59915

Is the original Pool disk still available, or is this new disk an upgrade
that includes the stuff from the original disk?

Michael Schoedel, Atari Nut!

Ponderous Farr: A Vulcan thinking about sex.

Net-Tamer V 1.11.1 - Test Drive

2548. UK National 8-bit Show?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <906318888.10221.0.nnrp-05.9e98ea3a@news.demon.co.uk>
Source record: 59916
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.msx,comp.sys.atari.8bit,alt.c64,comp.sys.sinclair,comp.sys.misc, comp.sys.ti,comp.sys.cbm

Following on from today's get-together in Walsall, central England, the Amstrad CPC user group WACCI are considering sponsoring (ie underwriting) a get-together for users of *all* 8-bit formats at around this time next year.

Facilities suggested to be included: bring and buy, demonstrations, emulators running, chat area, etc. But still very open to suggestions, really....

Early thoughts are that it wouldn't be an "Amstrads+others" event, but rather a completely open 8-bit event that they just happen to be sponsoring. And no big banners all over the place proclaiming their sponsorship, either...

:-)

Suggestions and comments are invited from any user of any relevant computer type on whether this is worth doing, and how it might be done to encourage success.

Perhaps entrance fees for visitors should be kept to a minimum, and the stall fees should be really cheap to encourage attendance?

Suggestions and comment can be sent to WACCI's publicity officer, Brian Watson at brian@spheroid.demon.co.uk

--
Brian

2549. Re: Oh Please!!!..Old Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3608300f.24782254@news.demon.co.uk>
Source record: 59917

The other Day jsegur@westelcom.com (Josef W. Segur) wrote:

>mclane@dellos.demon.co.uk (Paul Irvine) wrote:
>
>>
>>Someone must have the older version of Atari800win, 2.2 or 2.3 would be
>>lovely chaps or chapesses...
>>

>I've emailed a copy of the 2.2 icon extracted from the source code
>zip. Hope it's what you wanted.

Yep, it was..and many thanks..

BTW to Garee Tabarr (spelling wrong(?) but from memory)....You like
Synapse stuff like screen shots..read the comp.emulators.cbm group and a
post from Hakan Sundell :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2550. 32 in 1 and Xenophobe (2600) for trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <36058331.5B4E@pilot.msu.edu>
Source record: 59918
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I have a new in the box copy of Xenophobe (PAL) and a mint condition 32 in 1 (PAL, No Box) for trade. I am looking for equally rare 2600 games that I do not own. Check out my list of games I own at:

http://pilot.msu.edu/user/reicher6/2600.txt

If you are interested in trading e-mail me.

Tempest
reicher6@pilot.msu.edu

2551. Bop N Wrestle

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: Bob Mahoney <mahoney@gate-way.net>
Message-ID: <6u44ma$8dn$1@nr1.toronto.istar.net>
Source record: 59919

Hi I was wonder if anyone could help me get the 800 enualtor to work, i can get the title screen of the game up then it asks me to turn over the disk and press select (f2) . thats as far as i can get and now im stuck

thanks

bob

2552. Re: Pooldisk TOO double cdrom

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: peter@soemtron.handshake.de
Message-ID: <71D-j3P$zHB@peter.soemtron.handshake.de>
Source record: 59920

Howdy !

Am 20.09.98 , prï¿½zise um 14:40 , schrieb Bo zu diesem Thema
folgenden "netten Text" , den ich nun im einzelnen zitieren werde .

> Hi Atarian,
> we're about to release the "out of this world" experience of the year.
> It's our upcoming POOLDISK TOO cdrom with mostly Atari 8bit stuff on it.
> The release date is October 24th on the ABBUC's Jahres Haupt Versammlung
> (JHV) in Herten in Germany.

fantastic news. CU in Herten!

-thomas

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

2553. W: Newsroom ..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: peter@soemtron.handshake.de
Message-ID: <71D-jKSpzHB@peter.soemtron.handshake.de>
Source record: 59921

Howdy !

Can anyone tell me, where too find the 8-bit Atari program "Newsroom"?
AFAIK it was fairly populair so i'm interested in this program.

Any URL, Distributor or BBS?

-thomas

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

2554. Game Database?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: peter@soemtron.handshake.de
Message-ID: <71D-jhW$zHB@peter.soemtron.handshake.de>
Source record: 59922

Howdy !

Is there a 8-bit games database for commercial distributed games somewhere
in the internet available? Something like those movie-databases?

-thomas

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

2555. Re: atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: David <clmdlm@hotmail.com>
Message-ID: <6u4fk5$37n$1@news.rdc.cl>
Source record: 59923

Henry wrote in message <36040509.E5287267@primus-online.de>...
>hello everyone,
>
>can you help me out and tell me where to find a good 800xl emulator for
>pc or if there are any at all.
>
>henry
>

Try at: www.davesclassics.com

David L. clmdlm@hotmail.com

2556. Re: IOMEGA BUZZ

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <3605D2BB.CE71CEB8@net66.com>
Source record: 59924

Mathy Van.nisselroy wrote:
>
> Howdy folks
>
> I've seen an ad. for the IOMEGA BUZZ
> in one of the many advertising
> leaflets (had to look that up in a
> dictionary, hope it's the right
> expression) that fall into our
> mailbox. It's supposed to be a SOUND
> related thing. Anybody know what it
> is? Supposed to be? Where do you
> hook it up? Is it "Classic ATARI
> Compatible"???

It has absolutely nothing to do with the Atari.

It's a combination 30fps video capture/SCSI adapter used to capture
movies, edit & spit it back out as video.

As soon as I figure out how to mock-up a PCI-bus interface for my 800XL,
well...

Mark "Clinging to the Bleeding Edge of Technology" Statzer

--
I'm glad I'm not President of the United States, because then I would be
limited to having sex with pretty much whoever shows up in my office.

2557. Re: UK National 8-bit Show?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-20 00:00:00 UTC
From: Lee Friend <lee@friend.globalnet.co.uk>
Message-ID: <6u6afk$fm3$3@newnews.global.net.uk>
Source record: 59925
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.msx,comp.sys.atari.8bit,alt.c64,comp.sys.sinclair,comp.sys.misc, comp.sys.ti,comp.sys.cbm

Hi Brian,

It sounds good. I know a few ole Speccy/8 bit machine guys who might be interested.

I haven't been to an 8 bit show since around 1986 (PCW) at Olympia, London (the speccy drum was the highlight that year).

Lee
100% ZX Spectrum Ed

2558. Re: UK National 8-bit Show?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: davidledbury@postmaster.co.uk
Message-ID: <3606cd9c.462084@news.clara.net>
Source record: 59838
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.msx,comp.sys.atari.8bit,alt.c64,comp.sys.sinclair,comp.sys.misc,comp.sys.ti,comp.sys.cbm

On Sun, 20 Sep 1998 22:37:59 +0100, "Lee Friend"
<lee@friend.globalnet.co.uk> wrote:

>Hi Brian,
>
>It sounds good. I know a few ole Speccy/8 bit machine guys who might be
>interested.
>
>I haven't been to an 8 bit show since around 1986 (PCW) at Olympia, London
>(the speccy drum was the highlight that year).
>
>Lee
>100% ZX Spectrum Ed

Well don't forget the NSSS then ;)

nsss_98@usa.net for more info.

2559. Re: W: Newsroom ..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2109981657270001@refdesk.library.carleton.edu>
Source record: 59839

In article <71D-jKSpzHB@peter.soemtron.handshake.de>,
peter@soemtron.handshake.de (Thomas Havemeister) wrote:

>Can anyone tell me, where too find the 8-bit Atari program "Newsroom"?
>AFAIK it was fairly populair so i'm interested in this program.
>
>Any URL, Distributor or BBS?

From the B&C ComputerVisions price list at http://www.myatari.com/bc800d.txt

ATD324 NEWSROOM (XL WITH/1050) 19.95

Closer to you, from the Micro Discount price list at:
http://ourworld.compuserve.com/homepages/derekfern/DISKS.htm

NEWSROOM : *#15:00*

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2560. Re: Atari8bit cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2109981659140001@refdesk.library.carleton.edu>
Source record: 59840

In article <3605F511.9B636179@asw.cz>, Jindrich Kubec <kubecj@asw.cz> wrote:

>Does exist list of game cartridges produced for Atari 800 computers?
>I've got about 110 cartridge images and I'm looking for more.

I recommend:

http://www.execpc.com/~krieg/VidGames.htm

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2561. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3606caa6.92407797@news.pressenter.com>
Source record: 59841

On 21 Sep 1998 10:01:09 GMT, "David Hopcroft" <davidh@cdex.co.uk>
wrote:

>Dear Mr Hawk
>
>I was just saying a few games WERE written in "Action!", (I guess a few
>utilities were as well?). I have seen one or two games written in assembly
>that were "not so impressive", (in my opinion anyway).

SNIP

>As NEITHER of us programmed in "Action!", I don't think WE are in a
>position to discuss the various merits/demerits of the language.
>
>PLEASE don't let this become a shouting match along the line's; my language
>is better than yours. No language is ALL purpose, in the computing or real
>life worlds.
>
>Sorry if I offended your views on programming languages. I do agree
>assembly language is usefull very experience, but so is trying out other
>languages. They all have somthing to offer someone.

Okay. The final (at least my) word on Action! vs. Assembly. Verdict:
Use Action! ALWAYS unless one of the fgollowing limitations apply:

1) You need absolutely the very fastest code possible. Action!
compiles to very fast and efficient machine code, but, assmebly will
always allow a bit extra performance if hand optimized by a skilled
assembly programmer. In almost all cases, Action! is more than
adequately fast.

2) You need the tightest smallest amount of code. Action does a
decent job, but a skillful assembly programmer can gain further
ground. (given enough extra man hours and putzing around).

3) You need floting point support. While the Action! toolkit does
offer a floting point package, it is in some ways limited and can be
awkward to use well. It should be noted that with this package it is
still easier to use than doing it in assembly.

Action allows for "code blocks" which are basically a way of inserting
raw object code into an Action! program. This should satisy most of
the few instances where the speed or compactness of assembly is
required. One could write the majority of the app in Action!, while
sticking in that routine or two that just must be hand tuned assembly.

Assembly has a 1 for 1 relationship to machine code, and so will always be the most capable language, but will also be the most difficult and time consuming to develop with.

Jon

2562. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3607ceb3.93444915@news.pressenter.com>
Source record: 59842

On 21 Sep 1998 14:38:36 GMT, Richard Cortese
<ricortes@worldnet.att.net> wrote:

>optimize them. Maybe a better example of things programmed in Action!
>would be Batteries Included 3 in 1 Home Pak combining word processor,
>data base, & terminal program. Same author, Russ Wetmore<?> also did the
>game Preppie & Food Fight I think. XE term was just a clone he wrote for
>his stand alone full featured terminal program. Prior to Bobterm, it is
>safe to say the most popular terminal programs for the Atari were pretty
>much all from Russ & all written in Action!.

I must take a minor issue here. While Hometerm was popular, Amodem
and in particular Kieth Ledbetter's term program (damn the name just
slipped my mind, it was HUGELY popular) were the most popular until
Bob Puff gave us BobTerm.

>But then, I think you have pointed out there is a cultural difference
>here, kind of like the difference between going for the land speed
>record & owning a utility truck. This side of the pond we kind of lean
>to the utility vehicle vs the land speed record.

There may be a difference in what was popular in different parts of
the world. My perscective is from the U.S. so it may have been a
different reality for you.

Jon

2563. Re: Atari 8 SPACE SHUTTLE

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <906421384@stackbbs.xs4all.nl>
Source record: 59843

> Jon was telling about transferring his 8 bit stuuf to the pc.
> Bo replied about sending the PD/SW to him for the Pooldisk Too project.
> Jon responded:
Jm> Well to be honest... a lot of it is and a lot of it isn't. Later,
Jm> after I get it all transfered over, sorted out, reorganized into the
Jm> kind of images I want etc., I will let you know about what SW/PD stuff
Jm> I have.

Well, ok, when you'be sorted things out, I hope to see something in
the email ;)
Thanks anyway...
Bo.
___ Blue Wave/386 v2.30

2564. Re: Pooldisk TOO double c

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <906421386@stackbbs.xs4all.nl>
Source record: 59844

-=> Quoting Schoedel@ny.tds.net to All <=-

Sc> Is the original Pool disk still available, or is this new disk an
Sc> upgrade that includes the stuff from the original disk?
Sc> Michael Schoedel, Atari Nut!

Hi,
well to be honest, there are, but we're not selling them anymore.
Within a month we're releasing the "updated" Pooldisk, version two, eh TOO.
So, if I were you I'll wait. Unless you're really anxious of course... :P

The Pooldisk Too includes the stuff from the original pooldisk.
However, all images are in the JPG format now. PCX's takes up to much space.
If someone knows a good JPG viewer for the Atari ST, let me know (url).
The hard section has some new pictures, we've includes a load of cover
images, commercial images, internet homepages, movies, newsgroup news
in QWK format, some nice PC, MAC and Atari ST utilies related to our 8bit,
and a lot of other stuff.
This disk can be nice resource to create your own homepage ;)

The other disk consist completely out of .ATR disk images. We've dropped
the .XFD format, but with ATR2XFD you can create XFD images anyway.
Some nice people have send us additional PD software and we were able to
collect some of that too, and that has been included on the disk as well...
It looks like that cd will be completely filled with .ATR disk images...
Nice.

Until october 21st you still have time to email us a nice public domain
or shareware program, which will be included on the pooldisk too.
If you have a nice picture of something related to our 8bit Atari, i.e.
a pin, a mug, a tie, flyer, software cover or 8bit hardware, please email it!
The scan should be in 16M color, 200 dpi. We love to see it. :)
Let me mention Pacman or Asteroids...

Thank you.
Bo Schreurs

2565. atari 800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <906421385@stackbbs.xs4all.nl>
Source record: 59845

-=> Quoting Henry.dahmen@primus-onlin to All <=-

He> hello everyone,
Hi

He> can you help me out and tell me where to find a good 800xl emulator
He> for pc or if there are any at all.
There is Pc XFormer from Darek Mihicka.
Go to www.emulators.com and download version 3.6 or so...
Atariwin800 is another good emulator.
And there are several others! Like Atari800, XLit, etc.

Bo.

___ Blue Wave/386 v2.30

2566. FS/FT: Atari Hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: Mark & Tracey Kusz <mkusz@tir.com>
Message-ID: <6u6o9t$i3b$1@ramp2.tir.com>
Source record: 59846

Hardware Atari 1200XL w/ TV Adaptor & Power Supply $25

Software $3/ea, unless marked:

Software Atari BASIC Cart.
Software Atari Donkey Kong Cart.
Software Atari Music Composer Cart.
Software Atari Pac-Man Cart.
Software Atari Pole Position Cart.
Software Atari Star Raiders Cart.
Software Electronic Arts One On One Disk w/instructions
Software Fisher Price Logic Levels Cart.
Software LJK Letter Perfect Cart. $5
Software Sega Congo Bongo Cart.
Software Sega Up 'n Down Cart.
Software Thorm EMI Submarine Commander Cart.

All items are in working condition. Will consider trades for 8-bit carts &
Electonic Arts titles, as well as sports collectibles. Buyer pays all
shipping costs.
--
*** The Collectaholic's Page - http://www.tir.com/~mkusz/
*** Sports Memorabilia, Non-Sports Cards & Other Collectibles

2567. Re: UK National 8-bit Show?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <906447604.28356.0.nnrp-07.9e98ea3a@news.demon.co.uk>
Source record: 59847
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.msx,comp.sys.atari.8bit,alt.c64,comp.sys.sinclair,comp.sys.misc, comp.sys.ti,comp.sys.cbm

Lee Friend wrote in message <6u6afk$fm3$3@newnews.global.net.uk>...
>Hi Brian,
>
>It sounds good. I know a few ole Speccy/8 bit machine guys who might be
>interested.

Good. The more the merrier. I'll keep you informed on progress.
>
>I haven't been to an 8 bit show since around 1986 (PCW) at Olympia, London
>(the speccy drum was the highlight that year).

And it's been on every Pete Waterman track since.

:-)

--
Brian

2568. Atari8bit cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3605F511.9B636179@asw.cz>
Source record: 59926

Hello!

Does exist list of game cartridges produced for Atari 800 computers?
I've got about 110 cartridge images and I'm looking for more.

Bye,
J. (kubecj@asw.cz)

2569. Re: IOMEGA BUZZ

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EzMoEC.H8t@cix.compulink.co.uk>
Source record: 59927

In article <906251914@stackbbs.xs4all.nl>,
mathy.van_nisselroy@stackbbs.xs4all.nl (Mathy Van.nisselroy) wrote:

> Howdy folks
>
> I've seen an ad. for the IOMEGA BUZZ
> in one of the many advertising
> leaflets (had to look that up in a
> dictionary, hope it's the right
> expression) that fall into our
> mailbox. It's supposed to be a SOUND
> related thing. Anybody know what it
> is? Supposed to be? Where do you
> hook it up? Is it "Classic ATARI
> Compatible"???

It's a video digitiser/editor that uses a PC sound card for audio and
includes an Ultra SCSI controller.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2570. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: David Hopcroft <davidh@cdex.co.uk>
Message-ID: <01bde548$09735000$60cb30a4@etlcolpc23.ericsson.se>
Source record: 59928

Dear Mr Hawk

I was just saying a few games WERE written in "Action!", (I guess a few utilities were as well?). I have seen one or two games written in assembly that were "not so impressive", (in my opinion anyway).

You just said "Action! can't do the stuff you do in assembly. Unless you code all the routines in data statements or something...". No mention of demo's, till this point. Again I just said some game were written.

People can go look up Stan's work and judge for themselves. Side tracking for a miunute, One of my favorite games on the 8 bit was called "Pogo Joe", I have yet to find any one else who liked it. This won't spoil my enjoyment though. Different people like different things.

As the people who started these threads were (or seemed to be) starting, to program the Atari 8bit. I wouldn't have thourgth "hard core" demo writing would be a serious issue? may be I'm wrong?

As NEITHER of us programmed in "Action!", I don't think WE are in a position to discuss the various merits/demerits of the language.

PLEASE don't let this become a shouting match along the line's; my language is better than yours. No language is ALL purpose, in the computing or real life worlds.

Sorry if I offended your views on programming languages. I do agree assembly language is usefull very experience, but so is trying out other languages. They all have somthing to offer someone.

Take care,

David

Vidar "Hawk" Olavesen <olavese@online.no> wrote in article
<01bde334$f7cf3b80$92374382@vidar>...
> Of course you can do something with it. Ockers games are not that
> impressive and I have yet to see anything that can compare to optimized
> assembly coded stuff. Do you really think the demos written in pure
> assembly could be done in Action! I don't
>

2571. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bde55d$b977d740$07364382@vidar>
Source record: 59929

> I was just saying a few games WERE written in "Action!", (I guess a few
> utilities were as well?). I have seen one or two games written in
assembly
> that were "not so impressive", (in my opinion anyway).

I agree with that, but still think the speed of compiled Action! can't
compete with assembly.

> You just said "Action! can't do the stuff you do in assembly. Unless you
> code all the routines in data statements or something...". No mention of
> demo's, till this point. Again I just said some game were written.

Sure! I was a bit unclear! Sorry for that! Still if you plan on doing
something that moves well and is fast and furious, stick with learning
assembly.

> People can go look up Stan's work and judge for themselves. Side
tracking
> for a miunute, One of my favorite games on the 8 bit was called "Pogo
Joe",
> I have yet to find any one else who liked it. This won't spoil my
> enjoyment though. Different people like different things.

I actually agree with you there! I like Pogo Joe a lot and do you think
it's possible to do it in Action! ? It might, since not much is happening
apart from Joe hopping around and a few other characters. Do Dropzone,
Ballblazer or Rescue on Fractalus in Action! and I believe you!

> As the people who started these threads were (or seemed to be) starting,
to
> program the Atari 8bit. I wouldn't have thourgth "hard core" demo writing
> would be a serious issue? may be I'm wrong?

I thought most people started coding demos. That was my impression, but I
might be wrong and people in the US might not be of the same opinion as
Polish, Swedish, Norwegians (which I am) and Slovakian and whatever.

> As NEITHER of us programmed in "Action!", I don't think WE are in a
> position to discuss the various merits/demerits of the language.

Agree, but I am just talking general. Compiling languages like C, Pascal
and Basic are not 100% speed.

> PLEASE don't let this become a shouting match along the line's; my
language
> is better than yours. No language is ALL purpose, in the computing or
real

> life worlds.

I do see your point, and agree with the statement you make. I am just saying if speed is important, assembly. Of course it might be easier to program for a newbie in basic, but the guys starting this post was referring to assembly, I believe!

> Sorry if I offended your views on programming languages. I do agree
> assembly language is usefull very experience, but so is trying out other
> languages. They all have somthing to offer someone.
>
> Take care,
>
> David
>
Same to you! Take Atarian care

2572. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: Richard Cortese <ricortes@worldnet.att.net>
Message-ID: <360517F9.6AE5@worldnet.att.net>
Source record: 59930

Vidar "Hawk" Olavesen wrote:
>
> > I was just saying a few games WERE written in "Action!", (I guess a few
> > utilities were as well?). I have seen one or two games written in
> assembly
> > that were "not so impressive", (in my opinion anyway).
>
> I agree with that, but still think the speed of compiled Action! can't
> compete with assembly.
Action! is about 70% of the speed of assembly language, it generates fairly good code. It also has the best interface to assembly language I have seen in any language. Unfortunately, the details on interfacing to assembly are sparse & have at least one error in the manual. Except for a few people, it seems people don't write their own assembly routines for Action!. More of a curiosity then a point, but at one time when I was doing a lot of Action! programming I wrote utilities to convert my ml routines into code blocks & would disassemble my compiled programs to optimize them. Maybe a better example of things programmed in Action! would be Batteries Included 3 in 1 Home Pak combining word processor, data base, & terminal program. Same author, Russ Wetmore<?> also did the game Preppie & Food Fight I think. XE term was just a clone he wrote for his stand alone full featured terminal program. Prior to Bobterm, it is safe to say the most popular terminal programs for the Atari were pretty much all from Russ & all written in Action!.
But then, I think you have pointed out there is a cultural difference here, kind of like the difference between going for the land speed record & owning a utility truck. This side of the pond we kind of lean to the utility vehicle vs the land speed record.

2573. Re: converting atari trak-ball to use on pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: brenner@biochem.mpg.de
Message-ID: <6u5p6h$95o$1@fu-berlin.de>
Source record: 59931

In article <r7Zlrxq19GA.270@a10is001.mcc.net>, <cliff.lawley@home.com> wrote:
>has anyone ever been able to get a trak-ball to work with a ibm pc clone?
>
>I'd be interested in how to do it...

I gutted a PC serial mouse and connected the trackball sensors to the
respective pins of the mousechip on the PCB. It kind of works - If I move the
trackball too fast the mouse cursor won't move, so I guess I need to have a
second look at that (That way you can even use the second trackball button).
Anyway, it's nice to play MAME games like Crystal Castles, Centipede or
Missile Command with the Atari Trackball :)

cheers,

-markus

Markus Brenner -==(UDIC)==- no matter how - how hard you try
\\// in your own life, and through the years
Minstrel Dragon (\/) with every up - must come a down
\/ enjoy the laughter and the tears
of happiness (Roger Taylor)
Lord High Mucketty-muck of the UDIC Greybeards (tm)
email: brenner@biochem.mpg.de * WWW: http://www.biochem.mpg.de/~brenner/

2574. Re: Any emulators support the .PRO file type?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: Cathryn Mataga <cathryn@junglevision.com>
Message-ID: <6u63f4$1i9$1@news.ncal.verio.com>
Source record: 59932

Brad Rogers wrote in message <649.547T206T5523585@pianosa.demon.co.uk>...
>Lonnie McClure wrote something interesting,
>
>Hello Lonnie,
>
>>> Doesn't anyone make a PC disk controller that can read Atari Single
>>> Density, and maybe C64 and Apple disks too, for that matter. That'd be
>>There is a PC controller called the "Catweasel" (also available from the
>>same folks for the Amiga) that should be able to do it.
>
>Checking the Catweasel homepage, it seems that it can read Atari disks.

I thought it said that the Amiga version, only, could read 8-bit single
density.
And, that Atari 8-bit was 'coming soon.'

>
>--
> _
>Regards, /_) 2:251/18.14 39:139/33.14 ICQ:15773546
> / _)rad brad@pianosa.demon.co.uk Team *AMIGA*
>
>I don't see anything that I want.
>Datapanik In The Year Zero; Pere Ubu
>

2575. Atari Survival Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: dave.null@mail.atat.dodat.org
Message-ID: <6u6ass$b65@news.or.intel.com>
Source record: 59933
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,maus.sys.atari.software,rec.games.video.atari,stgt.atari

No fees, no spam. Look for help, offer help, buy and sell your Atari-related items, download files. http://www.spambusters.ml.org/atari/index.html

Why don't we spam? Only Duh Shadow knows!

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http://www.ybecker.net/pink/
Find help fast at http://www.SPAMBUSTERS.ml.org
FREE Mars!

2576. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: Stephen <sdl@zeus.jersey.net>
Message-ID: <3606B285.217D@zeus.jersey.net>
Source record: 59934

savetz@my-dejanews.com wrote:
>
> ...near the back of the manual for Atari's Assembler Editor: it is not well
> suited for development of large programs, and it shouldn't be used to develop
> object code greater than 10% of your Atari's memory. Was someone just being
> cautious ...
>
> --Kevin Savetz

Kevin,

I don't remember too too much about the original
Atari Assembler Editor Cart except that it was _really_ slow!
I do remember some mention of that blurb in the manual!
To be fair, though, very early versions of Mac/65 were built
with the Atari Assembler Editor Cart!
If you could get a copy of Mac/65, that would suit
you well as it's faster and was used to (later) build itself.
Mac/65 also built Basic XL, Basic XE, and some other OSS
products at the time.
Somewhat off-topic, but what a complex build
Basic XE was! The source took 3 floppies; two PERCOM
double-density, and a single single density floppy - all
mostly full! Mac/65 just churned away until it was done!

Stephen

2577. Re: The Clinton, Starr Report in FULL

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: ansawddex@aol.com
Message-ID: <19980921172607.03462.00003123@ng-fa1.aol.com>
Source record: 59935

Who cares?

If the guy's doing a good job for the States, why humiliate him further?

The holier than thou brigade and the Republicans have a lot to answer for.

Regards,
David Wyn Davies
Wales

2578. Re: APX software!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2109981643570001@refdesk.library.carleton.edu>
Source record: 59936

In article <906150776@stackbbs.xs4all.nl>, bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) wrote:

>Can anyone tell me what the current status is of the APX programs?
>APX = Atari Program eXchange.
>Are the APX programs public domain now?

With a few isolated exceptions, I believe the APX stuff has not been released by Atari into the public domain. Some years ago B&C ComputerVisions bought up the remaining stock from Atari and has been selling it ever since. They probably still have a number of APX titles in stock.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2579. Re: 850 - pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-21 00:00:00 UTC
From: Eric Sokolowsky <esok@seal.cs.byu.edu>
Message-ID: <Pine.SGI.3.94.980921153329.11285A-100000@seal.cs.byu.edu>
Source record: 59937

On Sat, 19 Sep 1998, Stephen M. Stephens wrote:

> Transferring files between a pc and my 800xl has be successful via
> a modem and a friend with 2 phone lines one calls the other. I have an
> 850 and a (pc) null modem cable (works great for duke nukem). When I
> try to use w95's direct connect feature with the 850 (on serial port 1
> and using bobterm) I can't get the two pc's to connect. I've also tried
> ports 2,3,4 but with no luck. I've also tried this in dos with Telix,
> but with the same result. Can anybody send me some tips for doing this
> (pinouts for the cable, baud rate etc.)

I don't remember offhand what the pinouts for the 850 interface are, but
they are the same as for the ICD P:R: Connection, and they are *NOT THE SAME*
as the standard 9-pin connections as normal (PC) RS232, even though they
use the same size connector. I think that the pinouts are in the FAQ for
this newsgroup.

It would have been so much easier had Atari used the standard pinouts in the
first place.

2580. Columbus, OH, USA, Swap & Sale Sept 26, 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: "R. Wayne Arenz" <rwarenz@infinet.com>
Message-ID: <J8CN1.2454$q5.36743572@news2>
Source record: 59848

Last reminder: The Atari Computer Enthusiasts of Columbus (Ohio, USA) are holding their annual swap & sale Sat. Sept 26. Contact me for details/maps.

rwarenz@infinet.com

2581. Re: 850 - pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6u6rri$3sk$1@supernews.com>
Source record: 59849

Eric Sokolowsky (esok@seal.cs.byu.edu) wrote:

: It would have been so much easier had Atari used the standard pinouts in the
: first place.

Actually, I think the 850 predated the IBM PC. It would have been so much
easier had IBM used the standard pinouts in the first place.

RS232 connector pinouts for the 850 are listed in the Atari FAQ at:

www.faqs.org/faqs/atari-8-bit/faq/

Steve

2582. Stupid Assembly Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <3606f0d5.12954295@news.wwa.com>
Source record: 59850

I'm just starting out in assembly....trying to get through the
"Machine Language for Beginners" book.

Anyway,

```
LDA #101
STA (88),y
```

(who cares what y is, it's usually zero, I just want to stick the
accumulator in the display memory)

Above will make a lowercase e(dec 101), just as I expect it should.

```
LDA #69
STA (88),Y
```

This will put the control-e graphics character on the screen, when I
expect it to put the uppercase E on the screen.

What is going on? I'm using the standard ATASCI decimal
numbers.....This happens even when I use hex numbers as the argument.

I'm using the Atari Asem/Edit cart, starting at $0600

Thanks
Eric

2583. Re: FA: Atari BASIC Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <3606ef76.12602791@news.wwa.com>
Source record: 59851

On Mon, 14 Sep 1998 04:45:07 GMT, jmelbo@pressenter.com (Jon Melbo) wrote:

> I would like a REV C ROM to put in my machine. That would be best.

There is that Revision C Converter listing in Antic that you could use.

When I wrote a small telephone #/address program, I would usually just use LIST/ENTER when saving to disk (while writing it) and I'm pretty sure that solves that extra byte problem.

Eric

2584. Re: The Clinton, Starr Report in FULL

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3607135f.831440@news.pressenter.com>
Source record: 59852

On 21 Sep 1998 21:26:07 GMT, ansawddex@aol.com (Ansawddex) wrote:

>
>Who cares?
>
>If the guy's doing a good job for the States, why humiliate him further?
>
>The holier than thou brigade and the Republicans have a lot to answer for.
>
>Regards,
>David Wyn Davies
>Wales

I for one care. He's a scumbag. It is my view that more people
should care. It is also debatable about what kind of job he's doing.
Missle technology and more to China for campain money doesn't sound
like a good job to me. That isn't proven in any court, but then when
it comes to supporting or not supporting a political candidate one
doesn't need to have DNA evidence. I say where there's smoke, there's
probably fire, and this guy has worn out any benefit of the doubt in
my book.

2585. Re: Stupid Assembly Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3608155b.1339494@news.pressenter.com>
Source record: 59853

On Tue, 22 Sep 1998 00:48:58 GMT, ericcron@wwa.com (Eric Cron) wrote:

>
>I'm just starting out in assembly....trying to get through the
>"Machine Language for Beginners" book.
>
>Anyway,
>
>LDA #101
>STA (88),y
>
>(who cares what y is, it's usually zero, I just want to stick the
>accumulator in the display memory)
>
>Above will make a lowercase e(dec 101), just as I expect it should.
>
>LDA #69
>STA (88),Y
>
>This will put the control-e graphics character on the screen, when I
>expect it to put the uppercase E on the screen.
>
>What is going on? I'm using the standard ATASCI decimal
>numbers.....This happens even when I use hex numbers as the argument.
>
>I'm using the Atari Asem/Edit cart, starting at $0600
>
>Thanks
>Eric
>
>
>
>
Maybe it's a mixup between scancode, ATASCII code, etc.

2586. Re: Stupid Assembly Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: steven@ugcs.caltech.edu
Message-ID: <6u766m$dto@gap.cco.caltech.edu>
Source record: 59854

ericcron@wwa.com (Eric Cron) writes:

>LDA #69
>STA (88),Y

>This will put the control-e graphics character on the screen, when I
>expect it to put the uppercase E on the screen.

>What is going on? I'm using the standard ATASCI decimal
>numbers..... ...

Very good question. The problem is that you're using the standard
ATASCII decimal numbers, but...that's not what the machine is
expecting to find in screen memory.

Here's the mapping from ATASCII to screen memory:

```
ATASCII: screen:
------- ------
0-31 64-95
32-95 0-63
96-127 96-127
```

So, as you noticed, lowercase 'e' (dec 101) maps directly to
screen memory. But uppercase 'E' (dec 69) is in the range
32-95, so you have to store 69-32+0 or 37 into screen memory
to get your 'E'. If you store a 69, it's in the range 64-95,
so (mapping back to ATASCII) you get 69-64+0 or 5, which is
the CTRL-E symbol.

-Steve

2587. Re: converting atari trak-ball to use on pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: alanchiras@aol.com
Message-ID: <19980922034200.XAA14114@ladder03.news.aol.com>
Source record: 59855

Man, it would be great to have a driver for the Atari trakball. The 9pin connector slips right into COM1 nice and easy. And with the switch on the back of the trakball, it would give us two ways to write a driver.
AlanChiras@AOL.COM

2588. Re: Stupid Assembly Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6u79vm$mu0@freenet-news.carleton.ca>
Source record: 59856

Eric Cron (ericcron@wwa.com) writes:
> I'm just starting out in assembly....trying to get through the
> "Machine Language for Beginners" book.
>
> What is going on? I'm using the standard ATASCI decimal
> numbers.....This happens even when I use hex numbers as the argument.

I have not looked this up to verify it, but I believe when you write
directly to screen RAM on the Atari, you need to use the 'internal'
arranged ATASCII. The codes are listed in the back of Mapping.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2589. Re: converting atari trak-ball to use on pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6u7a3b$mul@freenet-news.carleton.ca>
Source record: 59857

AlanChiras (alanchiras@aol.com) writes:
> Man, it would be great to have a driver for the Atari trakball. The 9pin
> connector slips right into COM1 nice and easy. And with the switch on the back
> of the trakball, it would give us two ways to write a driver.
> AlanChiras@AOL.COM

You would need to attach it to the parallel port and write a port VxD to
control it, assuming you are talking about windows9x.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2590. Re: Stupid Assembly Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6u7a7d$mvh@freenet-news.carleton.ca>
Source record: 59858

Eric Cron (ericcron@wwa.com) writes:
> I'm just starting out in assembly....trying to get through the
> "Machine Language for Beginners" book.
>
> Anyway,
>
> LDA #101
> STA (88),y

I forgot to mention that writing to the text screen is best accomplished
by opening a channel to 'E:' and writing to it. :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2591. FS: Atari 800xl, 1050 floppy drive, 1027 printer, 835 modem, games, package. $110 obo

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: pkr4@goodnet.com
Message-ID: <xZHN1.3045$Pb.10461188@news.goodnet.com>
Source record: 59859

As listed in header includes RF cable, power supplies for each, SIO cables,
asst. manuals, games and cartridges such as:
Telelink, Missile command, Centepede, Basketball, Star Raiders,
Gato, Robotron2084.

$110 obo.

lst UPS COD or cash m/o
(ups cod usually runs about $5)

Everything is clean, sound, excel. cond. Nothing broken.

jim
pqr4@goodnet.com

2592. Re: The Clinton, Starr Report in FULL

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <36076FF4.CD3C10C8@classic-games.com>
Source record: 59860

Ansawddex wrote:
>
> Who cares?
>
> If the guy's doing a good job for the States, why humiliate him further?

A good job in what way? People keep saying that, but they never seem
able to come up with any examples.

>
> The holier than thou brigade and the Republicans have a lot to answer for.

And if any of them is exposed as a felon, they'd no doubt be jailed. Why
not treat Bill Clinton like any other citizen? He's a president, not a
monarch.

--
http://www.classic-games.com/
If you commit perjury, you go to jail... Is the President of the United
States above the law? Food for thought.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

2593. Re: Oh Please!!!..Old Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: Mark Ormerod <mark@valeofdreams.demon.co.uk>
Message-ID: <3twhOAAVs2B2EwNt@valeofdreams.demon.co.uk>
Source record: 59861

Well, thanks to the help I got from you Atarians I've got .exe files
working :)

I was a poor Atari owner - I couldn't afford a disk drive so the whole
Atari DOS thing confused me from the start...

Thanks again!
--
Mark Ormerod
Work:rmo@prodplay.co.uk WWW:http://www.prodplay.co.uk
Play:ri@valeofdreams.demon.co.uk WWW:http://www.valeofdreams.demon.co.uk

2594. Direct SIO 2 Modem ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: Adi Perry <adiperry@geocities.com>
Message-ID: <36077515.CBBC6345@geocities.com>
Source record: 59862

Hello,

Is it possible to connect the ATARI SIO directly to an external modem ?
(is it possible to reprogram the SIO to work with sio-unaware devices?)

Thanks,

Adi Perry

2595. Re: APX software!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980922065632.04940.00000008@ng03.aol.com>
Source record: 59863

>With a few isolated exceptions, I believe the APX stuff has not been
>released by Atari into the public domain.

Antic distributed APX for some time, as I recall. I wonder if they licensed it from Atari, or if or if Atari returned the rights to the individual authors when they folded the APX operation? If someone wanted to get the rights or a license, that would be good to know.

Larry

2596. Re: The Clinton, Starr Report in FULL

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: Ian Coleman <icoleman@acm.org>
Message-ID: <6u8ivbjpb1@hirame.wwa.com>
Source record: 59864

Greg Miller wrote in message <36076FF4.CD3C10C8@classic-games.com>...
>
>
>Ansawddex wrote:
>>
>> Who cares?
>>
>> If the guy's doing a good job for the States, why humiliate him further?
>
>A good job in what way? People keep saying that, but they never seem
>able to come up with any examples.
>

Better than George Herbert Hoover Bush's recession years, at least.

>>
>> The holier than thou brigade and the Republicans have a lot to answer
for.
>
>And if any of them is exposed as a felon, they'd no doubt be jailed. Why
>not treat Bill Clinton like any other citizen? He's a president, not a
>monarch.
>

Okay, lets treat Clinton like any other citizen:

There's no way a private citizen would have been subjected to four years of this kind of taxpayer funded crap. District attorney's offices don't have $40 million to spend on finding out if Greg Miller's got a dish on the side. Nor do they have any inclination to pursue the question.

The obvious truth of the matter is that it's been a political witch-hunt from the time the original SP was canned to make way for the more "accomodating" Starr, to the final public release of 4,000 pages of porn--4,000 pages that of course make no significant mention of the issues that Starr was actually hired to look at. With $40 million at stake, Starr had to come up with something to save his career, and this is the best he could do?

You're living in a dream-world if you think this sort of thing happens to any private citizen. And if you honestly DO think it happens all the time, I don't think you should be celebrating that sad state of affairs... I know I don't want the vice squad following me around for four days, much less four years. How 'bout you?

>If you commit perjury, you go to jail... Is the President of the United
>States above the law? Food for thought.

Cotton candy for thought, more likely. Light, fluffy, and without
nutritious value.

2597. Re: UK National 8-bit Show?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: "thurstan.johnston" <thurstan.johnston@virgin.net>
Message-ID: <360780C3.5C13@virgin.net>
Source record: 59865
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.msx,comp.sys.atari.8bit,alt.c64,comp.sys.sinclair,comp.sys.misc, comp.sys.ti,comp.sys.cbm

Excellent idea, would be a really good way of finding those long lost
and un-obtainable bits of software and hardware for whatever computer.

Maybe one day I will find Manic Miner for my CPC6128 that actually
works! All I ever get is Willy jumping constantly on the first screen!

Thurstan.

2598. Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <906492667.6836.0.spot.c29fe7b1@news.demon.nl>
Source record: 59866

About 7,8 years ago i saw a film on TV that was about a boy finding secret documentation in a Atari Game Cartridge.
The documentation was shown when you got a certain high-score.

Who knowns what film it was?

And were there more movies or programs that was sponsored by Atari?

Louis

2599. Re: Assembly language

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: Richard Cortese <ricortes@worldnet.att.net>
Message-ID: <3606AF67.1444@worldnet.att.net>
Source record: 59867

Jon Melbo wrote:
>
> On 21 Sep 1998 14:38:36 GMT, Richard Cortese
> <ricortes@worldnet.att.net> wrote:
>
> >optimize them. Maybe a better example of things programmed in Action!
> >would be Batteries Included 3 in 1 Home Pak combining word processor,
> >data base, & terminal program. Same author, Russ Wetmore<?> also did the
> >game Preppie & Food Fight I think. XE term was just a clone he wrote for
> >his stand alone full featured terminal program. Prior to Bobterm, it is
> >safe to say the most popular terminal programs for the Atari were pretty
> >much all from Russ & all written in Action!.
>
> I must take a minor issue here. While Hometerm was popular, Amodem
> and in particular Kieth Ledbetter's term program (damn the name just
> slipped my mind, it was HUGELY popular)
Probably "850 Express"
> were the most popular until
> Bob Puff gave us BobTerm.
No. We are talking about several different time periods I think. Amodem
fell into disuse as 1200-2400 baud modems came into use & Bobterm didn't
really take off until about 1988 IIRC. Express didn't come into wide
spread use until it became distributed with the PR:Connection. There was
a compiled version of Amodem around that was very nice, but it wasn't
that popular. Maybe a 2 year gap in there. Anyway, so many people in the
CIS Atari forem were asking for Home Pak hacks to speed it up or using
XE term which was distributed with the XE modem <301?> that I feel
comfortable with my statement. But then now that I think about it I am
not sure if XE Term was written by Wetmore or Ledbetter or if Ledbetter
ever wrote in Action!<sigh>, 14 years ago! Does remind me of something
else, not sure, but I think BBCS was written in Action! too.
>
> >But then, I think you have pointed out there is a cultural difference
> >here, kind of like the difference between going for the land speed
> >record & owning a utility truck. This side of the pond we kind of lean
> >to the utility vehicle vs the land speed record.
>
> There may be a difference in what was popular in different parts of
> the world. My perscective is from the U.S. so it may have been a
> different reality for you.
>
> Jon
No, that was directed at Hawk, from Norway. I am a native son of a
native son. I don't really care for demos. The point I am trying to make

there is we have a tendancy to hold people like [Wetmore, Ledbetter, Puff] in higher regard then any demo writer. Not that the demo writers aren't talented, just that we generally don't care.

2600. Re: Direct SIO 2 Modem ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: Richard Cortese <ricortes@worldnet.att.net>
Message-ID: <3606B163.6FB6@worldnet.att.net>
Source record: 59868

Adi Perry wrote:
>
> Hello,
>
> Is it possible to connect the ATARI SIO directly to an external modem ?
> (is it possible to reprogram the SIO to work with sio-unaware devices?)
>
> Thanks,
>
> Adi Perry
You need a hardware hack. Again, foggy memory but I think the RVerter
did just that. I saw one design based on the MAX232 chip that was a
reverse engineering attempt that was supposed to work with the RVerter
handler. The design could be converted to use the 1489 chip for
cost/availability, but not that many people are interested in hacks
anymore. It would cost you about $4 to build one if you had a sio cable.

2601. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bde662$bba9e8e0$21364382@vidar>
Source record: 59869

Louis <bytecat@hempseed.com> wrote in article
<906492667.6836.0.spot.c29fe7b1@news.demon.nl>...
> About 7,8 years ago i saw a film on TV that was about a boy finding
secret
> documentation in a Atari Game Cartridge.
> The documentation was shown when you got a certain high-score.
>
> Who knowns what film it was?

Cloak and Dagger

> And were there more movies or programs that was sponsored by Atari?

Sponsored ? Don't know, but D.A.R.Y.L., T2, Driving Academy, The Last
Starfighter amongst more, had Atari's in them. Oh, and one of my faves,
Blade Runner!

> Louis
>

2602. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: G T Clark <clarkg@cadvision.com>
Message-ID: <36080030.0@news.cadvision.com>
Source record: 59870

I think that Blade Runner was sponsored by Atari. The fuji logo was visible
in the background at one point.

Louis wrote in message <906492667.6836.0.spot.c29fe7b1@news.demon.nl>...
>And were there more movies or programs that was sponsored by Atari?

2603. Re: Alien Group Voice Box?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bde665$dee9edc0$0a68cad0@none>
Source record: 59871

```
Al <nospam@anywhere.com> wrote in article
<01bde365$3ef72bf0$0b439ad1@prete>...
>
>
> Gareee <gareee@worldnet.att.net> wrote in article
> <6tuokb$5nh@bgtnsc02.worldnet.att.net>...
> > but wasn' that an additional hardware addon?? and wouldn't it be hard
to
> > emulate without documentation included??
> > Gary Tabar Jr,
> >
> > Steven J. Tucker wrote in message
> <6tpook$43k@freenet-news.carleton.ca>...
> > >
> > >"Al" (nospam@anywhere.com) writes:
> > >> Has anyone written an emulator for the Alien Group Voice Box? This
> > >> marvelous little box attached to the Atari serial port and allowed
the
> > >> Atari to both speak and sing
> > >
> > >If it attached to the SIO port i'll write the code for it :) Just
send
> me
> > > the software.
> > >
> > >Steve
>
> Unfortunately i ditched my Atari stuff years ago. Perhaps someone who
> worked at the Alien Group or knows someone who did will read this and
knows
> how the thing worked. I believe one of the pins on the SIO port was an
> input pin that directed analog sounds directly to the TV, and the Voice
Box
> sent its output to that pin. In fact, I think some programs were written
> to programmatically start and stop the tape cassette to play sounds,
> providing in a crude way sounds to a program.
>
> Al
>

I didn't work for Alien Group, but I do have a Voicebox. I just opened it
up to look at
it's insides. It basicly consists of a single SIO cable, a volume control,
and a circuit board.
```

On the circuit board is a Votrax SC01 voice synthesizer. Along with the SC01 are three
(what I believe) are 74 series TTL chips. Unforunately, Alien Group scratch the part numbers
off of them. Along with the chips there are about 20 resistors, 6 capicators, 1 transistor, and
4 diodes.

I don't recall if the SC01 used a serial-in or parallel-in for the phoentic data from the computer.
Of course in this design the Alien Group did, they're using the SIO port. But are they using
a serial-parallel circuit and how are they handling the SIO port ID information?

I guess the hard part for some to do is to emulate the SC01 chip.

Glenn Bruner
brunergs@pcisys.net

2604. Re: converting atari trak-ball to use on pc

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bde668$044bb6a0$0a68cad0@none>
Source record: 59872

Markus Brenner <brenner@biochem.mpg.de> wrote in article
<6u5p6h$95o$1@fu-berlin.de>...
> In article <r7Zlrxq19GA.270@a10is001.mcc.net>, <cliff.lawley@home.com>
wrote:

> Anyway, it's nice to play MAME games like Crystal Castles, Centipede or
> Missile Command with the Atari Trackball :)
>
I use my Kensington Orbit PC Trackball with MAME while running Centipede.
Works great!

Glenn Bruner
brunergs@pcisys.net

2605. Re: 1450XLD drive question

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bde667$bea13da0$0a68cad0@none>
Source record: 59873

That is a very good question. I have a 1450XLD with two drives. But it's
been years since I last fired it up.
Right now, I have to fix the keyboard cable. Cheap flexprint has gotton so
bad that the flex print has seperated.
If and when I get it back up and running, I'll do a test and see what
happens.

I do know this, Spartados doesn't work well with the 1450XLD. As soon as
Sparta loads in it's own D: handler, it
completely by-passes the parallel bus handler and the drives stop working.
I guess someday a special 1450XLD version
of Spartados will need to be made.

Also, too bad the format of the SYS files for Sparta X were never released.
It would be nice to make additions and/or
updates to some of the stuff on that cartridge.

Glenn Bruner
brunergs@pcisys.net

Mark Newton-John <marknewtonjohn@webtv.net> wrote in article
<6955-36036A1E-17@newsd-198.iap.bryant.webtv.net>...
> Is there anyone here with an XLD that can answer my question?
>
> That is, does the XLD double-sided drive address the first side as D1:,
> and the other side as D2:?
>
> I ask this as I found my DOS 3 introduction, and it stated the above.
>
> So does that also mean that if you use a DOS 2-type format, it still
> only formats one side of the disk? Would a DOS 2-type DOS even know that
> the other side is D2:, or would you have to flip the disk, or does it
> treat a separate disk drive, like an 850/1050 etc. as D2:?
>
> I know this may seem trivial, but it is an interesting technical
> question for a rather rare computer and drive, not to mention the use of
> DOS 3.
>
>

2606. Re: Direct SIO 2 Modem ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <6u91p1ohu1@news.storm.ca>
Source record: 59874

Adi Perry wrote in message <36077515.CBBC6345@geocities.com>...
>Hello,
>
>Is it possible to connect the ATARI SIO directly to an external modem ?
>(is it possible to reprogram the SIO to work with sio-unaware devices?)

Use the R-Verter driver with the following piece of hardware:

From: cp576@cleveland.Freenet.Edu (Kenneth L Siders)
Newsgroups: comp.sys.atari.8bit
Subject: RVerter Type Interface (Instructions)
Date: 21 Jan 1995 09:21:28 GMT
Lines: 190

How to build a serial interface (up to 19200 baud).

The following is the description of how to build an RVerter compat
interface. I have never actually seen one so I derived most
of this from tracing the connections inside an SX212 modem to
determine what pins on the SIO interface corresponds to which
on the RS232 connection(except the data lines which are obvious).
This interface should work with any RVERTER(or BOBVERTER)handler.
It may work with SX212 handlers or software but may not support
all of the baud rates. Handlers are available alone and with
some terminal programs like Bobterm.
I am not sure if all handlers support 19200 baud, but I have
used my interface connected via a null modem cable to an IBM to
transfer files at 19200 baud and have had no problems. I tried
38400 baud (by patching the handler) and too many errors were
generated. I also connected by SX212 to the interface instead
of the SIO connection and had no problems. I actually built this
by lightly super gluing the two ICS into a large DB9 hood and
soldered the connections. I don't recommend this approach unless
you are totally nuts. I would NEVER try that again even though
it did work (after fixing a couple mistakes). I planned on
eventually filling it with EPOXY but I didn't and pray nothing
ever comes loose. The cable I build has an SIO cable (from my
fried XM301 modem, and the interface build in the other end with
a DB9 male connector. I was able to use a ready made IBM cable
to connect to the modem. I also build a null modem cable and
gender changer. This interface is unable to communicate at the
same time as other I/O is occurring. This is typical unless
you have an interface that connects to the XL/XE parallel bus.
Note: CTS is not supported so you cannot use RTS/CTS handshaking.
Only XON/XOFF could be used. When transfering files between

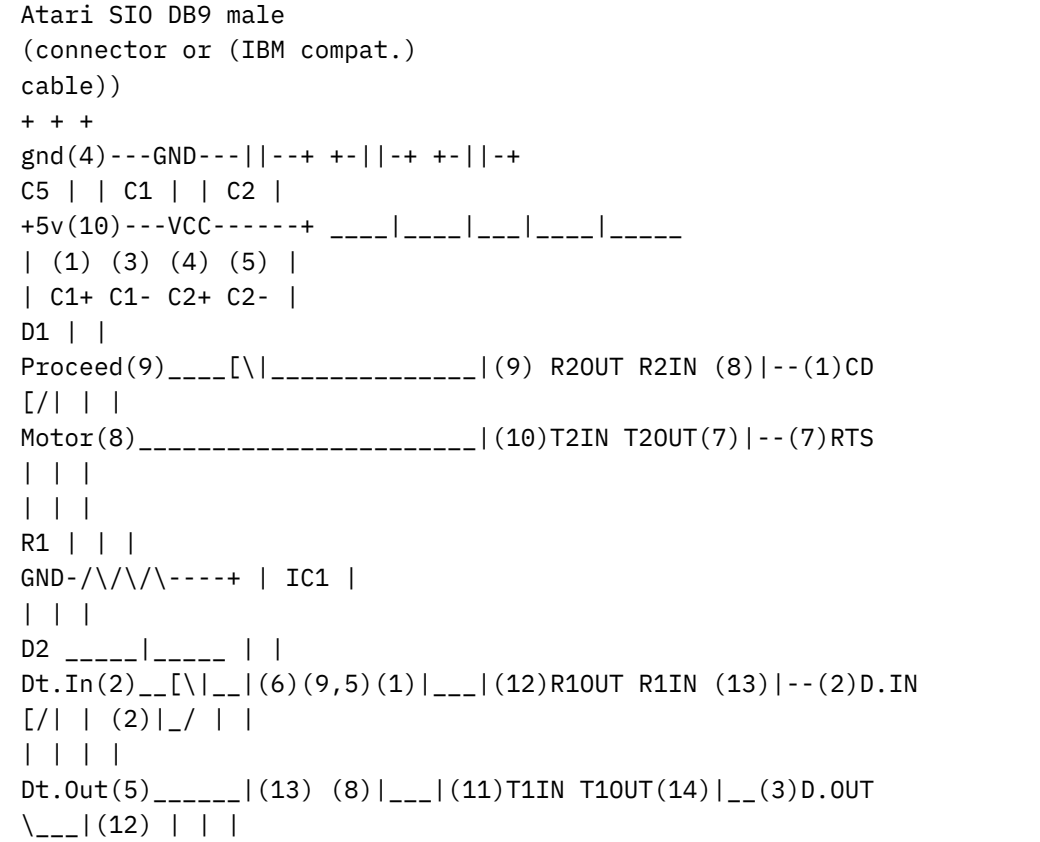
computers, if you use a protocol this will not cause a problem.
No reponsibility is assumed for any damages resulting from
the building or using of this interface.

Parts:

IC1 MAX232/ICL232 RS232 Level Converter with onboard
+10V/-10V voltage generator.
IC2 74LS00 Quad NAND Gate. Used to disconnect Data Lines
when DTR is not asserted.
R1 1K resistor 1/4W
R2 4K resistor 1/4W (3K to 7K should be OK)
C1,C2 4.7uF capacitor
C3,C4,C5 10uF capacitor
D1,D2,D3 IN4148 or IN914A or similiar diodes
ZD1 IN4733 5.1V Zener Diode or IN4734 5.6V Zener Diode

I don't have a data sheet for MAX232 and are giving the values for
the capacitors from another circuit. I used 33uF caps for all of them
(I have a lot of them I got cheap) and have had no problems. Place
them as close to IC1 as possible. They should probably be 12 to 16
volt types or better especially C3 and C4 which see around 10 volts,
where the other three only see 5V.

ASCII Circuit Diagram



```
| | | |
__|(3) IC2 | | V+ 5V gnd v- |
\_|(4) | |_(2)_(16)_(15)_(6)____|
| | | | | |
GND---|(7) | +-||-+ |-||-+--------(4)DTR
| (10)|__ +C3 |+C4
VCC---|(14) (11)|_/ | GND---(5)GND
|___________| GND

(no connection) NC----(6)DSR
NC----(8)CTS
```

Optional (Only needed to be able to detect ring signal from Modem): This is not tested, Hopefully it does not need to be inverted. You could probably use a 1489 if you know how.

```
D3 R2
Interupt(13)____________[\|_____________________/\/\/\____(9)RI
[/| |
ZD1 |
GND__________[\7_|
[/L
```

Be sure to note polarity of capacitors. Note: The positive lead of C4 does go to ground since the other leg will be a negative voltage. + and / \ are use to show connections and bring connections together on the diagram. Sorry not to break the ICs down into parts but that would have made the diagram worse.

Pins for RS232 are for a 9 pin connector. With this connector you can connect a standard 9 to 25 pin cable to this connector to use a modem, or a null modem cable to transfer files. You can substitute a 25 pin connector using table below. If you plan on only using it for file transfers you can wire in the null modem cable before the jack. Note: The 9 pin connections are not the same as the 850 interface but are the same as used sometimes on IBM type computers. Change the gender of the plug as desired.

9 Pin	25 Pin
1	8
2	3
3	2
4	20
5	7
6	6
7	4
8	5
9	22

RS232 Definitions:

CD=Carrier Detect (inp) DTR=Data Terminal Ready (out)
D.IN=Data In(inp) D.OUT=Data Out (out)
DSR=Data Set Ready (inp) CTS=Clear to Send(inp)
RI=Ring Indicator (inp)

Null Modem connections

This is for 9 pin connectors, if a 25 pin connector is used
use chart earlier to convert.
Connect pin 5 straight through.
cross in one end of the cable 2 with 3 and 7 with 8.
connect 1,4, and 6 in each end of the cable.

If you are only using the interface for computer to computer
transfers, you can build this into the interface if you are
careful. Connect what would go to pin 3 to pin 2. Connect what
would go to pin 3 to pin 2. Connect what would go to pin 8
to pin 7. Connect 1,4,6 together on the connector. Connect what
would go to pins 1 and 4 together. Connect pin 5 normally.

Parts Sources

Resistors, capacitors, diodes should be available from Radio
Shack (not sure about the zener diode if you need it). The
DB9/DB25 connectors and hoods should also be available there.
Atari SIO cables are available from one of the Atari Dealers -
just remove one end. You may also want to pick up a prototyping
board at Radio shack to build it on.
I got the MAX232 for $1.65 and 74LS00 for 22 cents at BG Micro.
(US$ only,$10 minimum order on credit cards) $3.25 minimum shipping
($7.50 Canada, $15 others, no shipping to Mexico or Puerto Rico).
You could also get IN4148 diodes at 100/2.50. Other items that
you could get to pad an order if you need them:
14 pin socket 13/1.00 (only need 1),16 pin sockes 13/1.00
(only need 1), 6821 PIA $2.00 (same as 6520?), 6810 (used in
1050) $1.25, 2793 (Controller used in 1050) $7.50, 4164-150ns RAMS
at $0.49 or 9/3.50, 41256-150ns RAMs at $1.25 or 9/9.95 (256Kx1),
62256 32x8 SRAM $5.00 (can this upgrade the Black Box as
described in the last issue of the original A.C.?) Orders 1-800-
276-2206, Tech suport 214-271-9834, Fax 214-271-2462. P.O.
Box 280298 Dallas, TX 75228. This along with a couple other
places was listed in one of the original A.C. issues.

Last Update 1/95

Send corrections and typos to cp576@cleveland.freenet.edu

Shamelessly taken from http://intrepid.mcs.kent.edu/~clisowsk/8bit.html

2607. Re: assembly question

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bde669$461b7100$0a68cad0@none>
Source record: 59875

You should also consider MAE. This assembler was recently updated by John Harris. The man
who brought us classics like Frogger and Jawbreaker and who is featured in the book Hackers by
Steve Levey.

MAE is available on the University of Michigan FTP site. It includes nicely written documentation.

Also, there is a disk version of MAC/65 available on the Michigan site (I believe). But I don't know of any
documentation available on the web for it.

You might want to check with B&C Computervisions and see if the have any copies still available.
Their address is HTTP://www.myatari.com/

Good Luck,
Glenn Bruner
brunergs@pcisys.net

LWhite6497 <lwhite6497@aol.com> wrote in article
<19980917012550.02354.00000424@ng88.aol.com>...
>
>
> >I wanted to know where I could find out how to use the mac65 assembler
> >or if there is a better assembler I should use.
>
> If you are just starting out, I would suggest the
> Atari Assembler/Editor cart. And I would check the "for sales" for a copy of
> " the Atari Assembler" by Don & Kurt Inman.
> The A/E is slow, and not good for large projects, but for writing m/l routines
> for BASIC programs, and learning, it is fine IMO.
> Mac65 is a very good assembler, and being
> a macro assembler, it allows using pre-written
> macros (code modules) from libraries such as
> the "Mac65 Toolkit" to make a project much
> easier.
> Larry
>

2608. Connecting Atari and PC via COM/Joy ports

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: Graeme Fenwick <gfenwick@BYESPAMprimex.co.uk>
Message-ID: <36081420.0@scooby.nildram.co.uk>
Source record: 59876

If the COM ports on the PC are the same shape as the joystick port on the Atari, does this mean that with a female-female joystick lead and suitable software on both machines it should be possible to transfer data between the two (albeit pretty slowly)?

--
Graeme Fenwick - gfenwick@BYESPAMprimex.co.uk
(Remove "BYESPAM" spam filter when replying by mail)

2609. WTB ATARI 822 printer, light pen CX70

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <6u94e2$6gh$1@platane.wanadoo.fr>
Source record: 59877

make offers

2610. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6u91km$dh6@dailyplanet.wam.umd.edu>
Source record: 59878

Louis (bytecat@hempseed.com) wrote:
: About 7,8 years ago i saw a film on TV that was about a boy finding secret
: documentation in a Atari Game Cartridge.
: The documentation was shown when you got a certain high-score.

: Who knowns what film it was?

: And were there more movies or programs that was sponsored by Atari?

Atari provided the computer game graphics for SUPERMAN III (complete with sound effects from the awful 2600 version of Pac-Man). There was supposed to have been a tie-in; I remember that a game cart was advertised, but I never saw it anywhere.

Someone mentioned BLADE RUNNER (Atari's logo is noticeable in one of the city scenes), but this was probably due to the fact that Atari was owned by Warner Communications at the time, which also owned Warner Bros., the distributor of the film.

This is also a bit indirect, but Atari computers were used to design some of the sound effects used in TRON. And even more indirect, but sort of cool, is that an Atari computer (Portfolio, if I remember right) was used to help save the world in TERMINATOR 2.

An Atari 400 is visible in FRIGHT NIGHT (I think the film was released by Warner Bros.?). But that was more of a product placement than anything else.

2611. Re: Connecting Atari and PC via COM/Joy ports

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: Richard Cortese <ricortes@worldnet.att.net>
Message-ID: <3606EC9C.24B9@worldnet.att.net>
Source record: 59879

Graeme Fenwick wrote:
>
> If the COM ports on the PC are the same shape as the joystick port on the
> Atari, does this mean that with a female-female joystick lead and suitable
> software on both machines it should be possible to transfer data between the
> two (albeit pretty slowly)?
>
> --
> Graeme Fenwick - gfenwick@BYESPAMprimex.co.uk
> (Remove "BYESPAM" spam filter when replying by mail)
Another embarassingly poor hack, but yes. I had one of the old Joystick
modems & got a good look at how they did it. Posted the hack around a
few places, allowed you to use the Express MMP software to hook to
either a hayes modem or PC. The handshaking for terminal software
limited the thing to 300 baud when functioning as a terminal, but I did
have more then a few 19,200 baud transfers from the Atari to the PC that
went well. Fastest I ever tried from PC to joystick with one way
transfers was 1200 baud. Really ugly hack, but it works, just takes a
resistor, a diode, & a 9 pin connection for the Atari side & a 9 or 25
pin connector for the PC. Joysticks are really noisy for binary
transfers, but with the center sampling of RS232 they work fine.

2612. Re: Connecting Atari and PC via COM/Joy ports

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <6u9fn9$c9l$1@news.storm.ca>
Source record: 59880

Same shape<>same function. The Atari 9-pin port is half a parallel port (with a couple of pots thrown in). The PC 9-pin port is a serial port. It is possible to do a serial transfer by the joystick port - witness the Supra 300AT mode that ran at 300 baud through the joystick port. There's also a joystick port network available from UMich; it's impractical for more than two computers unless you're using a 400 or 800, since you need an "in" port and an "out" port. But the only standard port on the Atari is its joystick port, used on the ST, AMiga, C64 and Atari 2600. It isn't a COM: port.

With custom software on both ends and a custom cable you could (probably) transfer software via a joystick port. But it would be faster to use a SIO to RS232 adapter cable (I just posted plans that Keith Siders did up in 1995) and term programs at both ends.

David Paterson

Graeme Fenwick wrote in message <36081420.0@scooby.nildram.co.uk>...
>If the COM ports on the PC are the same shape as the joystick port on the
>Atari, does this mean that with a female-female joystick lead and suitable
>software on both machines it should be possible to transfer data between
the
>two (albeit pretty slowly)?
>
>--
>Graeme Fenwick - gfenwick@BYESPAMprimex.co.uk
> (Remove "BYESPAM" spam filter when replying by mail)
>
>

2613. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <6u9j4kfuh1@news.storm.ca>
Source record: 59881

Jack H. Lee wrote in message <6u91km$dh6@dailyplanet.wam.umd.edu>...
>Louis (bytecat@hempseed.com) wrote:
>: And were there more movies or programs that was sponsored by Atari?
>
>Someone mentioned BLADE RUNNER (Atari's logo is noticeable in one of the
>city scenes), but this was probably due to the fact that Atari was owned
>by Warner Communications at the time, which also owned Warner Bros., the
>distributor of the film.

BLADE RUNNER is notorious for the kiss of death it gave to virtually every company featured on its electronic billboards. Coca-Cola is still around, but Atari and many others have all gone belly up since it was filmed.

David Paterson

2614. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2209982047130001@port121.bitstream.net>
Source record: 59882

In article <01bde662$bba9e8e0$21364382@vidar>, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

> Louis <bytecat@hempseed.com> wrote in article
> <906492667.6836.0.spot.c29fe7b1@news.demon.nl>...
> > About 7,8 years ago i saw a film on TV that was about a boy finding
> secret
> > documentation in a Atari Game Cartridge.
> > The documentation was shown when you got a certain high-score.
> >
> > Who knowns what film it was?
>
> Cloak and Dagger
>
> > And were there more movies or programs that was sponsored by Atari?
>
> Sponsored ? Don't know, but D.A.R.Y.L., T2, Driving Academy, The Last
> Starfighter amongst more, had Atari's in them. Oh, and one of my faves,
> Blade Runner!

Also, I believe the kid in The Princess Bride has an Atari. And don't
forget the anachronistic use of an Atari 300 baud accoustic modem in
Sneakers...

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984

2615. Re: A simple answer about color

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2209982112030001@port121.bitstream.net>
Source record: 59883

In article <6956-3603680A-2@newsd-198.iap.bryant.webtv.net>,
marknewtonjohn@webtv.net (Mark Newton-John) wrote:

> Without going blah blah about DLIs, mixing graphic modes, blah blah
> blah, for the most part, on an 8-bit you have four colors to work with.
> (At the same time)
>
> With the ST in low-res, you have 16; medium-res, four. (At the same
> time) And of course, hi-res is only two, black and white.
>
> I believe the original post was asking how many colrs can be displayed
> at one time, rather than the palette, or even how many shades of colors
> one could do with programming tricks.

Without any "tricks," using Graphics modes directly supported by the OS:
16 is the max (at 80x192 pixels). (You realize of course this is an OS
limitation, not a hardware limitation.)

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984

2616. Re: Atari 8-bit Winamp Skin!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <6u9qqlobe1@samsara0.mindspring.com>
Source record: 59884

Itay wrote in message <36083E23.C942AE9D@hotspam.com>...
>I have created a nice little Winamp skin based on the 8-bit's characters
>and character
>graphics. This is VERY cool and worth seeing.. :)

Very cool. Could you let us know when it is posted there? And email it to
me if you want to.

craig
http://www.thom.org/

2617. Atari 8-bit Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-22 00:00:00 UTC
From: Dan Jensen <Daniel.Jensen@trw.com>
Message-ID: <36081984.1DF84F05@trw.com>
Source record: 59885

Has anybody out there heard of the old Atari 8-bit game called Omnitrend's Universe? I remember being addicted to that game for a long time and would like some memories of yesteryear. I am hoping that someone out there has manuals, original packaging, or other information on the game.

Thanks for any help you can offer...Dan

2618. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <I8YN1.29$1c3.332576@news1.i1.net>
Source record: 59788

Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
: Louis <bytecat@hempseed.com> wrote in article
: > And were there more movies or programs that was sponsored by Atari?
:
: Sponsored ? Don't know, but D.A.R.Y.L., T2, Driving Academy, The Last
: Starfighter amongst more, had Atari's in them. Oh, and one of my faves,
: Blade Runner!

Also, Airplane! (Basketball)

John
jvogel@i1.net

2619. Atari 8-bit Winamp Skin!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: Itay <itayc@hotspam.com>
Message-ID: <36083E23.C942AE9D@hotspam.com>
Source record: 59789

I have created a nice little Winamp skin based on the 8-bit's characters and character
graphics. This is VERY cool and worth seeing.. :)

It should be available from winamp's site (www.winamp.com) under skins > computer
when it gets posted - should be within a day - or directly from me by mail.

-itay

--
- Itay Chamiel - itayc at hotmail dot com - Change spam to mail when replying!

2620. For Sale: SupraModem 2400 + cable + 850

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: Itay <itayc@hotspam.com>
Message-ID: <36083EF1.DB048ED6@hotspam.com>
Source record: 59790

I am selling not only the modem, but also an Atari 850 Interface to go along with it,in perfect working order. Waiting to hear offers...

-itay

(original FOR SALE message attached here.)

> FOR SALE:
>
> SupraModem external 2400 baud modem, in perfect working order, including
> docs.
>
> Compact size. Includes custom-built cable to attach to Atari 850
> interface or, alternatively,
> a cable to attach to the PC end of an Sio2PC / APE cable.
>
> (If that doesn't seem to make sense, it looks like this:
>
> Atari - <--APE/Sio2PC cable--> - <--My cable--> - Modem
>
> and it works just fine if you load the R-Verter R: handler, and doesn't
> need any kind of interface.)
>
> Used with my Ice-T terminal emulator it can turn your 8-bit into a
> rather fast and convenient
> terminal for email, BBS, textual web-surfing, downloading, etc.
>
> The modem needs 9VAC, and therefore will work with any Atari standard
> power supply. I can
> throw one of these in, but it's heavy and will make postage really
> expensive. I am located in Israel.
>
> $40 or best offer.. Shipping will be approx. $10 extra, Airmail to
> anywhere in the world.
>
> - Itay Chamiel - itayc at hotmail dot com - Change spam to mail when
> replying!

--
- Itay Chamiel - itayc at hotmail dot com - Change spam to mail when replying!

2621. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: thedosmaster
Message-ID: <3608800e.6423594@news1.ibm.net>
Source record: 59791

On Tue, 22 Sep 1998 19:34:43 GMT, bytecat@hempseed.com (Louis) wrote:

>About 7,8 years ago i saw a film on TV that was about a boy finding secret
>documentation in a Atari Game Cartridge.
>The documentation was shown when you got a certain high-score.
>
>Who knowns what film it was?
>
>And were there more movies or programs that was sponsored by Atari?>
>Louis
That is so easy! The Movie is Cloak And Dagger, featuring the 7800
game, starring a young Henry Thomas (ET) and the "secret" was
something related to the plot of the movie, not in real life! if a got
something like 7 million then the secret US gov't plans would be
revealed! Nice movie too! Can everyone name all of the 8bit stuff
featured in the movie?? ;)

-thedosmaster

:

2622. Re: total list of ATARI stuff i'm looking for:

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <36088374.3BF7C50D@worldnet.att.net>
Source record: 59792

I've got a 1090XL that I never did do
anything with that I might part with,
make me an offer, includes case, board
and documentation, not sure about a power
supply but the docs detail what's needed.
Also have an 835 modem with p.s. cart. and
manual.

patrice MULLER wrote:
>
> -ATARI 8 bits:
> 1400xl
> 1450xl
> 1450xld
> xc1411
> drives: 815, xf351, xf521,xc35
> printers: 822, xtl 201, xtm201, xtc201
> misc: cx70 light pen, 1090, 1060
> modems: 1035, 835
>
> -standalone systems:
> pong c100 atari
> super pong pro c200
> super pong pro c202
> ultra pong doubles boxed only
> ultra pong boxed only
> video music
>
> -video systems:
> 2800
> 5200 2 ports
> 7800 pro system boxed only
>
> -misc:
> cx43 space age
> cx55
> game library 582, 600, 700
> carry case for: portfolio, 5200, 2600, jaguar
> pro pad for jaguar
>
> -calculators:
> cc91r, cc91g
> cc180, cc181, db 2100r, db 2200, st 300, st 310

2623. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bde6c2$232345c0$9e374382@vidar>
Source record: 59793

Sure it's not the 5200 ? I haven't seen it in a long time, but seem to
remember 5200.

thedosmaster wrote in article <3608800e.6423594@news1.ibm.net>...
> On Tue, 22 Sep 1998 19:34:43 GMT, bytecat@hempseed.com (Louis) wrote:
>
> >About 7,8 years ago i saw a film on TV that was about a boy finding
secret
> >documentation in a Atari Game Cartridge.
> >The documentation was shown when you got a certain high-score.
> >
> >Who knowns what film it was?
> >
> >And were there more movies or programs that was sponsored by Atari?>
> >Louis
> That is so easy! The Movie is Cloak And Dagger, featuring the 7800
> game, starring a young Henry Thomas (ET) and the "secret" was
> something related to the plot of the movie, not in real life! if a got
> something like 7 million then the secret US gov't plans would be
> revealed! Nice movie too! Can everyone name all of the 8bit stuff
> featured in the movie?? ;)
>
> -thedosmaster
>
> :
>

2624. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bde6c2$d17fcee0$9e374382@vidar>
Source record: 59794

The kid in Brincess Bride, I believe plays the C64 version of Hardball.

Mark L. Simonson <marksim@bitstream.net> wrote in article
<marksim-2209982047130001@port121.bitstream.net>...
> In article <01bde662$bba9e8e0$21364382@vidar>, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> wrote:
>
> > Louis <bytecat@hempseed.com> wrote in article
> > <906492667.6836.0.spot.c29fe7b1@news.demon.nl>...
> > > About 7,8 years ago i saw a film on TV that was about a boy finding
> > secret
> > > documentation in a Atari Game Cartridge.
> > > The documentation was shown when you got a certain high-score.
> > >
> > > Who knowns what film it was?
> >
> > Cloak and Dagger
> >
> > > And were there more movies or programs that was sponsored by Atari?
> >
> > Sponsored ? Don't know, but D.A.R.Y.L., T2, Driving Academy, The Last
> > Starfighter amongst more, had Atari's in them. Oh, and one of my faves,
> > Blade Runner!
>
> Also, I believe the kid in The Princess Bride has an Atari. And don't
> forget the anachronistic use of an Atari 300 baud accoustic modem in
> Sneakers...
>
> Mark
>
> --
> Mac/Atari Fusion: Atari 8bit Resources for Mac Users
> http://www2.bitstream.net/~marksim/atarimac/
>
> Mark Simonson, Proprietor
> marksim@bitstream.net
>
> Atari user since 1982 -- Mac user since 1984
> --
>

2625. Re: UK National 8-bit Show?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <360cc2fb.60392940@thunder>
Source record: 59795
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.msx,comp.sys.atari.8bit,alt.c64,comp.sys.sinclair,comp.sys.misc, comp.sys.ti,comp.sys.cbm

On Tue, 22 Sep 1998 11:49:40 +0100,
"thurstan.johnston" <thurstan.johnston@virgin.net> enlightened us
thusly:

>Excellent idea, would be a really good way of finding those long lost
>and un-obtainable bits of software and hardware for whatever computer.
>
>Maybe one day I will find Manic Miner for my CPC6128 that actually
>works! All I ever get is Willy jumping constantly on the first screen!

I have this. Feel free to drop me a line in email if you would like
it.

--
David Cantrell, part-time perl/java/SQL techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

2626. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EzqDsE.8r2@cix.compulink.co.uk>
Source record: 59796

There was a film in the early mid eighties called (I think) prime Risk. It featured a girl hacker who used an Atari 800 & 810 (very visibly used with *real* screenshots as I remember) to hack systems. She discovers a world wide plot to bankrupt the US by shutting down its entire banking/finance infrastsructure. Nice race against time ending as they tried to work out where the last bomb was that was going to blow the networking up.

I really loved the film because of the cute female hacker, loads of Atari bits and a good plot too. Mind you, I'm older & wiser now and might find its crap if Iever see it again!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2627. Black Box & MAE 1.1?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: Christopher Kmiec <ckmiec@mediaone.net>
Message-ID: <3608E25E.B83797B7@mediaone.net>
Source record: 59797

Hi,

I was wondering if someone could help me. I have a 130XE with a Blackbox, using SpartaDOS 3.2g, and I just installed MAE 1.1. Now, every time I try to assemb;e anything, the screen goes bezerk, flashing a completely mangled display list. But if I try to assemble an empty editor, it goes through both passes normally. Is it possible that MAE and Blackbox do not work together?

Any help would be appreciated.

Chris Kmiec

2628. Adventure games

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3608EC45.27434F38@asw.cz>
Source record: 59798

Hello!

Were these games made for 8bit Atari? I'm looking for ATR or PRO images.

Infocom:
Suspect
A Mind Forever Voyaging
Trinity
Bureaucracy
The Lurking Horror
Nord and Bert
Plundered Hearts
Border Zone
Sherlock
Shogun
Journey
Arthur

Adams:
Scott Adams Adventure 11:Savage Island Part 2
Saga versions of:
01-Adventureland
04-Voodoo Castle
06-Strange Odyssey
07-Mystery Fun House
08-Pyramid of Doom
09-Ghost Town
10-Savage Island Part 1
11-Savahe Island Part 2
12-The Golden Voyage

Level9:
Emerald Isle (graphics version)
Price of Magic (text version)
Lords of Time (graphics version)
Silicon Dreams 1: Snowball (graphics version)
Silicon Dreams 2: Return to Eden (graphics version)
Silicon Dreams 3: Worm in Paradise (graphics + text version)

Brian Howarth:
Mysterious Adventure 06 - Circus

Magnetic Scrolls:
Jinxter

--
Jindroush (kubecj@asw.cz)

2629. Re: Alien Group Voice Box?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3608F76D.17F32678@ix.netcom.com>
Source record: 59799

LWhite6497 wrote:
>
> Would the "Cheap Talk" project from Antic
> (I think) be of any value? Although the IC(s)
> for it may no longer be available.
> Larry White

Actually, the Antic Sound Processor is based on Cheap Talk. So, the info from that project would also be useful. Once I get the ASP article scanned (tonight (HOPEFULLY)), I'll e-mail it to those folks that asked for it then post it, and the Antic v8 n8 ASP files on an ARC file to the Umich Atari site.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2630. connecting Atari 8 bit to Comm 1802 monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: falcond@usa.net
Message-ID: <6uavk4$2tj$1@herringbone.richmond.edu>
Source record: 59800

I just got a Commodore 1802 monitor which works great with my video game consoles. I was wondering if it is possible to connect it to my Atari 130XE computer. The monitor came with a cable but it does not fit into the Monitor jack on the back of my Atari. Any suggestions?

Thanks,
Falcon

2631. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: Cory Arcangel <cory.arcangel@oberlin.edu>
Message-ID: <360914EB.FD6DE6F1@oberlin.edu>
Source record: 59801

i don't know if this fits the thread, but for a film class this semester i'll be making a short piece featuring ataris. it's basically going to be a star trek spoof except instead of nice deck with kirk and officers, it's me and my roommate in a big cardboard box with Star Raiders as our on-screen display. but the plot is the same - we'll be travelling the galaxy visiting new planets (i.e. local stripmalls and topless bars) and investigating the lifeforms we find. all the sound effects wil be done on my 130xe too. so if anyone wants a copy, drop me a note and i'll get in touch with you in about december when everything should be wrapped up.

paul
paul.davis@oberlin.edu

2632. Re: Connecting Atari and PC via COM/Joy ports

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6ub8l6$j60$1@alexander.INS.CWRU.Edu>
Source record: 59802

It is probably possible. I think it has been done.
The old MPP modems attached to the joystick port. And
I think Bob Puff made a driver for the sx212 or something
to go in the joystick port. The thing is, why re-invent the
wheel? Use a sio2pc/ape cable instead, with APE or
sio2pc software.
Russ

2633. Re: Direct SIO 2 Modem ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6ubbjc$9gk@freenet-news.carleton.ca>
Source record: 59803

Adi Perry (adiperry@geocities.com) writes:
> Hello,
>
> Is it possible to connect the ATARI SIO directly to an external modem ?
> (is it possible to reprogram the SIO to work with sio-unaware devices?)

Sure, build an SIO2PC type interface and load the R:Verter driver to use
the modem. The R:Verter was pretty much exactly the same device as the SIO2PC
cable, less one line.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2634. fs: Atari 600 XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: abc@nospam.com
Message-ID: <6ubinc$mu9@batph8.us.nortel.com>
Source record: 59804
Cross-posted to: alt.games.video.classic,rec.games.video.classic,att.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,alt.atari.2600

Please send replies to johny@pipeline.com

Atari 600XL Computer

Power Adaptor

TV hookup box

Mnauals and orignal Box

In excellent condition

$35

Buyer Pays the shipping

Salim Khan
Alpharetta, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

2635. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: Jason Hedrick <Jason.Hedrick@DaytonOH.NCR.COM>
Message-ID: <eFBxKuy59GA.65@rpc1285.daytonoh.ncr.com>
Source record: 59805

You're right. The 7800 was only a twinkle in Atari's eye at that point. It
didn't come out until the late eighties. It most definitely was a 5200.

Jason Hedrick

Vidar "Hawk" Olavesen wrote in message <01bde6c2$232345c0$9e374382@vidar>...
>Sure it's not the 5200 ? I haven't seen it in a long time, but seem to
>remember 5200.
>
>thedosmaster wrote in article <3608800e.6423594@news1.ibm.net>...
>> On Tue, 22 Sep 1998 19:34:43 GMT, bytecat@hempseed.com (Louis) wrote:
>>
>> >About 7,8 years ago i saw a film on TV that was about a boy finding
>secret
>> >documentation in a Atari Game Cartridge.
>> >The documentation was shown when you got a certain high-score.
>> >
>> >Who knowns what film it was?
>> >
>> >And were there more movies or programs that was sponsored by Atari?>
>> >Louis
>> That is so easy! The Movie is Cloak And Dagger, featuring the 7800
>> game, starring a young Henry Thomas (ET) and the "secret" was
>> something related to the plot of the movie, not in real life! if a got
>> something like 7 million then the secret US gov't plans would be
>> revealed! Nice movie too! Can everyone name all of the 8bit stuff
>> featured in the movie?? ;)
>>
>> -thedosmaster
>>
>> :
>>

2636. Re: Alien Group Voice Box?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <6ubm02$7v8$1@news.storm.ca>
Source record: 59806

Cheap Talk was in ANALOG, built around a chip from Radio Shack and
interfaced by a parallel hack through the PIA (joystick).

The Antic Sound Processor was based on Parrot and other digitizers, and used
the POT line to sample sounds and replay them through POKEY, using the
"forced" volume mode.

Two very different projects.

David Paterson

Robert S Ely wrote in message <3608F76D.17F32678@ix.netcom.com>...
>LWhite6497 wrote:
>>
>> Would the "Cheap Talk" project from Antic
>> (I think) be of any value? Although the IC(s)
>> for it may no longer be available.
>> Larry White
>
> Actually, the Antic Sound Processor is based on Cheap Talk. So, the
>info from that project would also be useful. Once I get the ASP article
>scanned (tonight (HOPEFULLY)), I'll e-mail it to those folks that asked
>for it then post it, and the Antic v8 n8 ASP files on an ARC file to the
>Umich Atari site.
>
>--
>Robert S Ely --- Communications Systems Technician
>rsely@dhs.state.nj.us -or- rely@ix.netcom.com
>====|||====Atari 8-bit user since 1982====|||=====
>===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2637. Re: Alien Group Voice Box?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980922201635.15210.00000327@ng144.aol.com>
Source record: 59886

Would the "Cheap Talk" project from Antic
(I think) be of any value? Although the IC(s)
for it may no longer be available.
Larry White

2638. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-23 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980922202118.15210.00000332@ng144.aol.com>
Source record: 59887

The "Cloak & Dagger" was the most extensive "appearance" in a movie that I
can remember. And yes, "Blade Runner"
is one of my all-time Sci-Fi favorites (along with "Dune" and "Star Trek II,
The Wrath of
Khan".)
Larry

2639. AI & Infocom "Engines" and Data Files

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980923213601.04114.00000908@ng25.aol.com>
Source record: 59807

There have been posts before about the
Adventure Intl and Infocom games, and
there are apparently PC programs for each
of these groups that will allow you to use the
data files for the individual games. Has anyone
done this? If so, can they explain exactly what
steps one has to go through to
do it? I looked at a site where the AI games
are archived, and there were a bunch of
diferent files, without much description as to
what did what. ???

2640. Re: Just for kicks: Java JVM / JRE on an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <3609d20f.15688451@news.wwa.com>
Source record: 59808

On Wed, 16 Sep 1998 22:28:35 -0400, "Anthony J. Bufort"
<bufort@injersey.com> wrote:

>Java for the Atari 8-bit - worthwhile dream or foolish fiction?
>
>-Tony Bufort

not even the ST...

i have a 486 running linux (among other pc's) and that took damn near
2 minutes to compile hello world.

eric

2641. Re: Connecting Atari and PC via COM/Joy ports

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bde77e$61599bc0$0b68cad0@none>
Source record: 59809

Graeme Fenwick <gfenwick@BYESPAMprimex.co.uk> wrote in article
<36081420.0@scooby.nildram.co.uk>...
> If the COM ports on the PC are the same shape as the joystick port on the
> Atari, does this mean that with a female-female joystick lead and
suitable
> software on both machines it should be possible to transfer data between
the
> two (albeit pretty slowly)?
>

You should be careful in trying to just connect a joystick/SIO port and a
PC serial port.
These ports operate on different types of interface specifications. The
joystick/SIO ports
operate on +5VDC and ground potentials. The RS232 specification (a PC
serial port) operates
on a -15VDC and ground potentials. Wiring these ports together directly
without using
IC chips to "translate" these voltages, your going to burn something up.

Your best best is to build a SIO2PC cable and use APE.

Like someone said, why re-invent the wheel.

Glenn Bruner
brunergs@pcisys.net

2642. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bde780$a780ace0$0b68cad0@none>
Source record: 59810

thedosmaster wrote in article <3608800e.6423594@news1.ibm.net>...
> On Tue, 22 Sep 1998 19:34:43 GMT, bytecat@hempseed.com (Louis) wrote:
>
> >About 7,8 years ago i saw a film on TV that was about a boy finding
secret
> >documentation in a Atari Game Cartridge.
> >The documentation was shown when you got a certain high-score.
> >
> >Who knowns what film it was?
> >
> >And were there more movies or programs that was sponsored by Atari?>
> >Louis
> That is so easy! The Movie is Cloak And Dagger, featuring the 7800
> game, ...

Sorry to correct you on this, but it was a 5200. At that time, the 7800
was
still just a product prototype.

>Can everyone name all of the 8bit stuff
> featured in the movie?? ;)
>

Cloak and Dagger and Tempest for the 5200 and 2600 were show cased
on the store shelf in the movie. The 5200 games had the offical blue
labeling
and the 2600 games had the offical red labeling.

The Cloak and Dagger game footage was the running on an actual arcade
unit with a behind the scenes game player playing the game for Henry.

Too bad Cloak and Dagger was never completed for the 5200. I think the
programmer only got about half way done on the game.

Glenn Bruner
brunergs@pcisys.net

2643. wtb: unused EPYX Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: Mark Kusz <mkusz@worldnet.att.net>
Message-ID: <6ucprq$8h6@bgtnsc03.worldnet.att.net>
Source record: 59811

desc: black joystick w/ red trigger and stick; makes clicking sound

if you have one, plmk.

2644. Re: The Clinton, Starr Report in FULL

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3609F9D3.7BD09742@classic-games.com>
Source record: 59812

Ian Coleman wrote:
>
> Greg Miller wrote in message <36076FF4.CD3C10C8@classic-games.com>...
> >A good job in what way? People keep saying that, but they never seem
> >able to come up with any examples.
> >
>
> Better than George Herbert Hoover Bush's recession years, at least.

And what does that have to do with the President?

> Okay, lets treat Clinton like any other citizen:
>
> There's no way a private citizen would have been subjected to four years of
> this kind of taxpayer funded crap. District attorney's offices don't have
> $40 million to spend on finding out if Greg Miller's got a dish on the side.
> Nor do they have any inclination to pursue the question.

On the other hand, if they catch me perjuring myself, what do you think
would happen?

> I don't want the vice squad following me around for four days, much less
> four years. How 'bout you?

Certainly not, I'd prefer to be immune to the law.

--
http://www.classic-games.com/
If you commit perjury, you go to jail... Is the President of the United
States above the law? Food for thought.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

2645. Re: Alien Group Voice Box?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <360A6395.48FF7E80@ix.netcom.com>
Source record: 59813

David A. Paterson wrote:
>
> Cheap Talk was in ANALOG, built around a chip from Radio Shack and
> interfaced by a parallel hack through the PIA (joystick).
>
> The Antic Sound Processor was based on Parrot and other digitizers, and used
> the POT line to sample sounds and replay them through POKEY, using the
> "forced" volume mode.
>
> Two very different projects.
>
> David Paterson
>
> Robert S Ely wrote in message <3608F76D.17F32678@ix.netcom.com>...
> >LWhite6497 wrote:
> >>
> >> Would the "Cheap Talk" project from Antic
> >> (I think) be of any value? Although the IC(s)
> >> for it may no longer be available.
> >> Larry White
> >>
> > Actually, the Antic Sound Processor is based on Cheap Talk. So, the
> >info from that project would also be useful. Once I get the ASP article
> >scanned (tonight (HOPEFULLY)), I'll e-mail it to those folks that asked
> >for it then post it, and the Antic v8 n8 ASP files on an ARC file to the
> >Umich Atari site.
> >>
> >>--
> >Robert S Ely --- Communications Systems Technician
> >rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> >====|||====Atari 8-bit user since 1982====|||=====
> >===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

David,
I just repeated what the ASP article said. It did say, loosely based on
Cheap Talk, though.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2646. Atari User Groups (Any in Georgia, USA)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: scorpion@atlcom.net
Message-ID: <360a750f.69548153@nntp.atlcom.net>
Source record: 59814

I've look though the FAQ and searched the WEB for Atari Users Groups
in Georgia adn can not find any. Can someone tell if they know of any
in Georgia.

Gary Barrentine
gar_bar@op9.com
Gary Barrentine
scorpion@atlcom.net
http://www.atlcom.net/~scorpion

2647. FS: Atari 800 programmers package. manuals, drive, sticks, full memory 76k, $70 obo.

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: pkr4@goodnet.com
Message-ID: <yTuO1.86$fl2.1627951@news.goodnet.com>
Source record: 59815

```
Everything in excellent condition.
800 unit
18k built in
58 k added memory (3x16, 1x10)
cables, ac adaptor
810 floppy drive
users and programming manual
game cartridges
basic (language) cartridge
two joysticks and cables

$70 or best offer nearest to it.

buyer pays shipping to their location.

jim
pqr4@goodnet.com
```

2648. Re: Connecting Atari and PC via COM/Joy ports

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <360a8d22.228644405@news.pressenter.com>
Source record: 59816

On Tue, 22 Sep 1998 18:36:39 -0400, "David A. Paterson"
<david_p@storm.ca> wrote:

>With custom software on both ends and a custom cable you could (probably)
>transfer software via a joystick port. But it would be faster to use a SIO
>to RS232 adapter cable (I just posted plans that Keith Siders did up in
>1995) and term programs at both ends.

We have all probably at least heard of an SIO2PC type cable by now or
APE cable, is this cable you have the same or different? Also, how
does one get a R handler to work with a modem (or null modem) hooked
up via SIO port? I have an SX212 which has both a DB25 serial port,
and an SIO port. My BB has a 19.2Kbps serial port, but it would be
evcen better to get faster still directly throgh the SIO port. How
to?

2649. Does Miner2049er 2 work with atari800win?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: VonRichter <baronvonrichter@yahoo.com>
Message-ID: <6ue26u$59s$1@oak.prod.itd.earthlink.net>
Source record: 59817

```
also called bounty bob strikes back. im just wondering if i have a corrupted
file of it...thanks
```

2650. Re: Does Miner2049er 2 work with atari800win?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36219a40.15312144@news.demon.co.uk>
Source record: 59818

The other Day "VonRichter" <baronvonrichter@yahoo.com> wrote:

>also called bounty bob strikes back. im just wondering if i have a corrupted
>file of it...thanks
>
Must be your file, works 100%
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2651. Re: Atari User Groups (Any in Georgia, USA)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <360AA676.AF7C0D29@erols.com>
Source record: 59819

I can't even recall ever seeing a user group in Georgia (guys, correct me if I'm wrong.)

If your search doesn't turn any up, consider joining mine (The Ol' Hackers AUG on Long Island, NY.) We have many corresponding members from around the country and the world.

Gary Barrentine wrote:
>
> I've look though the FAQ and searched the WEB for Atari Users Groups
> in Georgia adn can not find any. Can someone tell if they know of any
> in Georgia.
>
> Gary Barrentine
> gar_bar@op9.com
> Gary Barrentine
> scorpion@atlcom.net
> http://www.atlcom.net/~scorpion

2652. alternate reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: jmblondi@alpha.delta.edu
Message-ID: <6uebd8$reb@alpha.delta.edu>
Source record: 59820

Does anyone have any good advice for Alternate Reality: The Dungeon? Any cheats, tips, or locations of important stuff?

One big question, though: How do I get rid of the Devourer? This thing has chased me around since my days of playing on my 800XL and now follows me on my emulated version. I must have killed a hundred of these things. I just don't know. I have had excellent morallity, carried around no evil items, but yet it lingers. Help!!

Josh

2653. Re: Connecting Atari and PC via COM/Joy ports

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <6uees2ov1@news.storm.ca>
Source record: 59821

As far as I know, these are two different cables. I'm more than willing to
be proven wrong, though...

David

Jon Melbo wrote in message <360a8d22.228644405@news.pressenter.com>...
>On Tue, 22 Sep 1998 18:36:39 -0400, "David A. Paterson"
><david_p@storm.ca> wrote:
>
>>With custom software on both ends and a custom cable you could (probably)
>>transfer software via a joystick port. But it would be faster to use a
SIO
>>to RS232 adapter cable (I just posted plans that Keith Siders did up in
>>1995) and term programs at both ends.
>
>We have all probably at least heard of an SIO2PC type cable by now or
>APE cable, is this cable you have the same or different? Also, how
>does one get a R handler to work with a modem (or null modem) hooked
>up via SIO port? I have an SX212 which has both a DB25 serial port,
>and an SIO port. My BB has a 19.2Kbps serial port, but it would be
>evcen better to get faster still directly throgh the SIO port. How
>to?
>

2654. Re: The Clinton, Starr Report in FULL

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: Ian Coleman <icoleman@acm.org>
Message-ID: <6uef33$n47$1@hirame.wwa.com>
Source record: 59822

>Ian Coleman wrote:
>>
>> Greg Miller wrote in message <36076FF4.CD3C10C8@classic-games.com>...
>> >A good job in what way? People keep saying that, but they never seem
>> >able to come up with any examples.
>> >
>>
>> Better than George Herbert Hoover Bush's recession years, at least.
>
>And what does that have to do with the President?
>

The question was "A good job in what way." The implied answer was "It's the
economy, my friend."

>> Okay, lets treat Clinton like any other citizen:
>>
>> There's no way a private citizen would have been subjected to four years
of
>> this kind of taxpayer funded crap. District attorney's offices don't
have
>> $40 million to spend on finding out if Greg Miller's got a dish on the
side.
>> Nor do they have any inclination to pursue the question.
>
>On the other hand, if they catch me perjuring myself, what do you think
>would happen?
>
They wouldn't--if you had any kind of lawyer at all, you'd have taken the
5th; a legal protection which was denied Clinton.

On the other hand, if they caught you being -evasive- in answering a line of
questioning that was later found to be inadmissable, in a civil lawsuit that
was thrown out of court, the plaintiff's attorney could very well make the
"cut your knife" gesture in your direction.

>> I don't want the vice squad following me around for four days, much less
>> four years. How 'bout you?
>
>Certainly not, I'd prefer to be immune to the law.
>
That would be nice.

Anyway, I think I agree with you on basic principles: We're both arguing
that justice should be applied to everyone equally--and no one should get a
free pass. We just don't agree on what justice means in this case.

I'll let you have the last word on this--as I can't really think of any way
to make this topic "8-bit compatible."

1>--
2>http://www.classic-games.com/
3>If you commit perjury, you go to jail... Is the President of the United
4>States above the law? Food for thought.
5>*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

Incidentally, is all of the signature supposed to be equally ironic? Or
just the 5th line telling newbies not to include more than four lines in a
.sig?

Sorry :)
Couldn't resist.

IanC

2655. Re: The Clinton, Starr Report in FULL

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: Graeme Fenwick <gfenwick@BYESPAMprimex.co.uk>
Message-ID: <360ac4c2.0@scooby.nildram.co.uk>
Source record: 59823

Greg Miller wrote in message
:And what does that have to do with the President?

What does this have to do with the Atari 8-bit full stop?

:*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

Or irrelevant posts.

Graeme Fenwick - gfenwick@BYESPAMprimex.co.uk
(Remove "BYESPAM" spam filter when replying by mail)

2656. Re: Connecting Atari and PC via COM/Joy ports

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: Graeme Fenwick <gfenwick@BYESPAMprimex.co.uk>
Message-ID: <360ac4c2.1@scooby.nildram.co.uk>
Source record: 59824

GSB wrote in message <01bde77e$61599bc0:You should be careful in trying to
just connect a joystick/SIO port and a
:PC serial port. The
:joystick/SIO ports
:operate on +5VDC and ground potentials. The RS232 specification (a PC
:serial port) operates
:on a -15VDC and ground potentials. Wiring these ports together directly
:without using
:IC chips to "translate" these voltages, your going to burn something up.

Ooops! I'll bloody bet!....

:Your best best is to build a SIO2PC cable and use APE.

What's a SIO2PC cable? Or APE for that matter?

:Like someone said, why re-invent the wheel.

Who wants to drive a Porsche 911 with wooden cartwheels?...

Graeme Fenwick - gfenwick@BYESPAMprimex.co.uk
(Remove "BYESPAM" spam filter when replying by mail)

2657. Re: The Clinton, Starr Report in FULL

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: Steve Johnson <scjohnson@bigfoot.com>
Message-ID: <360AC946.5B3F6122@bigfoot.com>
Source record: 59825

Frankly, I'd rather read a 30 line sig than your (plural) childish bickering --
if it had something to do with 8 bit Atari computers. You children now should
have each other's email addresses, please continue this crap in private.

> Incidentally, is all of the signature supposed to be equally ironic? Or
> just the 5th line telling newbies not to include more than four lines in a
> .sig?
>
> Sorry :)
> Couldn't resist.
>
> IanC

Sorry :)
Couldn't resist

Steve

2658. WTB: Atari 800 & 410 - boxed complete

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-24 00:00:00 UTC
From: rcarvel@wspice.com
Message-ID: <rcarvel-2409982255180001@memphis-du86.wspice.com>
Source record: 59826

I'm looking for both an Atari 800 and a 410 in great shape complete with original box, packing, cables, and manuals. 1982/pre-XL 1983 style - solid silver box w/rainbow colored "Atari" lettering.

BTW, anyone know when exactly this package styling first appeared?

Thanks in advance!

Richard
rcarvel@wspice.com

2659. Re: alternate reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <360B8F4B.5551A7F3@erols.comX>
Source record: 59738

The Devourer comes when you have too much equipment. The author of the
software said it was putin the game to keep players from blowing the internal
stack trying to horde 1000's of objects so a balanace had to be put in.

It's a pain but keeps a little bit of 'Reality' to the game.......

The best cheats for the game are to map out the 1st level and find all the
goodies. The golden apple, razor ice, and many other treasures are yours for
the picking if you know where they lie.

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

Joshua Matthew Blondin wrote:

> Does anyone have any good advice for Alternate Reality: The Dungeon? Any
> cheats, tips, or locations of important stuff?
>
> One big question, though: How do I get rid of the Devourer? This thing
> has chased me around since my days of playing on my 800XL and now follows
> me on my emulated version. I must have killed a hundred of these things.
> I just don't know. I have had excellent morallity, carried around no evil
> items, but yet it lingers. Help!!
>
> Josh

2660. Re: The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: nsss_98@usa.net
Message-ID: <360bca05.1887937@news.clara.net>
Source record: 59739
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

On Fri, 03 Jul 1998 19:42:10 GMT, nsss_98@usa.net wrote:

>On Thu, 02 Jul 1998 19:17:11 GMT, see_the_below@text.com wrote:
>
>>The Fifth Northern SAM & Spectrum Show - Incorporating 8-Bit Show
>>---
>
>Forgot to add... the email address for any enquiries is:
>
>nsss_98@usa.net
>
>Thanks
>

This account has now been temporary disabled.

Enquiries by post only to:

NSSS, 32 Barleyfields Rd, Wetherby,
West Yorkshire. LS22 6PN

Thank you.

(This change is by no means is related to the organiser of the show...
which is still running as planned on the 28th November, Bolton)

2661. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: "A.M. Pond" <AMPond111@aol.com>
Message-ID: <360bef81.0@news1.ibm.net>
Source record: 59740

Vidar "Hawk" Olavesen wrote in message <01bde6c2$d17fcee0$9e374382@vidar >>
And don't forget the anachronistic use of an Atari 300 baud accoustic modem
in
>> Sneakers...
>>

I've seen some criticism for that, but we have to remember the Sneakers had to flee their loft, and someone (it may have been Bishop) said something like "Load whatever you can into the van, we have to get out of here." That's why they didn't have their highest-tech stuff with them for the rest of the film.

2662. Bucholz 800XL upgrade questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: Aaron Christopher Finney <afinney@prinsol.com>
Message-ID: <360C09E9.E043DE2F@prinsol.com>
Source record: 59741

Has anyone here done one of these upgrades? I obtained a text document describing the upgrade, but I have some questions about it.

First of all, do you have to *remove* the old rams and replace them with the 256 ones (i.e., solder the new ones onto the board)?

Also, what is the DIP header plugging into socket U27? The LS158 on my 800XL is not in a socket at U27, it's soldered onto the board.

Finally, is anyone's PIA socketed? Mine is, again, soldered to the board, and will have to be removed to bend the pins up.

I'd be ecstatic to hear from anyone who's done this upgrade, or who can maybe shed some light on exactly what to do. I am fairly competent with the iron and can follow directions, as long as they're reasonably explicit. I remember looking over the shoulder of the guy who did the 320K to my 130XE so long ago, and I remember piggy-backed rows of ram and a mess of wires...

2663. Re: Bucholz 800XL upgrade questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.LNX.3.95.980925194312.23130B-100000@moose.erie.net>
Source record: 59742

I've done dozens of these RAM upgrades on 800XL's. I used to
have a fixed price and did them for most of the members of our user group.
Then toward the end of the 800XL production run, I popped one open to find
everything soldered in instead of socketed! Thanks a lot, Jack!!! :)

Desoldering and/or cutting are time consuming tasks, but not
difficult. However, if you're not experienced, I suggest you have someone
else do it for you or swap someone for an 800XL with a socketed
motherboard. A vast majority of them are socketed.

On 25 Sep 1998, Aaron Christopher Finney wrote:

> Has anyone here done one of these upgrades? I obtained a text document
> describing the upgrade, but I have some questions about it.
>
> First of all, do you have to *remove* the old rams and replace them with
> the 256 ones (i.e., solder the new ones onto the board)?
>
> Also, what is the DIP header plugging into socket U27? The LS158 on my
> 800XL is not in a socket at U27, it's soldered onto the board.
>
> Finally, is anyone's PIA socketed? Mine is, again, soldered to the
> board, and will have to be removed to bend the pins up.
>
> I'd be ecstatic to hear from anyone who's done this upgrade, or who can
> maybe shed some light on exactly what to do. I am fairly competent with
> the iron and can follow directions, as long as they're reasonably
> explicit. I remember looking over the shoulder of the guy who did the
> 320K to my 130XE so long ago, and I remember piggy-backed rows of ram
> and a mess of wires...
>
>

2664. Re: Atari 8-bit Winamp Skin!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <6ugs5r$8gm@news2.tds.net>
Source record: 59743

On 1998-09-23 itayc@hotspam.com said:
it>I have created a nice little Winamp skin based on the 8-bit's
it>characters and character
it>graphics. This is VERY cool and worth seeing.. :)
it>It should be available from winamp's site (www.winamp.com) under
it>skins > computer
it>when it gets posted - should be within a day - or directly from me
it>by mail.
it>-itay
it>--
it>- Itay Chamiel - itayc at hotmail dot com - Change spam to mail when
it>replying!

Ummm, color me silly, but I have to ask this. Just what the heck is a
Winamp skin?

Michael Schoedel, Atari Nut!

And besides, your pulse cannons RUINED my bunny slippers!

Net-Tamer V 1.11.1 - Test Drive

2665. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bde81d$ee8dadc0$0201010a@g6-300xl>
Source record: 59827

Jack H. Lee <eplicon@wam.umd.edu> wrote in article
<6u91km$dh6@dailyplanet.wam.umd.edu>...
> Louis (bytecat@hempseed.com) wrote:
>
> Atari provided the computer game graphics for SUPERMAN III (complete with
> sound effects from the awful 2600 version of Pac-Man). There was
supposed
> to have been a tie-in; I remember that a game cart was advertised, but I
> never saw it anywhere.
>

Atari provided the graphics for Superman III, but the actual hardware used
to generate those graphics were not Atari's...I read in a sci-fi magazine
where they included the maker & model of the machine used but my memory
fails me :-(

2666. Re: 1450XLD drive question

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19980924234321.01293.00001163@ng79.aol.com>
Source record: 59828

Hi Mark,

The Atari 1450XLD address internal Drive 1 as D1: and internal Drive 2 as D2:, if you have an Atari disk drive or 3rd party disk drive hooked up to the SIO bus, then any drive on that bus becomes 2 drive numbers higher, for example, a drive on the SIO bus is ID #1, it then becomes D3: and so forth. There was a DOS written for the 1450XLD called QuadDOS or DOS 4.0, also Chameleon 4.03 has a selection in it for using the internal 1400XL or 1450XLD 300 baud modem, those are 2 pieces of software that have features specifically for the unreleased 14X0 line

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

2667. Re: 1400xl or 1450xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19980924234650.01293.00001164@ng79.aol.com>
Source record: 59829

Hi Tom,

I dont have exact figures on the 1400XL's, but 75 complete 1450XLD's exist,
8 of them are TONG (large board) versions and a total of 150 cases were stamped
out.

If you'd like more information, please go to the Atari Historical Society:

www.atari.nu

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

2668. Re: 1450XLD drive question

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bde83d$24cff720$8068cad0@none>
Source record: 59830

Curt,

I've also had success using Telelink II with the internal modem on the 1400XL. Since most
of the commands for the internal modem are similar to the 1030 modem. And don't forget
the 1400XL Telecomunicator.

There's one thing that I always wanted to know what happen to. I remember when I worked
at Marriott's Great America (what is now Paramount's Great America) in Santa Clara back
in 1982, there was a Atari arcade in New Orlean's place area of the park. As you walked
inside the arcade there was a plexiglass box that had a computer board that was wired up
to a neon light display in the shape of a mouth. The computer was controlling the sign while
a speech synthesizer produced speech. I don't recall what was being said. But the board
inside was around the size of a 1400XL or your 6402 board. It sure would be nice to find
that device.

Glenn Bruner
brunergs@pcisys.net

Cvendel <cvendel@aol.com> wrote in article
<19980924234321.01293.00001163@ng79.aol.com>...
>
> Hi Mark,
>
> The Atari 1450XLD address internal Drive 1 as D1: and internal Drive 2 as
> D2:, if you have an Atari disk drive or 3rd party disk drive hooked up to the
> SIO bus, then any drive on that bus becomes 2 drive numbers higher, for
> example, a drive on the SIO bus is ID #1, it then becomes D3: and so forth.
> There was a DOS written for the 1450XLD called QuadDOS or DOS 4.0, also
> Chameleon 4.03 has a selection in it for using the internal 1400XL or 1450XLD
> 300 baud modem, those are 2 pieces of software that have features specifically
> for the unreleased 14X0 line

>
>
> Curt
>
>
> Curt Vendel
> webmaster@atari.nu
>
> Curator: The Atari Historical Society
> http://www.atari.nu
>
>

2669. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: thedosmaster
Message-ID: <360b2e66.2109627@news1.ibm.net>
Source record: 59831

On Wed, 23 Sep 1998 01:28:08 GMT, jvogel@mail1.i1.net (John Vogel)
wrote:

>Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
>: Louis <bytecat@hempseed.com> wrote in article
>: > And were there more movies or programs that was sponsored by Atari?
>:
>: Sponsored ? Don't know, but D.A.R.Y.L., T2, Driving Academy, The Last
>: Starfighter amongst more, had Atari's in them. Oh, and one of my faves,
>: Blade Runner!
>
>Also, Airplane! (Basketball)
>
>John
>jvogel@i1.net
>
Hey! And don't forget the movie D.A.R.Y.L. !!

Any others??

-TDM

2670. Re: Does Miner2049er 2 work with atari800win?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: thedosmaster
Message-ID: <360b2ef9.2256613@news1.ibm.net>
Source record: 59832

On Thu, 24 Sep 1998 11:15:39 -0700, "VonRichter"
<baronvonrichter@yahoo.com> wrote:

>also called bounty bob strikes back. im just wondering if i have a corrupted
>file of it...thanks
>
>
From what I remember, BB 2 was awfully persnickety. (although I didnt
have a legit copy!). I don't think I ever got the image to work on
<any> emul! Anyone have a clean image!

-TDM

2671. Text editor for Spartados?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: arickett@kent.edu
Message-ID: <6uf4ii$9rt$1@usenet.kent.edu>
Source record: 59833

I'm searching for a text editor that's simple and takes up little memory. I use Spartados 3.2g with Turbobasic (the "q" version that is optimized for Spartados). I tried using Atariwriter and ran into problems after Turbobasic is loads. I'd like an MS-DOS type editor that is easy to run and then exit and doesn't interfere with Turbobasic. Any suggestions would be appreciated.

Thanks,
Alx

2672. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bde857$b800c960$b4364382@vidar>
Source record: 59834

```
thedosmaster wrote in article <360b2e66.2109627@news1.ibm.net>...
> On Wed, 23 Sep 1998 01:28:08 GMT, jvogel@mail1.i1.net ( John Vogel)
> wrote:
>
> >Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
> >: Louis <bytecat@hempseed.com> wrote in article
> >: > And were there more movies or programs that was sponsored by Atari?
> >:
> >: Sponsored ? Don't know, but D.A.R.Y.L., T2, Driving Academy, The Last
> >: Starfighter amongst more, had Atari's in them. Oh, and one of my
faves,
> >: Blade Runner!
> >
> >Also, Airplane! (Basketball)
> >
> >John
> >jvogel@i1.net
> >
> Hey! And don't forget the movie D.A.R.Y.L. !!
>
> Any others??
>
> -TDM
>

Read a little higher up ;-) I have D.A.R.Y.L. there
```

2673. Re: Text editor for Spartados?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19980925050508.04125.00001031@ng102.aol.com>
Source record: 59835

Use Textwiz, the version that lets you exit to dos, it dosent bump memory either..

If you want I can Email them to you tomorrow

2674. FS: SIO2PC cables, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6ufr15$d0f$1@korweta.task.gda.pl>
Source record: 59836

check it out at:

http://www.haggle.com/cgi/getitem.cgi?id=201766705

j131

2675. Re: Connecting Atari and PC via COM/Joy ports

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-25 00:00:00 UTC
From: Dana Eckel <deckel@info-link.net>
Message-ID: <6ufucq$14h@ns.info-link.net>
Source record: 59837

see, the joystick port is paralell, and not serial. You would be
better off hooking the joystick to the paralell, or sio to serial
and sio to serial is my choice. I have modified some devices that
plugged into the joystick on the atari to the paralell of the pc.

2676. Re: connecting Atari 8 bit to Comm 1802 monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6uhcuc$a0i$1@supernews.com>
Source record: 59744

Gamehunter (falcond@usa.net) wrote:
: I just got a Commodore 1802 monitor which works great with my video game
: consoles. I was wondering if it is possible to connect it to my Atari 130XE
: computer. The monitor came with a cable but it does not fit into the Monitor
: jack on the back of my Atari. Any suggestions?

: Thanks,
: Falcon

As it happens, the Commodore 1802 is said to be one of the best monitors
to use with the 130XE (or 800, 1200XL, 800XL, or 65XE (?) for that
matter). Cables should still be available from various vendors or you can
make your own from Radio Shack connectors. Consult the Atari FAQ at:

www.faqs.org/faqs/atari-8-bit/faq/

for complete cables or connector pinouts.

Steve

2677. Re: Bucholz 800XL upgrade questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6uhf21$leh@freenet-news.carleton.ca>
Source record: 59745

Aaron Christopher Finney (afinney@prinsol.com) writes:
> Has anyone here done one of these upgrades? I obtained a text document
> describing the upgrade, but I have some questions about it.
>
> First of all, do you have to *remove* the old rams and replace them with
> the 256 ones (i.e., solder the new ones onto the board)?

You could solder the new rams to the board, but I wouldn't reccomend it. Remove
the 64kb ram chips and replace them with sockets, inserting a 256kb
ram into each one.

> Also, what is the DIP header plugging into socket U27? The LS158 on my
> 800XL is not in a socket at U27, it's soldered onto the board.

Remove and socket.

> Finally, is anyone's PIA socketed? Mine is, again, soldered to the
> board, and will have to be removed to bend the pins up.

Some PIA's in the 800XL series are sockets, most are not. Lucky you, you
got one with no sockets :)

> I'd be ecstatic to hear from anyone who's done this upgrade, or who can
> maybe shed some light on exactly what to do. I am fairly competent with
> the iron and can follow directions, as long as they're reasonably
> explicit. I remember looking over the shoulder of the guy who did the
> 320K to my 130XE so long ago, and I remember piggy-backed rows of ram
> and a mess of wires...

You can do a 320k upgrade on a 130XE by replacing the second bank and using
just one chip. Much easier than the 800XL upgrade.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2678. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <0MZO1.4803$F7.17834253@news.itd.umich.edu>
Source record: 59746
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 78 Sep 21 18:51 ./8bit/Demos/Mini/ander.blurb
-rw-r--r-- kendric 55 Sep 21 18:51 ./8bit/Demos/Mini/ander.blurb~
-rw-r--r-- kendric 86 Sep 21 18:52 ./8bit/Demos/Mini/annael.blurb
-rw-r--r-- kendric 25 Sep 21 19:00 ./8bit/Demos/Mini/raving.blurb
-rw-r--r-- kendric 30 Sep 21 19:01 ./8bit/Demos/Mini/recycle.blurb
-rw-r--r-- kendric 38 Sep 21 19:01 ./8bit/Demos/Mini/thebreak.blurb
-rw-r--r-- kendric 387 Sep 21 02:53 ./8bit/Diskutils/Test/crc16v31.blurb
-rw-r--r-- kendric 214 Sep 21 18:58 ./8bit/Graphics/Editors/inter.blurb
-rw-r--r-- kendric 46 Sep 21 18:49 ./8bit/Graphics/Collections/altar.blurb
-rw-r--r-- kendric 34 Sep 21 18:49 ./8bit/Graphics/Collections/altar.blurb~
-rw-r--r-- kendric 37 Sep 21 18:52 ./8bit/Graphics/Collections/bitwa.blurb
-rw-r--r-- kendric 77 Sep 21 18:53 ./8bit/Graphics/Collections/bubel.blurb
-rw-r--r-- kendric 65 Sep 21 18:54 ./8bit/Graphics/Collections/dalm.blurb
-rw-r--r-- kendric 36 Sep 21 18:55 ./8bit/Graphics/Collections/darkwar.blurb
-rw-r--r-- kendric 130 Sep 21 18:56 ./8bit/Graphics/Collections/druid.blurb
-rw-r--r-- kendric 104 Sep 21 18:56 ./8bit/Graphics/Collections/druid.blurb~
-rw-r--r-- kendric 72 Sep 21 18:58 ./8bit/Graphics/Collections/jaga.blurb
-rw-r--r-- kendric 71 Sep 21 18:58 ./8bit/Graphics/Collections/jaga.blurb~
-rw-r--r-- kendric 67 Sep 21 19:00 ./8bit/Graphics/Collections/puzzle.blurb
-rw-r--r-- kendric 38 Sep 21 19:01 ./8bit/Graphics/Collections/somethin.blurb
-rw-r--r-- kendric 36 Sep 21 19:02 ./8bit/Graphics/Collections/thulhu.blurb
-rw-r--r-- kendric 48 Sep 21 19:03 ./8bit/Graphics/Collections/titusgfx.blurb
-rw-r--r-- kendric 35 Sep 21 19:03 ./8bit/Graphics/Collections/train.blurb
-rw-r--r-- kendric 51 Sep 21 19:04 ./8bit/Graphics/Collections/wampir.blurb
-rw-r--r-- kendric 45 Sep 21 19:04 ./8bit/Graphics/Collections/war.blurb
-rw-r--r-- kendric 47 Sep 21 19:04 ./8bit/Graphics/Collections/zamek.blurb
-rw-r--r-- kendric 60 Sep 21 19:07 ./8bit/Graphics/Collections/orn95hip.blurb
-rw-r--r-- kendric 2310 Sep 21 19:20 ./8bit/00.CHANGES
-rw-r--r-- kendric 60 Sep 21 18:55 ./8bit/Sound/Editors/delta.blurb
-rw-r--r-- kendric 52 Sep 21 18:59 ./8bit/Sound/Editors/mpt24spl.blurb
-rw-r--r-- kendric 231 Sep 21 02:59 ./8bit/Info/Routines/copygard.blurb
-rw-r--r-- kendric 112 Sep 21 03:05 ./8bit/Info/Hardware/happy7.blurb
-rw-r--r-- kendric 629 Sep 21 03:04 ./8bit/Info/Hardware/happy7.blurb~
-rw-r--r-- kendric 653 Sep 21 02:46 ./8bit/Os/ramdrv10.blurb
-rw-r--r-- kendric 702 Sep 21 02:40 ./8bit/00.CHANGES.98.05.13
-rw-r--r-- kendric 198787 Sep 21 19:23 ./8bit/atari8.qif
-rw-r--r-- kendric 1232 Sep 21 02:49 ./8bit/Games/Card/cardpak3.blurb
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

2679. Re: Atari 8-bit Winamp Skin!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: Jerry Cornelius <cptvimes@hotmail.com>
Message-ID: <2j5P1.10$Fy2.3672075@IConNet>
Source record: 59747

schoedel@ny.tds.net wrote in message <6ugs5r$8gm@news2.tds.net>...
>Ummm, color me silly, but I have to ask this. Just what the heck is a
>Winamp skin?
>
>Michael Schoedel, Atari Nut!

WinAmp is a program for the PC's that plays MP3 song files (an MP3 song is basically a CD track compressed phenomenally with little sound quality loss). One its neat features is the ability to change the way it looks using different "skins." If you want to check out a bit more about it go to http://www.winamp.com and get the skinny and some looks at different skins.

Itay's skin, by the way, is really cool. The controls and some of the text are using the 8-bits character graphics and it's in the familiar white/blue colours we've come to know and love.

2680. FS/FT: Atari Hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: Mark & Tracey Kusz <mkusz@tir.com>
Message-ID: <6uisfm$nf9$1@ramp2.tir.com>
Source record: 59748

Hardware
Atari Joystick $2
SVI Quickshot I Joystick $4

Software
$3/ea, unless marked:

Software Atari BASIC Cart.
Software Atari Donkey Kong Cart.
Software Atari Music Composer Cart.
Software Atari Pac-Man Cart.
Software Atari Pole Position Cart.
Software Atari Star Raiders Cart.
Software Electronic Arts One On One Disk w/instructions $4
Software Fisher Price Logic Levels Cart.
Software Sega Congo Bongo Cart.
Software Thorm EMI Submarine Commander Cart.

All items are in working condition. Will consider trades for 8-bit carts &
Electonic Arts titles, as well as sports collectibles. Buyer pays all
shipping costs.
--
*** The Collectaholic's Page - http://www.tir.com/~mkusz/
*** Sports Memorabilia, Non-Sports Cards & Other Collectibles

2681. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_906810119@rtfm.mit.edu>
Source record: 59749
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 25, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

2682. Help:Atari Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: RAYMOND J ALBERT <YAR@GLOBAL2000.NET>
Message-ID: <360D49D2.625B@GLOBAL2000.NET>
Source record: 59750

Hope someone can Give me advice or point me in the right direction.
I presently am using a rambo XL,SDX,Mio 1meg,Adaptec4000 controller,
and 2 seagate 20mg Hardrives.The harddrives are getting quite noisey
and I,m worried about losing them.I also have a 380mg ESDI Miniscribe
and The MIO book says it will support ESDI.Where do I get an ESDI
controller to work with this HD?.Or should I forget the whole idea.
Any help would be appreciated.
Thanks,

Ray
yar@global2000.net

2683. Atari 400 and several games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: lohroffc@cs.cmi.com
Message-ID: <6ujaeq$b5m$1@nnrp1.dejanews.com>
Source record: 59751
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

I'm selling an Atari 400 with 4 joysticks, trackball, and paddles as well as several game cartridges on eBay.

Check out my auctions at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=lohroffc

Let me know if you have any questions.

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2684. ATARI Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: Alexandre CAO <acao@france-mail.com>
Message-ID: <6uj8lu$oi0$1@platane.wanadoo.fr>
Source record: 59752

Je cherche entrer en contact avec des personnes qui ont un ATARI Portfolio.

A+

2685. Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6uj96v$82k@bgtnsc03.worldnet.att.net>
Source record: 59753

has anyone else has this same problem?? I run this, and the rainbow pops up for JUST a second, and then defaults to a bluish background...

I can see two options (a and b) for game data and such, but can't get the game to run with the emu.. I have the latest version of atariwin...

paul irvine seems to be able to get this to run, but it won't here!!

I do have a all in wonder pro video card, but the mode seems fine, and I can't think why the rainbow effect would die on me..

if you have a solution, please offer all the settings and such... I have a nice new pII 300 mmx, and want to see how well playablility is (i'd think it'd be dead on now)

Oh another gripe/oddity. I remember artifacting looking more reddish/blue.. it was used to create "colors" and we would just incerase the color saturation of the monitor to enhance them.. on the emus, that's not available, and the colors look more brownish or such.. maybe a new feature could be to select the colors used for artifacting (I know there are settings, but none of them look "right" ...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

--
Gary Tabar Jr,
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EMAIL: gareeeNOSPAM@worldnet.att.net
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HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

2686. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <360d3755.9110196@news.demon.co.uk>
Source record: 59754

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>has anyone else has this same problem?? I run this, and the rainbow pops up
>for JUST a second, and then defaults to a bluish background...

Very odd..
>
>I can see two options (a and b) for game data and such, but can't get the
>game to run with the emu.. I have the latest version of atariwin...

All that's needed is to press start when its doing the rainbow DLI
>
>paul irvine seems to be able to get this to run, but it won't here!!

Genuinely runs!! honest gun :)
>
>I do have a all in wonder pro video card, but the mode seems fine, and I
>can't think why the rainbow effect would die on me..

If the mode runs other games then its not the card..
>
>if you have a solution, please offer all the settings and such... I have a
>nice new pII 300 mmx, and want to see how well playablility is (i'd think
>it'd be dead on now)

Err yes :)
>
>Oh another gripe/oddity. I remember artifacting looking more reddish/blue..
>it was used to create "colors" and we would just incerase the color
>saturation of the monitor to enhance them.. on the emus, that's not
>available, and the colors look more brownish or such.. maybe a new feature
>could be to select the colors used for artifacting (I know there are
>settings, but none of them look "right" ...

Its very much a personal thing, the same thing gets mentioned in the C64
ng re the screen colours. Depending on you tv etc etc the colours were
different. I guess the same thing applies to the artifacting..??

--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2687. How can one find a good copy?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: VonRichter <baronvonrichter@yahoo.com>
Message-ID: <6ujgba$t12$1@birch.prod.itd.earthlink.net>
Source record: 59755

I dont see miner 2 at yogi's site...where are the good archives these days?

BTW, if anyone has a working copy, my email is xfaust@earthlink.net

>thedosmaster wrote in message <360b2ef9.2256613@news1.ibm.net>...

>From what I remember, BB 2 was awfully persnickety. (although I didnt
>have a legit copy!). I don't think I ever got the image to work on
><any> emul! Anyone have a clean image!
>
>-TDM

2688. bbs express pro. network !

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: Jose Moreno <jose55@bellsouth.net>
Message-ID: <360D59F6.6A39C6D4@bellsouth.net>
Source record: 59756

hi guys !!!

I just got my express pro-node today.....
I would like to creat or join a express pro network...

if you are part of a pro network, give me some info about it, (i would
like to join)
if there isn't any.... contact me becouse i want to start one.......
my location is in north miami beach, florida........

only respond by e-mail only !!

thanks

Jose

2689. Re: How can one find a good copy?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <360e5b62.18339886@news.demon.co.uk>
Source record: 59757

The other Day "VonRichter" <baronvonrichter@yahoo.com> wrote:

>I dont see miner 2 at yogi's site...where are the good archives these days?
>
>BTW, if anyone has a working copy, my email is xfaust@earthlink.net
>
Arghh...Its Bounty Bob day...

Will mail you a working version...
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2690. Re: Atari 8-bit Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: NoSpam@Westol.Net
Message-ID: <6ujof9$jr0$1@news1.fast.net>
Source record: 59758

In article <36081984.1DF84F05@trw.com>, Dan Jensen <Daniel.Jensen@trw.com> wrote:
>Has anybody out there heard of the old Atari 8-bit game called
>Omnitrend's Universe? I remember being addicted to that game for a long
>time and would like some memories of yesteryear. I am hoping that
>someone out there has manuals, original packaging, or other information
>on the game.
>
>Thanks for any help you can offer...Dan

Some where, I still have the entire deal.. Except the box. The very first relase came with a
very expensive three ring binder that would stand up, good quality pages, even
a plastic page with sleeves in it to store the 5 1/4" inch disks...
An effort way ahead of the technology of the time.

Makes me start thinking of SSI's Cosmic Balance.. the game that got me to buy
a floppy drive...

2691. Re: Help:Atari Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6ujnab$7ue$1@pale-rider.INS.CWRU.Edu>
Source record: 59759

(Want's to use 380 meg ESDI hd on mio.)
I dunno.
If that hd doesn't have 256 byte sectors, you can't use it
with the MIO, I understand.
380 meg would be tought, also. The largest partition you
can have is 16 meg. And 8 drives * 16 meg = 128 meg top
limit on what you could get, I think.
I know of no SCSI to ESDI adapter, but I never heard of
ESDI anyways.
Russ

2692. JHV'98

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-26 00:00:00 UTC
From: peter@soemtron.handshake.de
Message-ID: <71bCEJ8$zHB@peter.soemtron.handshake.de>
Source record: 59760

for german speaking users only - don't care you english speaking guys it
isn't so important :)

Howdy !

Wer fï¿½hrt aus Thï¿½ringen nach Herten? Ich wohne in Strauï¿½furt/Erfurt und
wï¿½rde gerne eine Fahrgemeinschaft bilden!

Tel.: 0177/2707056

-thomas

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

2693. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: Itay <itayc@hotspam.com>
Message-ID: <360D6D9E.28A385E@hotspam.com>
Source record: 59761

Gareee wrote:

> has anyone else has this same problem?? I run this, and the rainbow pops up
> for JUST a second, and then defaults to a bluish background...

It happens if you're using an NTSC computer (American, as opposed to the European), meaning that your computer displays 60 frames per second rather than the European PAL standard of 50.

It also happens if your emulator does this.

Set the emulator to emulate PAL mode, and it should work.

Does anyone have a Bounty Bob version that WILL run properly on NTSC computer (not emulators)? I've seen many versions from many places, none work to date on my 130XE (NTSC).

-itay
--
- Itay Chamiel - itayc at hotmail dot com - Change spam to mail when replying!

2694. Cartridge to Disk?!?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <360d82b6.118536@news.demon.nl>
Source record: 59762

Is there a program which can dump a Cartridge to Diskfile?

2695. Some Hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <360e8301.193629@news.demon.nl>
Source record: 59763

Hi Atarians,

As some might know i'm an employer at the ANG Computer Systems
company.
Former ANG Software.
We have still some hardware and software for the XL/XE computers.
We will be going to the JHV in Herten(Germany) and sell some of this
stuff.
This stuff is for example: Joust, Into the Eagles Nest, Barnyard
Blaster, Rescue on Fractulus, Thunderfox, Loderunner.
Also we have some cartridges for the 7800 (Sentinel)
Further we have XC12, a few XEP80 and some CX50's(Keyboard
Controllers)

If some people are interrested, please let me know.
I will make a specific count of what we will be having after the JHV
in Herten.

Louis

2696. Copier

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <360f8547.775632@news.demon.nl>
Source record: 59764

Hi,

I looking for a good copier that can copy protected disks.
I preffer programs that do not require a Happy/Speedy, but otherwise
i'll be happy also.

Louis

2697. Info on program authors

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: wshrake@aol.com
Message-ID: <19980926205219.21367.00002668@ng139.aol.com>
Source record: 59765

Hi all. I'm trying to find some people who used to program the VIC-20 home computer. Some of the earliest folks to do so may have first programmed for the Apple II and/or Atari 8-bit systems, so I am checking in those newsgroups for any leads. (I've already looked through James Hague's "Giant List of Game Programmers" to no avail on this.)

Although I have an interest in finding anyone who used to program commercially for the VIC-20 home computer, I'm curious about the following items most of all. You see, the six programs listed below were the only third-party cartridge games to have come out for the VIC-20 during the first year of its commercial life. Both UMI and Sierra did work that was far too technically advanced, far too early to have been accidental. The folks who wrote these programs had to have learned their craft somewhere; I'm betting it was on the PET, the Apple II series, or on the Atari 8-bit computers.

Sierra Crossfire Gordon (Walton?) 4k B+ U 1981
Sierra Lunar Leeper Dr. Bob of ICG 12k A R 1981
Sierra Threshold ICG 8k A R 1981
UMI Alien Blitz Peter Fokos, T. Giguere 4k B- R 1981
UMI Amok Roger L. Merritt 4k C R 1981
UMI Outworld Thomas A. Giguere 16k B+ R 1981

Any info appreciated!
Ward Shrake

Remember the Commodore VIC-20? Like classic videogames?
Then check out... http://members.aol.com/wshrake/index.htm

2698. Wizard of Wor Atr File

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: Mike Starnes <mds@nojunkmtco.com>
Message-ID: <yKlP1.161$55.1344649@iagnews.iagnet.net>
Source record: 59766

Would anyone have a working Wizard OF Wor file in ATR format they would be willing to share?

Thanks a lot

Mike

2699. Re: The Clinton, Starr Report in FULL

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <360DFD3B.F229DBD3@classic-games.com>
Source record: 59767

Ian Coleman wrote:
> >And what does that have to do with the President?
> >
>
> The question was "A good job in what way." The implied answer was "It's the
> economy, my friend."

And I repeat my question: What does that have to do with the President?
How has he improved the economy?

> >On the other hand, if they catch me perjuring myself, what do you think
> >would happen?
> >
> They wouldn't--if you had any kind of lawyer at all, you'd have taken the
> 5th; a legal protection which was denied Clinton.

Rather than answer, you choose to dodge the question?

> I'll let you have the last word on this--as I can't really think of any way
> to make this topic "8-bit compatible."

We could certainly move the conversation (note the redirected
followups).

> Incidentally, is all of the signature supposed to be equally ironic? Or
> just the 5th line telling newbies not to include more than four lines in a
> .sig?
>
> Sorry :)
> Couldn't resist.

Can't quite say I follow? Is your line-wrap set extremely low (below 72
columns)?
--
http://www.classic-games.com/
If you commit perjury, you go to jail... Is the President of the United
States above the law? Food for thought.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

2700. Re: Some Hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19980927054348.08203.00005873@ngol06.aol.com>
Source record: 59768

ANG Software is the Dutch company who screwed several people three to four
years ago, not fulfilling orders and not wanting to reimburse the canceled
issues of Best Of Pokey diskmag.
I just hope Louis has nothing to do with John "Thief" Maris, the former owner.
No other comment...

Bertrand M. (LEXX)

2701. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980927064424.02286.00002535@ng27.aol.com>
Source record: 59769

>Does anyone have a Bounty Bob version
>that WILL run properly on NTSC computer
>(not emulators)? I've seen many versions
>from many places, none work to date
>on my 130XE (NTSC).

Exactly! I've had precisely the same exper-
ience. But every version that I've tried
appears to been European in origin, so
presumably PAL. Fortunately, I have the
cart, but it's less convenient. BTW, I heard
at one time that MANY of the BBSB carts
were defective. Anyone know anything
about that?

Larry

2702. Re: Atari 8-bit Winamp Skin!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980927074739.02286.00002537@ng27.aol.com>
Source record: 59770

Just out of curiousity, what amount (%) of
compression (roughly)?
Larry

2703. Copying A8 ZIP Carts on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980927080118.02286.00002542@ng27.aol.com>
Source record: 59771

Since there are only a few Atari folks using ZIP drives, this is probably essentially trivia, but it turns out that you can copy an Atari system ZIP cart using an "image" (sector) copy with Iomega's "Copy Machine" in the (ZIP) Tools 95. The later version(s) support this, but the earlier version(s) did not. If you had to do this on the A8, you would need a *lot* of patience.
Larry

2704. Re: Some Hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdea0f$a3c8d960$83374382@vidar>
Source record: 59772

I was screwed for a small amount too. I sent money for a few carts, but then I never got any replies after that. No answers to fax, phone or anything.

JMouchmino <jmouchmino@aol.com> wrote in article <19980927054348.08203.00005873@ngol06.aol.com>...
>
> ANG Software is the Dutch company who screwed several people three to four
> years ago, not fulfilling orders and not wanting to reimburse the canceled
> issues of Best Of Pokey diskmag.
> I just hope Louis has nothing to do with John "Thief" Maris, the former owner.
> No other comment...
>
> Bertrand M. (LEXX)
>

2705. SCSI Terms / Compatability

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980927084728.12556.00000029@ng11.aol.com>
Source record: 59773

It seems there are a number of versions of SCSI - anybody familiar with the various types and compatability? (I've seen adapters listed for the different pin counts.) At some point in time, it looks like the standard 50 pin SCSI will
be history.

50 pin
68 pin
80 pin

SCSI 2 - still 50 pin?
Ultra SCSI ?
Wide SCSI - 68 pin - 16 bit?
Ultra Wide SCSI - 80 pin ???

Larry

2706. Re: Atari 8-bit Winamp Skin!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36193616.11980760@news.demon.co.uk>
Source record: 59774

The other Day lwhite6497@aol.com (LWhite6497) wrote:

>
>Just out of curiousity, what amount (%) of
>compression (roughly)?
>Larry

Where is this skin, tried the winamp site the other day and no luck.

TIA..
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2707. Re: Help:Atari Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <360e4aab.0@news.total.net>
Source record: 59775

Most HD setups let you set a table of partitions. Sure, only 8 are
available at any one time, but you can swap partitions in and out as
required.

David P.

James R. Gilbert wrote in message <6ujnab$7ue$1@pale-rider.INS.CWRU.Edu>...
>
>(Want's to use 380 meg ESDI hd on mio.)
>I dunno.
>If that hd doesn't have 256 byte sectors, you can't use it
>with the MIO, I understand.
>380 meg would be tought, also. The largest partition you
>can have is 16 meg. And 8 drives * 16 meg = 128 meg top
>limit on what you could get, I think.
>I know of no SCSI to ESDI adapter, but I never heard of
>ESDI anyways.
>Russ

2708. Re: Connecting Atari and PC via COM/Joy ports

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: Graeme Fenwick <gfenwick@BYESPAMprimex.co.uk>
Message-ID: <360e51a4.0@scooby.nildram.co.uk>
Source record: 59776

Thanks for all the replies on this one, although I have to say that
SIO2PC/APE looks a bit much like overkill for what I wanted
(tracking down Molexes, soldering... yikes!).

Having said that, I'm not about to fry my XE by shoving 15v into the
joystick port either (which is what my original idea would have done.)

--
Graeme Fenwick - gfenwick@BYESPAMprimex.co.uk
(Remove "BYESPAM" spam filter when replying by mail)

2709. synassembler patch

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <6ulrdtvvl1@nnrp1.dejanews.com>
Source record: 59777

So does anyone have the Synassembler patch listed in
Antic VOL. 3, NO. 2 / JUNE 1984 / PAGE 38 ?? Unfortunately
the code is not listed on www.atarimagazines.com.
I've been really enjoying doing some 6502 development
with this great package (I really like the speed of
assembly and the debugger), but am getting real tired of
loading the translator everytime. If anyone has typed
this in and still has it please email!
Thanks,
Dan Vernon

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2710. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6ulqb3$8jt@bgtnsc02.worldnet.att.net>
Source record: 59778

I don't remember the cards being defective when they came out (I was selling them as fast as I could order them) but I did finally manage to get it to run.. in pal mode, and suggested here!!

MANY thinks to paul irvine for the help.. he sent me a freeze, and I looked at what was different in his settings VS my own ones..

another good question: what scrren mode is the "best" mode for atariwin?? quite a few of them are clipped, and I'd think it'd be best for everyone to have a recommended mode... makes sense, doesn't it??

I know it depends on your screenmode, but what is the optimum setting for speed??

and for sound as well??

Gareee, happilly playing bounty bob, and rescue at fracatlus again, thanks to you guys.. ;))

BTW I have lots of old disks if someone is looking for something that hasn't been converted yet...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

LWhite6497 wrote in message <19980927064424.02286.00002535@ng27.aol.com>...
>
>>Does anyone have a Bounty Bob version
>>that WILL run properly on NTSC computer
>>(not emulators)? I've seen many versions
>>from many places, none work to date
>>on my 130XE (NTSC).
>
>Exactly! I've had precisely the same exper-
>ience. But every version that I've tried
>appears to been European in origin, so
>presumably PAL. Fortunately, I have the
>cart, but it's less convenient. BTW, I heard
>at one time that MANY of the BBSB carts
>were defective. Anyone know anything
>about that?
>

>Larry
>
>
>

2711. Re: Atari 8-bit Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6ulqg2$9g1@bgtnsc02.worldnet.att.net>
Source record: 59779

Yeah I remeber sitting is a laundry mat, calculating minimum orbits for this monster.. as cool aas it sunded at the time, I think this was the biggest pain in the @$$ game I even wasted time on.. no sequal ever really made it out, so there was no way to really complete the game.. and it was high priced, and SLOW loading..

interesting for the toimes, but there are SO many better space wastes of time now! ;))

BTW has anyone looked at the web page for the c-64 doom clone?? VERY amusing looking!!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Caligula wrote in message <6ujof9$jr0$1@news1.fast.net>...
>In article <36081984.1DF84F05@trw.com>, Dan Jensen <Daniel.Jensen@trw.com> wrote:
>>Has anybody out there heard of the old Atari 8-bit game called
>>Omnitrend's Universe? I remember being addicted to that game for a long
>>time and would like some memories of yesteryear. I am hoping that
>>someone out there has manuals, original packaging, or other information
>>on the game.
>>
>>Thanks for any help you can offer...Dan
>
>Some where, I still have the entire deal.. Except the box. The very first relase came with a
>very expensive three ring binder that would stand up, good quality pages, even
>a plastic page with sleeves in it to store the 5 1/4" inch disks...
>An effort way ahead of the technology of the time.
>
>Makes me start thinking of SSI's Cosmic Balance.. the game that got me to buy
>a floppy drive...

2712. Re: Help:Atari Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdea4a$1df95180$0868cad0@none>
Source record: 59780

Boy, finding those Adaptec SCSI to MFM or SCSI to RLL controllers are
hard enough. Finding an SCSI to ESDI is going to be tough. I don't
have Bob Puff's email address available, but he would be a good place
to start with and see if he has anything like that. But you would probably
spend a lot more money trying to get such a device. Your best bet would
be to find a hard drive with a built in SCSI controller and eliminate the
need for the host adapter (the Adaptec card).

Glenn Bruner
brunergs@pcisys.net

RAYMOND J ALBERT <YAR@GLOBAL2000.NET> wrote in article
<360D49D2.625B@GLOBAL2000.NET>...
> Hope someone can Give me advice or point me in the right direction.
> I presently am using a rambo XL,SDX,Mio 1meg,Adaptec4000 controller,
> and 2 seagate 20mg Hardrives.The harddrives are getting quite noisey
> and I,m worried about losing them.I also have a 380mg ESDI Miniscribe
> and The MIO book says it will support ESDI.Where do I get an ESDI
> controller to work with this HD?.Or should I forget the whole idea.
> Any help would be appreciated.
> Thanks,
>
> Ray
> yar@global2000.net
>

2713. Re: Help:Atari Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980927151408.29498.00002691@ng26.aol.com>
Source record: 59781

EDSI was (I recall) and enhanced SASI.
They had many more sectors/track than regular MFM drives of the time. In fact,

they had more sectors/track than RLL drives.
17 and 25 respectively? 32 is what I recall.
Also, if I recall correctly, they used the same
type connector pair as MFM/RLL, but I don't
know about the pinouts, naturally. Never
used one, since they were big $ items at the
time they made their appearance.
Larry

2714. Re: Wizard of Wor Atr File

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <360e931c.854920@news.pressenter.com>
Source record: 59782

On Sun, 27 Sep 1998 07:24:14 GMT, "Mike Starnes" <mds@nojunkmtco.com>
wrote:

>Would anyone have a working Wizard OF Wor file in ATR format they would be
>willing to share?

I second that.... I think that's one I'm missing on disk. I have the
cart but disk is more convenient.

2715. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <360e8c2d.7447043@news.demon.co.uk>
Source record: 59783

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>MANY thinks to paul irvine for the help.. he sent me a freeze, and I looked
>at what was different in his settings VS my own ones..

My pleasure..but have to admit that the last thing I thought about was
the Pal setting. Still, it works...:)

>I know it depends on your screenmode, but what is the optimum setting for
>speed??

800x600
>
>and for sound as well??

44K or above (machine allowing)

>BTW I have lots of old disks if someone is looking for something that hasn't
>been converted yet...

Such as???
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2716. Re: Wizard of Wor Atr File

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <360e9f15.918953@news.demon.co.uk>
Source record: 59784

The other Day jmelbo@pressenter.com (Jon Melbo) wrote:

>On Sun, 27 Sep 1998 07:24:14 GMT, "Mike Starnes" <mds@nojunkmtco.com>
>wrote:
>
>>Would anyone have a working Wizard OF Wor file in ATR format they would be
>>willing to share?
>
>I second that.... I think that's one I'm missing on disk. I have the
>cart but disk is more convenient.

Before I send one, define working?..

Is there a defective version and how can I check it..
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2717. FS: Atari 8bit software/books

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: Larry Richardson <lizr@cyou.com>
Message-ID: <360EB9DD.7A1D817D@cyou.com>
Source record: 59785

I am getting rid of some Atari 8-bit software. To avoid having to deal with many trips to the postoffice to send out single items, I am bundling the software into 4 packages. I am asking $25 for each bundle (this price includes shipping cost).

Bundle #1
Atari BASIC Book (Albrecht, Finkel, and Brown)
Atari Basic Ref. Manual
Atari Basic Cart
Microsoft Basic (Box/Docs)
Microprint Printer Interface
Flight Simulator II (Box/Docs)
Scenery Disk 5 (Box/Docs)
Star Scenry Disk - San Fran and Bay Area (Box/Docs)

Bundle #2
Star Fleet I (Box/Docs)
Animation Station (Drawing Pad/Box/Docs)
Decision in the Desert
Ghost Hunter (Cassette) - (Box/Docs)
Ninja (Box/Docs)
LA Swat/Panther
Tobot/Bros (Box/Docs)

Bundle #3
Drag (Box/Docs)
F-15 Strike Eagle (Box/Docs)
Access Triple Pack - Raid over Moscow, Beach Head, and Beach Head II (Box/Docs)
Party Quiz - 4 player trivia (Controller/Box/Docs)
Graphix AT - Printer Interface (Docs)
Centipede Cart
Galaxian Cart

Bundle #4
Gauntlet (Box/Docs)
TrailBlazer (Box/Docs)
Infiltrator (Box/Docs)
Run for the Money (Box/Docs)
Super Huey (Box/Docs)
Meltdown (Box/Docs)
Elektraglide (Box/Docs)
Temple of Apshai (Box/Docs)
Orbit - A Trip to the Moon (Box/Docs)

If interested, please email me. Thank you.

Larry Richardson
lizr@cyou.com

2718. Atari 800 Hardware & Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: Dennis <dpfonts@concentric.net>
Message-ID: <360F13D9.CE956769@concentric.net>
Source record: 59786

I have a very large collection of Atari 800 hardware and software for sale.

The collection is to large to inventory completely, but as far as software
is concerned, if it was made for the Atari 800 it is probably in this collection. Below is a list of some of the main items of this collection.

1 - Atari 800 computer
1 - Atari 800XL computer
2 - Happy Drive modified 810 Disk Drives
1 - 810 Regular Disk Drive
1 - Atari Touch Tablet
1 - Atari 850 Interface
2 - 410 Tape Drives
50 - Tapes for Tape Drive
Over 1000 5 1/4" diskettes with probably over 2000 software titles, most of these titles include instructions (either original or photocopied)
Over 30 Books (either original or photocopied)
Assorted Cables, wires, power supplies and joy sticks
Other miscellaneous items

I am looking for best offer $ for the whole lot. I live in Franklin Square,
New York and would prefer someone who could pick up the collection instead of shipping it. If you live outside this area, your offer should be
for the collection. The shipping will be extra. This collection fills about
10 large boxes.

Please email responses to dpfonts@concentric.net, I do not read this newsgroup.

Dennis Palumbo

2719. Re: Help:Atari Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-27 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6um3rs$d6a$1@pale-rider.INS.CWRU.Edu>
Source record: 59787

(talk of 380 meg hd for A8, Dave Paterson says you can have
lots of partitions and swap them in and out.)
The MIO allows only 8 partitions. I know of no tools to
allow more than 8 partitions for the MIO.
Russ

2720. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6ump9o$pb6@bgtnsc02.worldnet.att.net>
Source record: 59688

I have more disks and binaries compilations then I can even remeber or
list!! I was big intop the atari, and then moved to the amiga...

BTW I forgot JUST how HARD bounty bob was!! Anyone have a pattern to get
past the damned first level without loosing a man??

Sheese!!

THOSE were the days of challenging games...
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <360e8c2d.7447043@news.demon.co.uk>...
>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>>MANY thinks to paul irvine for the help.. he sent me a freeze, and I
looked
>>at what was different in his settings VS my own ones..
>
>My pleasure..but have to admit that the last thing I thought about was
>the Pal setting. Still, it works...:)
>
>>I know it depends on your screenmode, but what is the optimum setting for
>>speed??
>
>800x600
>>
>>and for sound as well??
>
>44K or above (machine allowing)
>
>>BTW I have lots of old disks if someone is looking for something that
hasn't
>>been converted yet...
>
>Such as???
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?

>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

2721. Re: FS: SIO2PC cables, cheap

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <6unad5ebu1@korweta.task.gda.pl>
Source record: 59689

Bid on ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=32756648

U can see a picture there.

2722. Re: Cartridge to Disk?!?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: Dana Eckel <deckel@info-link.net>
Message-ID: <6uo5c7$4vh@ns.info-link.net>
Source record: 59690

bytecat@hempseed.com (Louis) writes: > Is there a program which can dump a Cartridge to Diskfile?
>
>
Well, if you are useing an xl you need the program fixxl from the
public domain or your system will crash when you put in the cart.
Next you can use good old dos to copy the cart, but you need to know
if you are useing a 8k or 16 k cart, and use the memdump. The public
domain of Atari has lots of cart copy programs, but I don't know the
names of them.

2723. Re: Help:Atari Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <360f9d97.0@news.total.net>
Source record: 59691

Whoops! I was thinking of the Black Box.

James R. Gilbert wrote in message <6um3rs$d6a$1@pale-rider.INS.CWRU.Edu>...
>
>(talk of 380 meg hd for A8, Dave Paterson says you can have
>lots of partitions and swap them in and out.)
>The MIO allows only 8 partitions. I know of no tools to
>allow more than 8 partitions for the MIO.
>Russ

2724. Re: JAM!! + XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.10796fd3839224dc9897bc@news1.ibm.net>
Source record: 59692

In article <19980920082353.17115.00002086@ng112.aol.com>, LWhite6497
<lwhite6497@aol.com> stated:

> All in all, not pretty. Tried hooking up to the S-video,
> but it would not work at all.

Hmm...seems odd. I wonder if there is something strange about the JAM!!
that requires a signal on the chroma line. (I assume you were using the
luma line only for the XEP-80 display).

==========
lmcclure@ibm.net

2725. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: VonRichter <baronvonrichter@yahoo.com>
Message-ID: <6uohc6gsu1@holly.prod.itd.earthlink.net>
Source record: 59693

Thanks Paul for the game. I didn't think to use PAL so I've Ive only had it working on XL-IT!. Just now I played it in atari800win. Question to everyone: I have 3 dozen NeoGeo games, so after 15 years why am I hooked again on miner? I guess many in here have wondered something like that...

Paul Irvine wrote in message <360e8c2d.7447043@news.demon.co.uk>...
>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>>MANY thinks to paul irvine for the help.. he sent me a freeze, and I looked
>>at what was different in his settings VS my own ones..
>
>My pleasure..but have to admit that the last thing I thought about was
>the Pal setting. Still, it works...:)

2726. Atari word processing files -> PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: Jeff Haas <jhaas@ea.com>
Message-ID: <6uon86jba1@gate.ea.com>
Source record: 59694

I've been going through the faqs, my head is spinning, and I can't quite find the answer to this.

I have a bunch of old word processing files on my Atari 130XE disks that I'd like to transfer to my PC. I don't want them in an emulator, I want to be able to load them into a PC text editor and use them. What's the best way to do this? Is one of the utilities that allows a PC to read Atari disks the right way to go?

Jeff Haas

2727. FS/FT: Atari Software & Joystickes

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: Mark & Tracey Kusz <mkusz@tir.com>
Message-ID: <6uos6kphb4@ramp2.tir.com>
Source record: 59695

```
Hardware
Atari Joystick $2
SVI Quickshot I Joystick $4

Software
$3/ea, unless marked:

Software Atari BASIC Cart.
Software Atari Donkey Kong Cart.
Software Atari Music Composer Cart.
Software Atari Pac-Man Cart.
Software Atari Pole Position Cart.
Software Atari Star Raiders Cart.
Software Electronic Arts One On One Disk w/instructions $4
Software Fisher Price Logic Levels Cart.
Software Sega Congo Bongo Cart.
Software Thorm EMI Submarine Commander Cart.

All items are in working condition. Will consider trades for 8-bit carts,
Mule (w/orig. packagine), One On One (w/orig. packagine), Hardball!, EPYX
joystick or sports collectibles.

Buyer pays all shipping costs.
--
*** The Collectaholic's Page - http://www.tir.com/~mkusz/
*** Sports Memorabilia, Non-Sports Cards & Other Collectibles
```

2728. Re: Atari word processing files -> PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6uosv4$mjj@dailyplanet.wam.umd.edu>
Source record: 59696

Jeff Haas (jhaas@ea.com) wrote:
: I've been going through the faqs, my head is spinning, and I can't quite
: find the answer to this.

: I have a bunch of old word processing files on my Atari 130XE disks that I'd
: like to transfer to my PC. I don't want them in an emulator, I want to be
: able to load them into a PC text editor and use them. What's the best way
: to do this? Is one of the utilities that allows a PC to read Atari disks
: the right way to go?

You should be able to upload your text files onto your PC with no
problems, but be sure you use that program (name escapes me at the moment)
by Matt Ratcliffe that converts Atari ASCII into IBM ASCII (there's also a
program that does the opposite), otherwise the files will look like a
jumbled mess. The Atari uses a different code for the RETURN character.

2729. Re: Atari word processing files -> PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <360FFBE7.711E8A26@erols.com>
Source record: 59697

Actually, it won't be quite that bad. I use a null-modem connection
running BobTerm at the Atari end and Procomm 95 at the IBM end. I save
the files wherever I want. If I haven't used something to translate all
those Atari EOL characters (ATASCII 155) into ASCII 13-ASCII 10's, the
text just comes out as one or two LOOO

2730. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <361cf96c.25636208@news.demon.co.uk>
Source record: 59698

The other Day "VonRichter" <baronvonrichter@yahoo.com> wrote:

>Thanks Paul for the game. I didn't think to use PAL so I've Ive only had it
>working on XL-IT!. Just now I played it in atari800win. Question to
>everyone: I have 3 dozen NeoGeo games, so after 15 years why am I hooked
>again on miner? I guess many in here have wondered something like that...
>
My advice is to use one of the Atari800 code ports for all the games,
the win version is particularly nice but Petr's DOS version is also
superb thanks to a great group effort by Rich, Petr and all the others.

Ad for Atari800win over, as for why you are hooked on Miner with all
these Neo geo games, well that's bloody easy....Gameplay!!

I'm a mad retro gamer as my web page points out and also have a
reasonable PC and a PSX BUT I find myself quite happily devoting hours
to Spelunker, Jumpman, Bandits, Donkey Kong etc etc (oh Star raiders)
because they play a solid game, jumpman is horrid compared to the eye
candy of say Last Resort on the Neo Geo but Jumpman plays sooo nicely.

Strip away all the fancy polygon bits and the CD sound and you will find
a lot of todays games are hollow as hell..
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2731. Re: Atari word processing files -> PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: Jeff Haas <jhaas@ea.com>
Message-ID: <6uovsriq1@gate.ea.com>
Source record: 59699

Which is the best (i.e., easiest and least expensive) way to do this?

Jack H. Lee wrote in message <6uosv4$mjj@dailyplanet.wam.umd.edu>...
>You should be able to upload your text files onto your PC with no
>problems...

2732. Re: Atari word processing files -> PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: Jeff Haas <jhaas@ea.com>
Message-ID: <6up0e8$16a$1@gate.ea.com>
Source record: 59700

OK, after searching a LOT of web sites (I had no idea there was this much stuff out there devoted to keeping the Atari memory alive!) I found what seems to be the best answer on this web site:

http://ch.twi.tudelft.nl/~sidney/atari/

Jeff Haas

Jeff Haas wrote in message <6uovsriq1@gate.ea.com>...
>Which is the best (i.e., easiest and least expensive) way to do this?
>
>Jack H. Lee wrote in message <6uosv4$mjj@dailyplanet.wam.umd.edu>...
>>You should be able to upload your text files onto your PC with no
>>problems...
>
>

2733. Re: JAM!! + XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980928192132.04114.00003264@ng25.aol.com>
Source record: 59701

>Hmm...seems odd. I wonder if there is something strange about the JAM!!
>that requires a signal on the chroma line.

Nope. If I take the 40 column signal luma line
only, it is sharp, clear, and crisp. (It's also not very attractive without
color.) But the JAM!! seems very touchy about signal strength. I
don't have a 'scope, YET, but I would think
with a scope it would be pretty easy to figure
out what's going on.
Larry

2734. Football Realsports Soccer in NTSC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <36101DE7.7B80@pilot.msu.edu>
Source record: 59702
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I just picked up a copy of Football Realsports Soccer for the 2600.
While this is not rare, I was wondering why mine is in NTSC. I assume
its called Football because its European and thats what they call Soccer
over there, but wouldn't make sense for it to be in PAL?

Tempest

2735. Atari XE in black and white

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <36101CB8.747D@pilot.msu.edu>
Source record: 59703

I have an Atari XE and when I use it with my Zenith TV it displays in
black and white. Is there a way to fix this?

Tempest
reicher6@pilot.msu.edu

P.S. Anyone have an extra copy of Frogger II (400/800)?

2736. Re: connecting Atari 8 bit to Comm 1802 monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: Prince Corum <corum@sasquatch.com>
Message-ID: <6upaqrbcv1@news.sasquatch.com>
Source record: 59704

Has anyone helped you out with the 130XE video cable problem yet? If not, please let me know, I may have a spare video cable in my closet.

Thanks!
Louis

2737. Re: Atari 8-bit Winamp Skin!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <6uph8t$bc2$1@camel29.mindspring.com>
Source record: 59705

LWhite6497 wrote in message <19980927074739.02286.00002537@ng27.aol.com>...
>
>Just out of curiousity, what amount (%) of
>compression (roughly)?

About 10:1 at CD quality. This means a song that would roughly be 30-40
megs in raw digital data would be 3-4 megs as an mp3. Very roughly (it
isn't exactly right) you get about a minute per meg of mp3.

2738. 800xl power supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-28 00:00:00 UTC
From: Paul Davis <paul.davis@oberlin.edu>
Message-ID: <36104C48.9B88BE0@oberlin.edu>
Source record: 59706

my 800xl's power supply went bad last night after a 4 hour boulderdash session. if anyone has any extras they could sell, i would be interested. it seems easier to just get a replacement than try to fix it...

thanks
paul
paul.davis@oberlin.edu

2739. top 10 atari 800 games...

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6upiup$1i5@bgtnsc02.worldnet.att.net>
Source record: 59707

Yep I agree!! I've been looking for a pc "port" of star raiders for a long time now (called space rangers)

Maybe with atari redoing thier old titles, like battlezone and asteroids, we'll see a star raiders 99!!

that and a lucasfilm Rescue at fractalus 99 would be SHEER heaven!!

BTW what's everyone's favorite top 10 atari 800 game?? Mine:

(now bounty bob!! ;))
alley cat
rainbow walker
rescue at fractalus
zepplin
drelbs
spelunker
air support
Mr Robot
zone ranger
zengi

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <361cf96c.25636208@news.demon.co.uk>...
>The other Day "VonRichter" <baronvonrichter@yahoo.com> wrote:
>
>>Thanks Paul for the game. I didn't think to use PAL so I've Ive only had it
>>working on XL-IT!. Just now I played it in atari800win. Question to
>>everyone: I have 3 dozen NeoGeo games, so after 15 years why am I hooked
>>again on miner? I guess many in here have wondered something like that...

>>
>My advice is to use one of the Atari800 code ports for all the games,
>the win version is particularly nice but Petr's DOS version is also
>superb thanks to a great group effort by Rich, Petr and all the others.
>
>Ad for Atari800win over, as for why you are hooked on Miner with all
>these Neo geo games, well that's bloody easy....Gameplay!!
>
>I'm a mad retro gamer as my web page points out and also have a
>reasonable PC and a PSX BUT I find myself quite happily devoting hours
>to Spelunker, Jumpman, Bandits, Donkey Kong etc etc (oh Star raiders)
>because they play a solid game, jumpman is horrid compared to the eye
>candy of say Last Resort on the Neo Geo but Jumpman plays sooo nicely.
>
>Strip away all the fancy polygon bits and the CD sound and you will find
>a lot of todays games are hollow as hell..
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

2740. Re: Atari word processing files -> PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <JrSy5sN.tandrews16@delphi.com>
Source record: 59708

"Jeff Haas" <jhaas@ea.com> writes:

>I have a bunch of old word processing files on my Atari 130XE disks that I'd
>like to transfer to my PC. I don't want them in an emulator, I want to be
>able to load them into a PC text editor and use them. What's the best way
>to do this? Is one of the utilities that allows a PC to read Atari disks
>the right way to go?

In my early days of owning an Atari ST, I needed to transfer program DOC files from the ST to the XE. You see, I wanted hard copy of those files and I didn't yet have a printer cable for the ST. Also, I had this great program set for the 8-bit that would reformat and print text into 3-column magazine-style pages, saving reams of paper over straight printing. I didn't have anything like that for the ST--yet.

Anyway, I didn't have a null modem cable, either, and space constaints required me to set the computers up in seperate rooms. What I did have was two 2400bps modems. I put one on each computer and ran a phone line extension cable between them. Didn't use the regular phone line at all. I used Vanterm on the ST and Bobterm on the XE. Bobterm will take care of the ASCII/ATASCII translation if you just hold SHIFT when selecting your transfer protocol.

My setup might not have been very elegant, but it worked, and worked well. It wasn't at all fast by today's standards, but it was fast enough for my purposes. If I were to need to move a bunch of files today from an 8-bit to a PC, I'd probably do it the same way. (except that my XE has a 9600 bps modem on it now...)

TJ

2741. Re: Atari word processing files -> PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19980929023007.28443.00003768@ng37.aol.com>
Source record: 59709

> Is one of the utilities that allows a PC to read Atari disks
>the right way to go?

A question for your question - what kind of
Atari hardware are you using? DD drive?

And also - thanks for the link - that is a new
one to add to my list of Atari sites.

Larry White

2742. Re: top 10 atari 800 games... (okay...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: VonRichter <noemail@yahoo.com>
Message-ID: <6uq5a4$3nt$1@birch.prod.itd.earthlink.net>
Source record: 59710

This shouldn't be hard--I never owned many games and I can only think of 10
right now...

1)Miner2049er/Bounty Bob Strikes Back
2)Star Raiders
3)Astro Chase (the game responsible for my nervous tick)
4)Flight Simulator II
5)Star League Baseball/Star Bowl Football
6)Karateka
7)Lode Runner
8)Silent Service
9)Gateway to Apshai
10)Preppie

Here's a nice top ten list with download links from a great atari archive
page:
http://homepages.ihug.co.nz/~aaronat/at_top10.html

Gareee wrote in message <6upiup$1i5@bgtnsc02.worldnet.att.net>...
>
>
>BTW what's everyone's favorite top 10 atari 800 game?? Mine:
>
>(now bounty bob!! ;))
>alley cat
>rainbow walker
>rescue at fractalus
>zepplin
>drelbs
>spelunker
>air support
>Mr Robot
>zone ranger
>zengi
>

2743. Re: Atari 8-bit Winamp Skin!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: followell@dynasty.net
Message-ID: <3611a716.161858188@news.supernews.com>
Source record: 59711

On 27 Sep 1998 11:47:39 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>
>Just out of curiousity, what amount (%) of
>compression (roughly)?
>Larry

I'm just getting into MP3 and from what I've seen, about the
best you can hope to get is about 50%. Maybe I'm way off here or maybe
I'm just using a weird method of computing this. If so, someone let me
know.
I just can't wait until the middle of November when I build my
new system and can actually use a lot of these files and create my own
cd's with them. It'll be cool to listen to a lot of this stuff in the
car!

--

Sincerely,
- Byron Followell
followell@dynasty.net
Homepage: http://www.geocities.com/heartland/acres/6391/
Reach me by ICQ. My ICQ# is 13014170

2744. Re: Grog's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: brenner@biochem.mpg.de
Message-ID: <6uqahg$j93$1@fu-berlin.de>
Source record: 59712

In article <6t1ago$5f1@news2.tds.net>, schoedel@ny.tds.net wrote:
> EU>> I'm looking for an old Sierra game called Grog's Revenge. It was
> EU>>a sequel to BC:Quest For Tires. Has anybody ever seen a copy of
> EU>>this game?
>
>Sure, go ahead. Break my widdle heart. <sniff> Oh well, I had a feeling it
>was another case of vaporware.

I have no idea if you can live with the idea of emulating a Commodore 64, but
if you do you can play it on PC64, CCS64 or probably any other C64 emu as
well. The game is readily available on a disk image for that platform.
(I even own the acutal game disk :)

cheers,

-markus

Markus Brenner -==(UDIC)==- no matter how - how hard you try
\\// in your own life, and through the years
Minstrel Dragon (\/) with every up - must come a down
\/ enjoy the laughter and the tears
of happiness (Roger Taylor)
Lord High Mucketty-muck of the UDIC Greybeards (tm)
email: brenner@biochem.mpg.de * WWW: http://www.biochem.mpg.de/~brenner/

2745. Re: top 10 atari 800 games... (okay...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6uqk80$r5a@dailyplanet.wam.umd.edu>
Source record: 59713

There are so many to choose from, but I'll try off the top of my head.
These are in no particular order:

1. Master of the Lamps: One of the most dynamic soundtracks ever
produced for the Atari 8-bit, with cool visuals to go with it.

2. Star Raiders: Nearly 20 years old, and still one of the most
important and greatest games ever made.

3. Boulderdash: Great fun, cool sound f/x, music. The first computer
game to become an arcade translation (instead of the other way around).

4. Blue Max: Zaxxon meets Star Raiders.

5. Star League Baseball: Wins by a slight hair over Hardball. It had
that cool scoreboard in-between innings like a real game, plus you got
that heroic drumroll when you hit dingers. (Hardball was inventive for
its centerfield camera perspective of the pitcher/hitter, but the game
logic was flawed -- it recorded up to six outs and lacked some of the
flair of SLB.)

6. Karateka: I always thought the "alternate ending" (if you approached
your girlfriend in attack position) was a nice, if unexpected touch.
World Karate Championship had better gameplay and graphics, but not much
in a way of a linear storyline (if you want to call it that).

7. Ballblazer/Rescue on Fractalus: The latter gave me my first heart
attack 13 years ago...

8. Spare Change: Frenetic fun trying to run an arcade.

9. Final Legacy: One of my favorite war games.

10. Planetfall: One of the best text adventures written, which I will
also remember for over the fact that the time I was close to the end of
the game, it took me over two hours (needing to restore the stupid game
around 40-50 or so times). I never spent that much time for what would be
essentially about a half dozen moves! (Well, maybe this shouldn't count,
since it didn't exploit any of the Atari's capabilities.)

2746. Re: Atari XE in black and white

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <6uqn9s$nd8$1@blackice.winternet.com>
Source record: 59714

I've also seen this... It seems Zenith TV's require more signal strength. So
you mabe can adjust the tuning of the TV to more closely match the Atari.

Tempest wrote in message <36101CB8.747D@pilot.msu.edu>...
>I have an Atari XE and when I use it with my Zenith TV it displays in
>black and white. Is there a way to fix this?
>

2747. Re: top 10 atari 800 games... (okay...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: SomeGuy@yourhouse.com
Message-ID: <3610ef5a.158825625@news.videotron.ca>
Source record: 59715

> 7. Ballblazer/Rescue on Fractalus: The latter gave me my first heart
>attack 13 years ago...
>

Oh, yeah. That green alien banging on the window... truly frightening.
I jumped out of my chair! Didn't expect it at all. Well, I remember
playing Ultima IV an awful lot too. I totally agree with you about
Planetfall though. Awesome game. great writing....

2748. SIO2PC/APE & 1489

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: Adi Perry <adiperry@geocities.com>
Message-ID: <361102F9.6302318A@geocities.com>
Source record: 59716

Hello,

As far as I know, the SIO2PC/APE cable uses a 1489, but I think it
converts RS-232 to TTL levels.
Should it be opposite ?

Thanks
please email me at adiperry@geocities.com

Adi Perry

2749. Re: top 10 atari 800 games... (okay...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6ur28o$ood@bgtnsc02.worldnet.att.net>
Source record: 59717

Ah, I'm glad I posted this thread.. I had forgoten master of the lamps, and the star bowl sports games.. those were two of the MOST fun sports games I ever played! easy to learn, and easy to suck someone else into.. ;))

try that with some of these ultra elaborate sports games on any system..you end up playing by yourself, and no one else will even bother looking at the manual beacues they are just so complicated anymore..

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Jack H. Lee wrote in message <6uqk80$r5a@dailyplanet.wam.umd.edu>...
>There are so many to choose from, but I'll try off the top of my head.
>These are in no particular order:
>
> 1. Master of the Lamps: One of the most dynamic soundtracks ever
>produced for the Atari 8-bit, with cool visuals to go with it.
>
> 2. Star Raiders: Nearly 20 years old, and still one of the most
>important and greatest games ever made.
>
> 3. Boulderdash: Great fun, cool sound f/x, music. The first computer
>game to become an arcade translation (instead of the other way around).
>
> 4. Blue Max: Zaxxon meets Star Raiders.
>
> 5. Star League Baseball: Wins by a slight hair over Hardball. It had
>that cool scoreboard in-between innings like a real game, plus you got
>that heroic drumroll when you hit dingers. (Hardball was inventive for
>its centerfield camera perspective of the pitcher/hitter, but the game
>logic was flawed -- it recorded up to six outs and lacked some of the
>flair of SLB.)
>
> 6. Karateka: I always thought the "alternate ending" (if you approached
>your girlfriend in attack position) was a nice, if unexpected touch.
>World Karate Championship had better gameplay and graphics, but not much
>in a way of a linear storyline (if you want to call it that).
>
> 7. Ballblazer/Rescue on Fractalus: The latter gave me my first heart
>attack 13 years ago...

>
> 8. Spare Change: Frenetic fun trying to run an arcade.
>
> 9. Final Legacy: One of my favorite war games.
>
>10. Planetfall: One of the best text adventures written, which I will
>also remember for over the fact that the time I was close to the end of
>the game, it took me over two hours (needing to restore the stupid game
>around 40-50 or so times). I never spent that much time for what would be
>essentially about a half dozen moves! (Well, maybe this shouldn't count,
>since it didn't exploit any of the Atari's capabilities.)

2750. Re: top 10 atari 800 games... (okay...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6ur2a4$p07@bgtnsc02.worldnet.att.net>
Source record: 59718

I did like the ultima games as well, but I was more thinking of in todays terms.. which games do you play on the emulators now??

that top ten.. ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Flaky Foontz wrote in message <3610ef5a.158825625@news.videotron.ca>...
>
>> 7. Ballblazer/Rescue on Fractalus: The latter gave me my first heart
>>attack 13 years ago...
>>
>
>Oh, yeah. That green alien banging on the window... truly frightening.
>I jumped out of my chair! Didn't expect it at all. Well, I remember
>playing Ultima IV an awful lot too. I totally agree with you about
>Planetfall though. Awesome game. great writing....

2751. FS: Atari 800 w/drive, cartridges, etc. (Best Offer)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: pkr4@goodnet.com
Message-ID: <tO7Q1.2$85.5740@news.goodnet.com>
Source record: 59719

```
All in great shape. Basic cartridge and a bunch of games.
Manuals and all required cords, connectors, and power supply.
Contact me if you're interested.
Jim
pqr4@goodnet.com
```

2752. menu disk problems.

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6urbjc$1qp@bgtnsc02.worldnet.att.net>
Source record: 59720

I've downloaded a few disks that have menus, and binaries on them, but none of them seem to work.. any ideas?? (I haven't been able to find countermeasure and some other games any other way..)

most of my game disks for the atari had those menus on them.. I can sometimes go to dos, and load the binary file that way, but the menus were so much easier to use!!

is this something I'm doing, or is it a across the board problem with everyone??

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

--
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

2753. Re: Atari word processing files -> PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: Jeff Haas <jhaas@ea.com>
Message-ID: <6ur5asjil1@gate.ea.com>
Source record: 59721

All I've got is a 130XE and a 1050, and a special cable that connects from the back of the 1050 to the parallel port on a printer. (Microprint or something, I forget.) I got rid of the modems long ago.

I'm going to try out the single-density disk transfer method. It turns out I can put most of the files I need on just a few Atari disks.

Funny thing is, PaperClip 2.1 printed fine on my Canon BJ200.

Jeff Haas

LWhite6497 wrote in message <19980929023007.28443.00003768@ng37.aol.com>...
>
>A question for your question - what kind of
>Atari hardware are you using? DD drive?

2754. Atari 400 polarity

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: bubbaclubba@my-dejanews.com
Message-ID: <6urij8$55h$1@nnrp1.dejanews.com>
Source record: 59722

What is the polarity of the Atari 400 power supply?

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2755. Atari 400 polarity

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: bubbaclubba@my-dejanews.com
Message-ID: <6uritf$5g9$1@nnrp1.dejanews.com>
Source record: 59723

What is the polarity of the Atari 400 power supply

------== Posted via Deja News, The Leader in Internet Discussion ==------
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2756. Re: menu disk problems.

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <361c41a9.14097329@news.demon.co.uk>
Source record: 59724

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>I've downloaded a few disks that have menus, and binaries on them, but none
>of them seem to work.. any ideas?? (I haven't been able to find
>countermeasure and some other games any other way..)
>
>most of my game disks for the atari had those menus on them.. I can
>sometimes go to dos, and load the binary file that way, but the menus were
>so much easier to use!!

Are they big images ?? if so try (well try anyway) turning the fast SIO
off. There are some menu's that won't work with it on.

Hope that works for you...(Atari800win Helpline off :))
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2757. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: Rex Dart: Eskimo Spy <mrscott@www.vinylsaurus.com>;
Message-ID: <361148F7.6FBCCB97@www.vinylsaurus.com>
Source record: 59725

John Vogel wrote:
>
> Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
> : Louis <bytecat@hempseed.com> wrote in article
> : > And were there more movies or programs that was sponsored by Atari?
> :
> : Sponsored ? Don't know, but D.A.R.Y.L., T2, Driving Academy, The Last
> : Starfighter amongst more, had Atari's in them. Oh, and one of my faves,
> : Blade Runner!
>
> Also, Airplane! (Basketball)

There was a terrible Italian monster movie called "Devilfish" (recently shown on Mystery Science Theater 3000) where one of the characters can be seen playing a game on the 2600. I couldn't place the game but it looked similar to Crash Dive from 20th Century Fox. Also, the graphics for the sonar scanner in the movie looked pretty Atari-esque as well. Basically a ship straight out of Air Sea Battle floating on top of some blue stuff, and there was a white blob floating up towards it (I think Crow said it looked like the thing that comes out of the Wizard of Id's cauldron :)

2758. Re: Atari 400 polarity

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: D Boynton <dboynton@ix.netcom.com>
Message-ID: <6us03n$a33@dfw-ixnews5.ix.netcom.com>
Source record: 59726

There isn't any. The power supply is 9 volts AC.

-- db --

bubbaclubba@my-dejanews.com wrote in message
<6uritf$5g9$1@nnrp1.dejanews.com>...
>What is the polarity of the Atari 400 power supply
>
>------== Posted via Deja News, The Leader in Internet Discussion ==-----
>http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2759. Action! Cart FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <6urqp3jvk1@mohawk.hwcn.org>
Source record: 59727

I have an Action! programming cart I would be willing to sell for $30 US
plus shipping from Canada.

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

2760. Re: Atari 400 polarity

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <3611B408.64417F0A@postoffice.pacbell.net>
Source record: 59728

It is 9 volts AC - no polarity.

Bob

bubbaclubba@my-dejanews.com wrote:

> What is the polarity of the Atari 400 power supply?
>
> ------== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2761. Re: top 10 atari 800 games... (okay...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-29 00:00:00 UTC
From: VonRichter <noemail@yahoo.com>
Message-ID: <6use1hdlq1@oak.prod.itd.earthlink.net>
Source record: 59729

hmmm, in light of recent posts i forgot a few things...

blue max...great game. i played it for 30 solid days before returning it (i was a poor child...sniff!)

as far as new games go i've only put REAL time into 2049er and bounty bob although now that Im reading these posts I'm going to dive into Rescue on Fractalus and master of lamps.

i dont know about planetfall (yet), but I used to obsess over Hitchhikers guide to the Galaxy except for certain puzzles early on that stopped me in my tracks until i found the answers on the internet.

and star raiders...I also used to play on my friend's TRS-80 and there was a BASIC game called star trek. That was the text game star raiders was based on (minus the action). Lately I've enjoyed both Star Raiders on Atari and Star Trek on Reed's TRS-80 emu...

another game me and my friends enjoyed was 'Bombs', but it didnt exist on Atari until I translated the BASIC program over from Apple (there's also an IBM qbasic version called Gorillas). Two castles. Each one would take turns entering canon angle and velocity and shooting at each other...never really distributed beyond my high school...If I ever get AnaDisk to dump it to PC then I'll post it somewhere...

Gareee wrote in message <6ur28o$ood@bgtnsc02.worldnet.att.net>...
>Ah, I'm glad I posted this thread.. I had forgoten master of the lamps, and
>the star bowl sports games.. those were two of the MOST fun sports games I
>ever played! easy to learn, and easy to suck someone else into.. ;))
>
>try that with some of these ultra elaborate sports games on any system..you
>end up playing by yourself, and no one else will even bother looking at the
>manual beacues they are just so complicated anymore..

2762. Anyone deal with TOM MARTIN?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: Stephen Johnson <scjohnson@bigfoot.com>
Message-ID: <361222BD.9E370911@bigfoot.com>
Source record: 59638

I am having trouble contacting Tom Martin, someone who has posted on this newsgroup before. He sells SIO2PC cables and installations from his web page:

http://w3.one.net/~tom_cody/

If anyone has experience dealing with him, please let me know:

reply to: scjohnson@bigfoot.com

Thanks,
Steve

2763. APE/SIO2PC's new faster brother!!! Check it out - FASTER & CHEAPER!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: Adi Perry <adiperry@geocities.com>
Message-ID: <361242FE.CAF96724@geocities.com>
Source record: 59639

Hello everyone,

I'm not trying to replace/recreate the SIO2PC/APE, I have
different goals.

I'd like to see the ATARI uses big resources, by connecting
via PC as a gateway.
I plan to build it an interface, and write it a general
software, and not just emulate disks/printers/etc. for it.

I have in mind a simple cable, with no electric components,
just combining connectors. It connects to the PC on its
parallel port, and to the ATARI on its SIO bus, and on the
two game ports (joysticks). All of the above use TTL.

It should provide three types of communication:
1. SIO like transfers. Only for boot purposes (emulates a
disk drive for loading the 'parallel communication driver'
at boot time...)
2. Laplink like transfer. 4bit parallel connection for
each direction by using the ATARI's PIA.
3. Unidirection parallel transfer. 8bit parallel transfer
from PC to ATARI (only). For higher speed loading.

Switching among these modes should be manual.

SIO emulation should work fine with the initial speed at
boot time (19200baud), and could possibly work faster too.
The parallel transfers can go 10-50 times faster than that
and probably much higher...

If you'd like more info, or to say what you think, feel
free to e-mail me at:

adiperry@geocities.com

2764. Re: top 10 atari 800 games... (okay...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <6utigb$2cc$1@flood.xnet.com>
Source record: 59640

Jack H. Lee <eplicon@wam.umd.edu> wrote:

: that heroic drumroll when you hit dingers. (Hardball was inventive for
: its centerfield camera perspective of the pitcher/hitter, but the game
: logic was flawed -- it recorded up to six outs and lacked some of the
: flair of SLB.)

If Atari Hardball was anything like Commodore 64 Hardball in the "6 outs" category, the fact that you could rack up 6 outs wasn't really a "logic flaw", since recording the extra outs didn't actually impact on the gameplay, and it's fun to tease your opponent by throwing all of his runners out. I'm curious if this more serious flaw exists on the Atari--in the 64 version, the balls and strikes counts were NOT RESET if a batter pop-fouled out to the pitcher. The out was recorded and a new batter comes up, but if the count was 2-1 when the batter was out, it's 2-1 for the new batter. Can you remember (or go check) if this is the case in Atari HB?

: 6. Karateka: I always thought the "alternate ending" (if you approached
: your girlfriend in attack position) was a nice, if unexpected touch.

I could never get anything OTHER than the "alternate ending" in Karateka. Pissed me off, too.

--
Jason Compton jcompton@xnet.com
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/

2765. Re: Reinhard's Rarities Auction Update 9-29-98

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: Ianoid <ibaronof@midway.uchicago.edu>
Message-ID: <36124F64.724034F2@midway.uchicago.edu>
Source record: 59641
Cross-posted to: rec.games.video.classic,rec.toys.vintage,rec.toys.misc,rec.games.vectrex,alt.culture.us.1980s,rec.games.video.marketplace,comp.sys.atari.8bit

I suggest for the future, you 'code' you bidders- can you make me #10, instead of ianoid or ibaronof??? Picky, huh?

Reinhard Pribish wrote:

> ATARI 5200 CARTS
> -----------------
> Pengo (Atari) 1 shobe1 to
> $2
> CV Expansion Module #1 (mint cond w/box & manual) 5 min to $5
>
> VIC-20 CARTS
> ------------
> River Rescue (Thorn EMI)(box) 1 avidgamr to
> $2
> AD&D:Treasures of Tarmin (Mattel Aquarius) 1 shobe1 to $2
>
> Microvision unit with Blockbuster cartridge 5 shobe1 to $6
>
> *
>
> VIC-20 PACKAGE #2 5 min to $5
> ------------------
> *
>
> ATARI 5200 PACKAGE 25 min to $25

Hey- when does this auction end?

OK, here's my tradelist- I have some 8-bit games (XE) to put on there- need to check on which I have- I have an extra food fight, at least.

9/28/98 titles with p in front arepending in trade complete games have box, instructions and overlay if applicable

2600
Activision Boxing 2inst only
Activision Chopper Command box only
Activision Decathlon loose, complete
Activision Dolphin
Activision Enduro
Activision Grand Prix inst only
Activision Kaboom box only
Activision Keystone Kapers

Activision Laser Blast
Activision Oink!--
Activision Pitfall //---
Activision Plaque Attack---
Activision River Raid
Activision Robot Tank complete
Activision Seaquest
Activision Skiing
Activision Space Shuttle
Activision Stampede, inst
Apollo Infiltrate--
CBS Blue Print
CBS Wizard of Wor
CBS Gorf
CBS Solar Fox
Coleco Mouse Trap--
pColeco Mr. Do!
Data Age Bugs
Data Age Encounter at L5
Epyx California Games--
Epyx Summer Games--
Imagic Riddle of the Sphinx cart, inst
Imagic Atlantis complete, box only
Imagic Star Voyager complete
Imagic Fathom
Imagic Fire Fighter
Imagic Dragonfire
M-network Armor Ambush
M-Network Astroblast
M-network Dark Cavern
M-network Space Attack loose
M-network Super Challenge Football inst only
Parker Brothers Amidar with inst
Parker Brothers Frogger boxed, box/inst only
Parker Brothers GI Joe
Parker Brothers Reactor boxed, complete
Parker Brothers Star Wars: Jedi Arena
Parker Brothers Star Wars: Revenge of the Jedi:DSB
Parker Brothers Star Wars: Empire Strikes Back, inst
Parker Brothers Spiderman--, inst
Playaround Burning Desire/Bachelorette Party sw
Playaround Philly Flasher/Cathouse Blues sw
Sears Arcade Pinball
Sears Baseball
Sears Blackjack
Sears Bowling
Sears Basketball inst only
Sears Circusï¿½
Sears Gunslinger
Sears Missile Command

Sears Space Invaders
Sears Target Fun---
Spectravision Planet Patrol-
Spectravision Gangster Alley
Starpath Communist Mutants from Outer Space cassette in case only
Telesys Cosmic Creeps handle--
20th Century Fox Megaforce
20th Century Fox Crypt of Chaos
20th Century Fox Beany Bopper
20th Century Fox Turmoil--
US Games Space Jockey
US Games Commando Raid
US Games Towering Inferno
US Games Word Zapper
US Games Name that Game (End label missing)
Xonox Chuck Norris Super Kicks/Artillery Duel (2)- one is normal, two Chuck doesnï¿½t work
Xonox Spikeï¿½s Peak/Artillery Duel
Atari 32 in 1 (pal)
Atari Asteroids complete
Atari Berzerk complete
Atari Backgammon
Atari Basic Programming
Atari Battlezone sw
Atari Blackjack, inst
Atari Brain Games (end label missing)
Atari Defender complete
Atari Donkey Kong
Atari Dukes of Hazzard (best proto)
Atari Gravitar sw
Atari Joust complete
Atari Kangaroo sw
Atari Midnight Magic
Atari Miniature Golf
Atari Ms. Pac-Man boxed, sw
Atari Phoenix sw
Atari Realsports Boxing ('Jesus' on label')
Atari Road Runner box only
Atari Solaris loose, sw
Atari Space War
Atari Sprintmaster
Atari Star Raiders box only (surface wear)
Atari Star Ship
Atari Video Chess--
Atari several loose commons
Atari keyboard controllers
Atari remote control joysticks with base unit
Instructions: Missile Command, Pac-Man
discwasher pointmaster rapid fire attachment
Sears Video Arcade //('2800')

Gemini combo paddle/stick
Spectra Quickshot I
Suncom Tac 5
Wico Boss
six shooter cart switcher (missing 1 button)
Amiga powerstick
consoles, joysticks, paddles, racing controllers, keyboard controllers
instructions: asteroids--, berzerk, basketball, bowling--, circus atari,
combat--, defender, indy 500, missile command, outlaw, space invaders,
surround
catalogs: parker bros 83, Epyx(no cover), Atari 45, Atari 49

5200
Star Wars TAG
Q-bert--
Frogger (no label)
Quest for Quintana Roo
Centipede complete
Countermeasure 2o only
Dig Dug
Galaxian
Pac-Man 2o only
Star Raiders complete, sw---
4-port console complete (2 sticks, ps, switchbox)

7800
Ace of Aces sw
Asteroids complete, loose
Ballblazer sw
Centipede sw--
Choplifter
Crackï¿½ed sw
Crossbow sw
Desert Falcon sw
Dig Dug sw
Donkey Kong sw
Donkey Kong Jr sw
Food Fight--
Galaga sw
Hat Trick sw
Jinks sw
Joust sw
Meltdown sw
Mat Mania sw
Ms. Pac-Man
One-on-One sw
Pole Position II
Realsports Baseball sw
Scrapyard Dog sw?
Super Huey sw
Tower Toppler sw

Xevious sw

Atari 8-bit
Activision River Raid
Atari Atariwriter
Atari Track and Field complete with controller
Atari 810/815 diagnostic rev E factory eeprom
Atari Stargate prototype
Parker Bros Frogger
Parker Bros Popeye
Spinnaker Alphabet Zoo
CBS K-razy Kritters
CBS K-razy Antics
Epyx Pitstop
Epyx Temple of Apshai 5 ï¿½ï¿½ disk complete
Epyx Puzzle Panic 5 ï¿½ï¿½ disk shrinkwrapped
Atari Computer Chess
Atari ET: the Extra Terrestrial
Atari Caverns of Mars (disk, untested) complete
Atari Intro to Programming 2&3 (tape, untested) complete
Atari 5 1/4" disks, boxed, sw
Atari Blackjack (tape, untested) complete
Atari 400 computer with power supply

Atari Lynx
Joust sw

Colecovision
console compete, system changer, super action controllers, Driving Controller
(pedal works poorly)
Burgertime
Cabbage Patch Kids:Picture Show
Cabbage Patch Kids:Adventure in the Park
Carnival--
Centipede loose--, sw
Cosmic Avenger
Defender sw, loose
Donkey Kong
Frogger
Ladybug
Looping
Pitstop(no label)
Q-bert--, inst
Rocky Super Action Boxing
Smurf
Space Fury
Super Action Basball, inst
Tournament Tennis(no label)--
Turbo, inst
Venture, inst
Zaxxon

Intellivision
Pointmaster Stick attachments(2)
INTV: Commando, Dig Dug, Hover Force, Pac-Man w/inst, Slam Dunk Super Pro Basketball, Super Pro Football, Thunder Castle, Tower of Doom--, World Championship Baseball
Atarisoft: Centipede complete, loose
Interphase: Blockade Runner, Sewer Sam
Activision: Beamrider box only, Dreadnaught Factor boxed with instructions, loose, Pitfall complete, loose, 4o, inst
Coleco: Carnival(+2inst), Donkey Kong(and inst),Venture(inst only), Zaxxon
Imagic: Atlantis (boxed, 2o), Beauty and the Beast(boxed, 2o, loose), Demon Attack(boxed, loose, 4o, inst), Dracula loose, Dragonfire--(2o), Ice Trek(boxed), Microsurgeon (complete--, 4o), Safecracker, Swords and Serpants(loose, complete), Tropical Trouble, Truckiniï¿½(1o)
Mattel:
AD&D--, 3o, inst
Armor Battle, 3o, 3inst
Astrosmash complete, loose---, 2o, inst
Auto Racing--
B-17 Bomber--, 2o, inst
Backgammon--
Basketball 2o only
Bomb Squad--, 2o, inst
Bowling ,1o, inst
Boxing complete, loose---, 5o, 3inst
Burgertime complete, loose, 3o
Buzz Bombers--
Checkers boxed, 2o
Football 4o, 3inst, 4plybk, loose--
Frogger
Frog Bog, 2o, inst
Golf complete, loose, 1o, inst
Horse Racing, inst
Kool-aid Man loose, 2o, inst
Las Vegas Roulette (end label missing) complete
Las Vegas Poker & Blackjack complete, loose--, 3o, inst
Lockï¿½Nï¿½Chase---, 3inst, 4o
Locomotion 2o, inst
Major League Baseball, inst, 4o
Math Fun loose--
Mission-X, 2o, 2inst
NASL Soccer--, 2o, inst
NBA Basketballcomplete, loose--, inst
NHL Hockey complete, loose, 3o, inst
Night Stalker--, 2o, inst
Q-bert
Reversi complete, loose, 2o, inst
Royal Dealer
Sea Battle complete, loose--, 2o, inst
Shark Shark
Skiing----, 2o, inst

Snafu--, 1o, 2inst
Space Armada-complete, 1o, inst
Space Battle---, 4o, 2inst
Space Spartans---, 5o, 2inst
Star Strike complete, loose--, 5o, 2inst
Stampede inst only
Sub Hunt, 3o, inst
Space Armada Brazillian release sw,in portuguese
Tennis complete, loose--, 2o, inst
Triple Action--, 4o, 2inst
Tron Deadly Discs--,1o
Tron Maze-A-Tron, 4o, inst
Utopia loose--
Vectron--, 2o, inst
Catalog- Intellivision 1982
Sears Super Video Arcade, Intellivision (boxed with foam, loose),
Intellivision // (with inst), and INTV /// consoles, intellivoice----

Aquarius
loose 2 controllers only
manuals
AD&D Treasure of Tarmin

Channel F
#1 complete, loose
#2 complete
#3 loose
#4 complete
#9 complete, loose
#12 complete, loose
#16 loose
#17 loose
Saba #1 no label
Loose Controller

Arcadia 2001
Baseball
Capture
Cat Trax
Escape
Space Attack
Tanks A Lot

Spectravision tapes, untested in cases
US Geography
Financial Calculator
Spectra Home Economist

0dyssey 2!
Videopac #11 Cosmic Conflict
Videopac#30 Battlefield
Videopac #51 Terrahawks complete

Videopac#38 Munchkin
Imagic Demon Attack
Parker Bros Q-bert boxed
Armoured Encounter!/Sub Chase! Complete
Alien Invaders Plus complete
Alpine Skiing!
Attack of the Timelord!
Blackjack! complete, loose
Bowling!/Basketball! Complete, boxed
Blockout/Breakdown! complete, boxed, loose--
Baseball! boxed
Cosmic Conflict! Complete, boxed
Computer Golf! Complete--
Computer Intro! Complete, loose---
Conquest of the World! Complete(77/100 PBUs, otherwise complete, box has wear
), bag of extra magnets
Football! complete
Great Wall Street Fortune Hunt complete(box has wear, missing 16/28 M/S
tokens)
Hockey!/Soccer! complete
Iï¿½ve Got Your Number
KC Munchkin! Complete--
Keyboard Creations! Complete(inst?), loose--
Math-a-Magic/Echo!--
Monkeyshines! Loose, complete
Pachinko! boxed
Pocket Billiards!
Quest for the Rings complete!, almost complete(missing only 3 pieces!), almost
complete(missing most pieces, with label tear)
Showdown in 2100AD!
Sid the Spellbinder!
Speedway/Spinout/Cryptologic! Complete--, inst
Take the Money and Run! Complete--, loose--
Thunderball!
UFO complete
Volleyball! boxed
War of Nerves compete--, loose
Odyssey 300 boxed
Odyssey 400 boxed, inst

TI-99
Atarisoft Centipede--, inst
Atarisoft Pac-man
Atarisoft Doney Kong
Hustle
Adventure
Facemaker
Alligator Mix
Hopper
Chisolm Trail

Dragon Mix
Othello
Connect Four
Disk Manager
Hunt the Wumpus

Commodore
VIC Omega Race
VIC the Count
VIC Pirateï¿½s Cove
VIC Adventure Land
VIC modem
VIC Galactic Blitz by Tronix sw, cassette
C-16 Jack Attack boxed
C-16 Mindbenders sw, cassette
Infocom Enchanter Trilogy:Spellbreaker, Enchanter, Sorceror disks, sw
Activision Hacker disk, sw
Activision Infiltrator disk,sw

C-64 (carts)
Atarisoft Defender
CBS Big Birdï¿½s Special Delivery
Commodore Kickman inst only
Epyx Fast Load--
Fisher-Price Up&Add ï¿½Em
Parker Bros Gyruss
Parker Bros Q*bert
Spinnaker Delta Drawing--

TG-16
console with controller and power supply, console with 1 controller
Keith Courage (jewel case, inst, card)

Genesis console only

Sega Master System
Zillion loose
Great Basketball case only

Demolition man (jewel case + inst)
Sampler#3 (jewelcase)
Sampler#4 (jewelcase)
Escape from Monster Manor boxed, complete
The Horde (jewel case)
Total Eclipse loose (jewel case) Way of the Warrior boxed, complete
Shock Wave(jewel case + inst)
Off World Interceptor (jewel case + inst)
Star Control II boxed, complete

Handhelds, etc.
Bambino Boxing
Entex Galaxian II

Entex Poker
Nintendo Tropical Fish Game and Watch(2) one complete, one is boxed, foam, no battery cover
Tandy Computerized Chess- complete
Tandy Alien Chase
Tiger Star Wars Key Chain Giga Pets- R2D2 and Yoda both with inst
Sears Pong Sports IV 3/4 controllers
Radio Shack TV Scoreboard (console version)
Atari ST Super Huey sw disk
Merlin handheld loose
Split Second handheld boxed, instructions
IBM PC Jr Crossfire cartridge
Infocom Moonmist complete, with iron-on! IBM 5 ï¿½ï¿½
M5 Tank Battalion
M5 Basic-G
Game Informer Magazine Spring ï¿½92, Jan/Feb ï¿½93, March/April ï¿½93, May/June ï¿½93, Nov/Dec ï¿½93, Sept/Oct ï¿½93, Mar/Apr ï¿½93 (includes history of video games pt.2-8-bit era)
Sega Visions Magazine June/July ï¿½93
Legend of Zelda comic Mar No.2
Gameboy comic No.1
Captain N comic No.3
Marvel Super Heroes Secret Wars Sticker Adventures
Spiderman Kite (new)
Milton Bradley Zaxxon boardgame complete
Kenner The Jedi Master Game complete

--

-Ian
chFPongTI994008002600520078000IntellivisionAquariusColeco
ArcadiaBallyVic20C64VectrexOdysseyJaguarLynxTG16SMSHandheld
BoardGameETLunchBoxViewMasterStereoActionHawaiiTikiLounge
ShakersSwingawayIceOMatDaisyLindyHopSkateboardCheeeeeeeeeese

2766. Re: Atari word processing files -> PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: VonRichter <noemail@yahoo.com>
Message-ID: <6utle1$36t$1@birch.prod.itd.earthlink.net>
Source record: 59642

In case Anadisk drives me crazy (the doc file already has me in a coldsweat), what are the other PC dump programs that might work?

>So, why don't I just let the PC read my Atari disks? Well, I've done
>that, too. But most of my Atari disks from that long-ago era are SSSD.
>By the time I convert them to the SSDD the PC programs require, I could
>have nulled them over THREE times!

2767. Re: top 10 atari 800 games... (okay...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6uts0e$72u@dailyplanet.wam.umd.edu>
Source record: 59643

: : 6. Karateka: I always thought the "alternate ending" (if you approached
: : your girlfriend in attack position) was a nice, if unexpected touch.

: I could never get anything OTHER than the "alternate ending" in Karateka.
: Pissed me off, too.

In the final scene with the girlfriend, you do the opposite of what you would with the enemies. You stand upright and run into her waiting arms for the soap opera finale.

BTW, I don't know if this is true or not, but I heard that in the Apple version, if you approached the girl in attack position, she gave you a low blow (as opposed to a kick to the head on the Atari).

Speaking of which, wasn't there some kind of commercial cheat program that gave you unlimited lives/power for different games? I wonder if Karateka was one of them, and if so, during the that last phase, would you die or would the game freeze up when she hit you?

2768. Re: Atari word processing files -> PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: Jeff Haas <jhaas@ea.com>
Message-ID: <6utu22$rp6$1@gate.ea.com>
Source record: 59644

Actually, I've already done what I needed to do, and it wasn't nearly as difficult as it seemed at first. Go to this site:

http://ch.twi.tudelft.nl/~sidney/atari/

and get all the utilities, and print his instructions. There's only one thing you need to know about Anadisk that's not covered...you may need to "wake up" the disk drive before doing the dump. Pick the SCAN option to have Anadisk take a look at the disk. Then after it gets started, press Esc to stop it, then go to the DUMP option and follow the directions on the web site above.

If you don't do this, you may get an error "Failed Reset. There appears to be a problem with the diskette controller. Press any key to exit" and be dumped back out to Dos. But the Scan option seems to tell Anadisk that the drive's there and it's OK, and it works fine after that.

The order of transfer is:

1. Anadisk - dump file from Atari disk to PC
2. Deana - Convert Anadisk image to ATR
3. Imageman - Allows you to extract individual files, such as word processing files, from the ATR image
4. TT - Converts the word processing files from ATASCII to ASCII.

After that, you'll end up with a word processing file that has some extra characters in it (mine were the formatting commands from PaperClip) but the main formatting will be fine and the text will be readable and editable.

Jeff Haas

VonRichter wrote in message <6utle1$36t$1@birch.prod.itd.earthlink.net>...
>In case Anadisk drives me crazy (the doc file already has me in a
>coldsweat), what are the other PC dump programs that might work?

2769. Re: menu disk problems.

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <361e6e18.30062104@news.demon.co.uk>
Source record: 59645

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>I'll try that. thanks again, paul!! ;))
>Gary Tabar Jr,

Hey, I'm here to help :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2770. TouchPad

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <36128673.3250332@news.demon.nl>
Source record: 59646

Where can i find software for the Atari touchpad(CX77)

Louis

2771. Atari 1200XL System

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: Mark & Tracey Kusz <mkusz@tir.com>
Message-ID: <6uu4bu$g5m$3@ramp2.tir.com>
Source record: 59647

Atari System

Includes:

- 1200 XL Atari Computer w/ 64k, power supply & tv connection
- 1050 Atari Disk Drive, power supply & cable
- Atari BASIC Cart.
- Atari Joystick

$100 dlvd. insured within the U.S.

2772. master of the lamps question..

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6uug8g$sf6@bgtnsc02.worldnet.att.net>
Source record: 59648

Ok I know how to do the flying parts.. but what again are you supposed to do during the gong part?? I don't remember at all anymore!!

and the screen where you walk to the carpet.. is that all you do there??

I think the flying parts are easier now with a gamepad.. but want to try the game again after all these years..

help??

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

2773. 32 in 1 and shrinkwrapped Xenophobe (PAL) for trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <3612CF07.3012@pilot.msu.edu>
Source record: 59649
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I have a loose 32 in 1 and a shrinkwrapped Xenophobe(PAL) for the Atari 2600 for trade. I am looking for any R and ER's that are not on my list at

http://pilot.msu.edu/user/reicher6/atari/2600.txt

Tempest

P.S. I also have a boxed 2600 Double Dragon (PAL) for trade.

2774. Re: Anyone deal with TOM MARTIN?

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: Steve Johnson <scjohnson@remove_bigfoot.com>
Message-ID: <3612DD94.BFC96573@remove_bigfoot.com>
Source record: 59650

I have reached Tom, thanks for all those that responded.

--Steve

Stephen Johnson wrote:

> I am having trouble contacting Tom Martin, someone who has posted on
> this newsgroup before. He sells SIO2PC cables and installations from
> his web page:
>
> http://w3.one.net/~tom_cody/
>
> If anyone has experience dealing with him, please let me know:
>
> reply to: scjohnson@bigfoot.com
>
> Thanks,
> Steve

--
=-=-=-=-=-=-=-=-=-=-=-=-=-=
remove 'remove_' in the
email address to respond!
=-=-=-=-=-=-=-=-=-=-=-=-=-=

2775. APE/SIO2PC's new faster brother!!! Check it out - FASTER & CHEAPER!

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: Adi Perry <adiperry@geocities.com>
Message-ID: <3611598C.E8FC99E3@geocities.com>
Source record: 59730

Hello everyone,

I'm not trying to replace/recreate the SIO2PC/APE, I have
different goals.

I'd like to see the ATARI uses big resources, by connecting
via PC as a gateway.
I plan to build it an interface, and write it a general
software, and not just emulate disks/printers/etc. for it.

I have in mind a simple cable, with no electric components,
just combining connectors. It connects to the PC on its
parallel port, and to the ATARI on its SIO bus, and on the
two game ports (joysticks). All of the above use TTL.

It should provide three types of communication:
1. SIO like transfers. Only for boot purposes (emulates a
disk drive for loading the 'parallel communication driver'
at boot time...)
2. Laplink like transfer. 4bit parallel connection for
each direction by using the ATARI's PIA.
3. Unidirection parallel transfer. 8bit parallel transfer
from PC to ATARI (only). For higher speed loading.

Switching among these modes should be manual.

SIO emulation should work fine with the initial speed at
boot time (19200baud), and could possibly work faster too.
The parallel transfers can go 10-50 times faster than that
and probably much higher...

If you'd like more info, or to say what you think, feel
free to e-mail me at:

adiperry@geocities.com

2776. FS: Atari 8bit software

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: news9729@my-dejanews.com
Message-ID: <6urspa$i3p$1@nnrp1.dejanews.com>
Source record: 59731

I am getting rid of some Atari 8-bit software. To avoid having to deal with many trips to
the postoffice to send out single items, I am bundling the software into 4 packages. I am
asking $25 for each bundle (this price includes shipping cost).

Bundle #1
Atari BASIC Book (Albrecht, Finkel, and Brown)
Atari Basic Ref. Manual
Atari Basic Cart
Microsoft Basic (Box/Docs)
Microprint Printer Interface
Flight Simulator II (Box/Docs)
Scenery Disk 5 (Box/Docs)
Star Scenry Disk - San Fran and Bay Area (Box/Docs)

Bundle #2
Star Fleet I (Box/Docs)
Animation Station (Drawing Pad/Box/Docs)
Decision in the Desert
Ghost Hunter (Cassette) - (Box/Docs)
Ninja (Box/Docs)
LA Swat/Panther
Tobot/Bros (Box/Docs)

Bundle #3 Drag (Box/Docs) F-15 Strike Eagle (Box/Docs) Access Triple Pack - Raid over Moscow, Beach Head, and Beach Head II (Box/Docs) Party Quiz - 4 player trivia (Controller/Box/Docs) Graphix AT - Printer Interface (Docs) Centipede Cart Galaxian Cart

Bundle #4
Gauntlet (Box/Docs)
TrailBlazer (Box/Docs)
Infiltrator (Box/Docs)
Run for the Money (Box/Docs)
Super Huey (Box/Docs)
Meltdown (Box/Docs)
Elektraglide (Box/Docs)
Temple of Apshai (Box/Docs)
Orbit - A Trip to the Moon (Box/Docs)

Larry Richardson
lizr@cyou.com

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2777. Re: menu disk problems.

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6us687$ass@bgtnsc02.worldnet.att.net>
Source record: 59732

I'll try that. thanks again, paul!! ;))
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <361c41a9.14097329@news.demon.co.uk>...
>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>>I've downloaded a few disks that have menus, and binaries on them, but
none
>>of them seem to work.. any ideas?? (I haven't been able to find
>>countermeasure and some other games any other way..)
>>
>>most of my game disks for the atari had those menus on them.. I can
>>sometimes go to dos, and load the binary file that way, but the menus were
>>so much easier to use!!
>
>Are they big images ?? if so try (well try anyway) turning the fast SIO
>off. There are some menu's that won't work with it on.
>
>Hope that works for you...(Atari800win Helpline off :))
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

2778. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: wshrake@aol.com
Message-ID: <19980929232723.29771.00004286@ng137.aol.com>
Source record: 59733

Throw in the movie "cloak and dagger" somewhere on the list. The whole thing involves what looks like a 5200 cartridge. Secret plans added onto the board, and spies trying to get the plans, and kids saving the world. Even if it wasn't an Atari cart, the plot is right out of a videogame.

Ward Shrake

Remember the Commodore VIC-20? Like classic videogames?
Then check out... http://members.aol.com/wshrake/index.htm

2779. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: mikhol74@aol.com
Message-ID: <19980930061425.07838.00004090@ng17.aol.com>
Source record: 59734

```
>
>Throw in the movie "cloak and dagger" somewhere on the list. The whole thing
>involves what looks like a 5200 cartridge. Secret plans added onto the board,

Yep, and the game-store guy also has an 800 (or was it a 400?)

Michael Wallace >> Hyborian Mindset Barbarian Productions <<

The problem with the world is that everyone is a few drinks behind.
--Humphrey Bogart
```

2780. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: ansk@hotmail.com
Message-ID: <6ut10s$9a$1@nnrp1.dejanews.com>
Source record: 59735

I occasionally read a brief but interesting article on a related subject in a computer magazine today. The conclusion in the article is that computers seemed more frightening (to the general public) in the 80s. Two of the movies that are referenced in the article are already included in news posts here: Electric Dreams and D.A.R.Y.L.

The additional title found in the article is Weird Science, which is supposed to feature Atari equipment. I saw that movie twelve years ago, but I cannot recall that I noticed any Atari computer or video game in it. On the other hand, I have seen Fright Night too, and I did not notice the Atari there either.

In this magazine today they say that the two teenage boys in Weird Science used Playboy pictures and an Atari (computer?) to create the woman of their dreams. It could be that the name Atari is used by the author of article because it represents video games and to some extent home computing of the 80s. Or is there an Atari computer in this movie?

Anders

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2781. User groups/retailers

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <6ut0ec$m84$1@guardian.matra.co.uk>
Source record: 59736

Are there any user groups in the Hampshire area in the UK? Also, does anybody in the UK have any Atari 8-bit hardware for sale (working!)?

Thanks,

Trystan

2782. Reinhard's Rarities Auction Update 9-29-98

Newsgroup: comp.sys.atari.8bit
Date: 1998-09-30 00:00:00 UTC
From: rpribish@dcn.davis.ca.us
Message-ID: <HaoQ1.1451$Tw2.1901685@news12.ispnews.com>
Source record: 59737
Cross-posted to: rec.games.video.classic,rec.toys.vintage,rec.toys.misc,rec.games.vectrex,alt.culture.us.1980s,rec.games.video.marketplace,comp.sys.atari.8bit

Welcome to yet another Reinhard's Rarities Auction!
I have the following items available in my current auction.
I'm looking to trade for Atari 2600 and Atari 400/800 carts ONLY!

You can find a list of what I already have on my Atari 2600 pages at:

http://www.pribish.com/atari.html

I'm looking for Atari 2600 and Atari 400/800 stuff not on my list,
so please e-mail me with any trade offers. There are only a few
rules to help speed this along...

1) Don't bid unless you plan to buy
2) I reserve the right to trade or pull any item

Bid increments:
$1: Amounts from $1 to $20
$2: Amounts from $21 to $40
$3: Amounts from $41 to $60
$5: Amounts over $60

I'd prefer payment of a U.S. Postal Money Order, available at the post
office for 85 cents, and will ship the day or day after the M.O. arrives.
Items will be sent 2 weeks after payment by check to ensure the check
clears. Buyer pays shipping, which is $3 flat for any number of carts,
shipped within Canada/US. The shipping on systems, controllers, etc. or
for winners in overseas destinations will be the exact shipping cost.

This auction will run until Wednesday, September 30, 1998 and
switch to an e-mail only 24-hour Once-Twice-Sold format.

You can get an up-to-the-minute auction update before you bid at:

http://www.pribish.com/auction.txt

Thanks, Reinhard

ATARI 2600 CARTS

Stella Gets A New Brain - Atari 2600 Supercharger CD #261 of 350
Mint condition with manual and jewel case 22 Jaguar

32 in 1 Game Cartridge (PAL)(Atari) 6 spidweb
Acid Drop (Salu)(PAL)(mint w/box & manual) 6 spidweb
Adventures of Tron (M-Network) 4 spidweb
Adventures on GX-12 (Telegames)(PALmnt w/B&M) 6 spidweb

Airlock (Data Age) 4 spidweb
Alien (20th Century Fox) 4 spidweb
Alpha Beam with Ernie (Atari) 4 san-d
Artillery Duel/Chuck Norris (Xonox) 6 spidweb
Bank Heist (20th Century Fox)(good label) 4 shobe1
Bank Heist (20th Century Fox)(writing on end label) 4 spidweb
Beamrider (Activision) 7 spidweb
Beany Bopper (20th Century Fox) 3 san-d
Bermuda Triangle (Data Age) 4 shobe1
Blueprint (CBS) 4 shobe1
BMX Airmaster (TNT)(box, manual) 7 spidweb
Bobby Geht Heim (PAL)(Bit Corp.)(box,man) 6 spidweb
Bogey Blaster (Telegames)(PAL)(mint w/B&M) 6 spidweb
Bridge (Activision)(manual & bid tips) 3 shobe1
Buck Rogers: Planet of Zoom (Sega) 10 shobe1
Bugs (Data Age) 4 spidweb
Bump 'N' Jump (M-Network) 4 spidweb
California Games (Epyx) 2 shobe1
Challenge of Nexar, The (Spectravision) 3 Deleto
Chase The Chuck Wagon (Spectravision)(exc. cond.) 140 shobe1
Coconuts (Fancy cart)(Telesys) 4 san-d
Commando (Activision) 4 spidweb
Cookie Monster Munch (Atari) 2 shobe1
Crackpots (Activision) 3 shobe1
Crossbow (Atari) 4 spidweb
Cross Force (PAL)(Spectravision) 6 spidweb
Decathlon (Activision)(shrinkwrapped) 7 spidweb
Dishaster (very tiny piece torn from end label)(Zimag) 6 san-d
Donkey Kong Jr (Coleco) 2 shobe1
Earth Dies Screaming, The (20th Century Fox) 5 san-d
Eggomania (Fancy cart)(US Games) 2 shobe1
Fantastic Voyage (20th Century Fox) 4 spidweb
Fast Eddie (20th Century Fox) 2 shobe1
Fast Food (Telesys) 2 shobe1
Fatal Run (Atari)(PAL)(loose) 10 shobe1
Fatal Run (Atari)(PAL)(shrinkwrapped) 15 shobe1
Fathom (Imagic) 4 spidweb
Fire Fly (Mythicon) 4 spidweb
Frankenstein's Monster (Data Age)(torn end/front label) 4 spidweb
Front Line (Coleco) 4 spidweb
Gangster Alley (Spectravision) 2 shobe1
Ghost Manor/Spike's Peak (Xonox) 3 shobe1
Gopher (US Games) 3 shobe1
Gorf (CBS) 2 shobe1
Gyruss (Parker Brothers) 7 spidweb
Infiltrate (Apollo) 2 shobe1
James Bond 007 (Parker Brothers) 5 Deleto
Jawbreaker (Tigervision) 4 spidweb
Kool-Aid Man (M-Network) 3 shobe1
Krull (Atari) 2 shobe1

Kung Fu Superkicks (Telegames) 7 spidweb
Laser Gates (Imagic) 4 spidweb
Lost Luggage (Apollo) 3 shobe1
M.A.D. (US Games) 2 shobe1
Marauder (PAL)(Tigervision) 7 spidweb
Mega Force (20th Century Fox) 2 shobe1
Miner 2049er (Tigervision) 10 baggs
Mission 3000 (PAL)(Bit Corp.)(box,man) 5 shobe1
Mogul Maniac (tiny "JD" written on label)(Amiga) 5 san-d
Moonsweeper (Imagic) 5 shobe1
Mountain King (CBS) 4 shobe1
Name This Game (U.S. Games) 4 spidweb
No Escape (Imagic) 2 shobe1
Off The Wall (Atari)(loose) 4 spidweb
Off The Wall (Atari)(PAL???)(shrinkwrapped) 5 shobe1
Omega Race (CBS) 4 spidweb
Phantompanzer (???)(PAL) 4 spidweb
Pick 'n Pile (Ubi Soft)(PAL)(mint w/B&M) 10 Deleto
Picnic (US Games) 3 Deleto
Pitfall II (Activision) 4 sbendz
Plaque Attack (Activision) 4 shobe1
Pooyan (Konami) 4 spidweb
Pressure Cooker (Activision) 3 shobe1
Quickstep (Imagic) 5 san-d
Rampage (Activision)(PAL)(mint w/B&M) 3 shobe1
River Raid II (Activision)(PAL)(loose) 5 shobe1
River Raid II (Activision)(PAL)(mint w/B&M) 5 shobe1
Roc 'N Rope (CBS)(PAL)(mint w/B&M) 5 shobe1
Roc 'N Rope (Coleco) 3 shobe1
Secret Quest (Atari) 4 spidweb
See-Monster (???)(PAL) 3 shobe1
Skate Boardin' (Absolute) 5 san-d
Skeet Shoot (Apollo) 4 shobe1
Sky Skipper (Parker Brothers) 3 shobe1
Slot Machine (with manual)(Atari) 2 shobe1
Snoopy and the Red Baron (Atari) 11 teardrop
Solar Fox (CBS) 3 shobe1
Sorcerer (Mythicon) 4 spidweb
Sorcerer's Apprentice (Atari) 6 spidweb
Space Cavern (Apollo) 3 shobe1
Space Chase (Apollo) 4 shobe1
Squeeze Box (US Games) 3 spidweb
Star Fox (Mythicon) 5 san-d
Star Strike (M-Network) 5 combee
Star Wars: Jedi Arena (Parker Brothers) 4 shobe1
Star Wars: The Arcade Game (Parker Brothers) TRADED
Stargate (Atari) 3 shobe1
Steeplechase (Sears) 9 shobe1
Stellar Track (Sears) 3 shobe1
Strategy X (torn end label)(Konami) 4 spidweb

Super-Ferrari (Star Soft)(PAL) 3 shobe1
Survival Run (Milton Bradley)(with End Label!) 5 shobe1
Tac-Scan (Sega) 4 san-d
Tanks But No Tanks (tiny tear/tape on end label)(Zimag) 4 shobe1
Tapper (Sega) 7 spidweb
Taz (Atari) 4 spidweb
Thunderground (Sega) 4 shobe1
Title Match Pro Wrestling (Absolute) 4 spidweb
Tron Deadly Discs (M-Network) 3 shobe1
Turmoil (20th Century Fox) 3 shobe1
Wizard of Wor (CBS) 2 shobe1
Worm War I (20th Century Fox) 3 shobe1
Xenophobe (Atari)(PAL)(loose) 3 shobe1
Xenophobe (Atari)(PAL)(shrinkwrapped) 7 spidweb
Zaxxon (Coleco) 3 shobe1

Pair of Atari 2600 Track & Field Controllers 7 spidweb
Pair of Atari 2600 Keyboard controllers 3 shobe1

ATARI 400/800 CARTS

Alien Ambush (Dana) 3 sbolton
Astrochase (Parker Brothers) 1 Jaguar
Buck Rogers: Planet of Doom (Sega) 1 sbolton
Choplifter (Broderbund) 1 sbolton
Congo Bongo (Sega) 1 sbolton
Donkey Kong Jr. (Atari) 2 jxlcad
Gyruss (Parker Brothers) 3 sbolton
Jumpman Jr. (Epyx) 1 sbolton
Miner 2049'er (Big Five) 3 shobe1
Pitfall (Activision) 1 sbolton
Q-Bert (Parker Brothers) 1 shobe1
Rally Speedway (Scott Adams) 5 Jaguar
River Rescue (Thorn EMI)(box, manual) 4 jxlcad
Shamus (Synapse)(shrinkwrapped) 5 sbolton
Star Wars: Return of the Jedi: DSB (loose, manual) 3 shobe1
Star Wars: Return of the Jedi: DSB (shrinkwrapped) 5 shobe1
Wizard of Wor (Roklan) 3 sbolton

ATARI 400/800 DISKS

Flight Simulator II - Disk, Pilot's Operating Handbook and Airplane Flight Manual, Flight Physics & Aircraft Control Manual, AT-FS2 Flight Reference Card & Ver. 1.05 Release Notes. Also includes the Scenery Disk (1. Chicago 2. Los Angeles 3. Seattle 4. New York) and Mint condition reference charts for all 4 cities. With original box 5 shobe1

The following Atari 8-bit INFOCOM disk games are all in MINT condition, containing ALL of the contents and extras to all of these games in MINT condition! All the boxes are near mint to excellent condition - only Hollywood Hijinx has a very slight bend in the front box cover.

All these games require at least 48K of RAM.

Ballyhoo 5 rice
Cutthroats 5 shobe1
Deadline 5 shobe1
Hitchhiker's Guide to the Galaxy, The 5 shobe1
Hollywood Hijinx 5 shobe1
Infidel 5 shobe1
Leather Goddess of Phobos 5 rice
Lurking Horror, The 5 shobe1
Moonmist 5 shobe1
Planetfall 5 shobe1
Plundered Hearts 5 rice
Stationfall 5 shobe1
Suspect 5 rice

ATARI 5200 CARTS

Congo Bongo (Sega) 3 spidweb
Mr. Do!'s Castle (Parker Brothers) 7 spidweb
Star Wars: The Arcade Game (Parker Bros) 7 spidweb
Pengo (Atari) 1 shobe1
Q-Bert (Parker Brothers) 1 shobe1
Rescue on Fractalus (sealed)(Lucasfilm) 7 spidweb
River Raid (Activision) 3 spidweb

#1 Atari 5200 Competition-Pro Joystick 10 min
#2 Atari 5200 Competition-Pro Joystick 10 min

#1 Atari 5200 Wico Command Control Controller w/Y cable 15 baggs
#2 Atari 5200 Wico Command Control Controller w/Y cable 15 min
#3 Atari 5200 Wico Command Control Controller w/Y cable 15 min

ATARI 7800 CARTS

F-18 Hornet (Absolute) 6 brclarke
Kung-Fu Master (Absolute) 6 brclarke

COLECOVISION CARTS

Artillery Duel (Xonox) 9 spidweb
BC's Quest for Tires (Sierra On-Line)(box,manual) 5 spidweb
Blockade Runner (Interphase) 5 spidweb
Centipede (Atarisoft) 5 spidweb
Defender (Atarisoft) 3 shobe1
Galaxian (Atarisoft) 5 spidweb
Gateway To Apshai (Epyx) 3 shobe1
Illusions (Coleco) 6 spidweb
It's Only Rock 'N Roll (Xonox)(small tears) 7 spidweb
Motocross Racer (Xonox) 7 spidweb
Mr. Do!'s Castle (Parker Brothers) 12 spidweb
Squish 'Em Sam (Interphase) 3 shobe1

Star Wars: The Arcade Game (Parker Bros) 7 spidweb
Tomarc The Barbarian (Xonox) 7 spidweb

CV Expansion Module #1 (mint cond w/box & manual) 5 min
ColecoVision Power Supply 3 min

INTELLIVISION CARTS

AD&D: Treasure of Tarmin (mint box, manual, 1 Overlay) 5 baggs
Advanced D&Dragons (box, manual, 2 Overlays) 1 shobe1
Buzz Bombers (exclnt box, man, 2 Overlays) 5 spidweb
Chip Shot Super Pro Golf 3 shobe1
Frog Bog (mint w/B,2O & 2M's in English & Spanish) 3 shobe1
Happy Trails (manual) 3 spidweb
Kool-Aid Man (2 Overlays) 6 spidweb
Math Fun (box, manual, 2 Overlays) 2 sbolton
Mind Strike 5 spidweb
Mr. Basic Meets Bits 'N Bytes (exclnt B,M,6O) 10 spidweb
Safecracker 3 spidweb
Sharp Shot 1 shobe1
Slap Shot Super Pro Hockey 3 shobe1
Thin Ice 5 spidweb
Triple Action (shrinkwrapped) 3 shobe1
Truckin' (mint box, map, manual & 2 Overlays) 6 jxlcad
World Championship Baseball 3 shobe1
World Series Baseball 3 shobe1

Intellivision Voice Module 3 min
Intellivision - Atari 2600 System Changer, exclnt cond 20 spidweb

NINTENDO CARTS

Bases Loaded 3 (Jaleco) 1 nintendo
Bee 52 (Camerica) 3 min
Bible Adventures (Wisdom Tree) 3 avidgamr
Black Bass, The (Hot B)(loose) 3 min
Black Bass, The (Hot B)(box, manual) 5 dynamole
Blue Marlin, The (Hot-B) 3 dynamole
Dig Dug II: Trouble in Paradise (Bandai) 3 min
Donkey Kong Classics (DK & DK Jr.)(Nintendo) 3 min
Dr. Mario (Nintendo) 1 nintendo
Dragon Warrior (Nintendo)(box,man,expl. handbook) 3 min
Exodus: Journey to the Promised Land (Wisdm Tree) 3
nintendorep
Galaga (Bandai) 3 double
Gun Smoke (Capcom) 1 dynamole
King of Kings: The Early Years (Wisdom Tree) 3 min
Kung-Fu Heroes (Culture Brain)(box, manual) 1 dynamole
Legacy of the Wizard (Broderbund) 2 dynamole
Lemmings (Sunsoft)(box, manual)(exc. cond) 3 dynamole
Mega Man 3 (Capcom) 3 avidgamr

Mega Man 4 (Capcom) 3 avidgamr
Mega Man 5 (Capcom) 3 avidgamr
M.U.L.E. (Mindscape) 1 sfyfsi
Mafat Conspiracy, The (Vic Tokai)(box, copied man) 1 dynamole
Mappy Land (Taxan) 1 double
Mario Brothers (Nintendo) 1
nintendorep
Micro Machines (Camerica) 5 combee
Mighty Bombjack (Tecmo) 3 combee
Nobunaga's Ambition (Koei)(manual) 3 min
Pac-Man (Tengen)(licenced version) 5 min
Pinbot (Nintendo)(box, manual) 3 dynamole
Princess Tomato (Hudson Soft)(box) 3 dynamole
Puzzle (American Video Entertainment)(no end label) 3 min
Puzznic (Taito) 5 jhd7
Rampart (Jaleco) 1 dynamole
R.B.I. Baseball (Tengen)(box, manual) 2 dynamole
Racket Attack (Jaleco)(box) 1 dynamole
Rock 'n' Ball (NTVIC) 1 dynamole
Rollerblade Racer (Hi-Tech Expressions)(box, man) 3 dynamole
Scheherazade (Culture Brain) 1 min
Shatterhand (Jaleco)(box,manual) 3 dynamole
Solitaire (American Video Entertainment)(no end label) 3 min
Spy Hunter (Sunsoft) 1 sfyfsi
Super Jeopardy (GameTek) 2 dynamole
Super Sprint (Tengen) 1 sfyfsi
Taboo: The Sixth Sense (Tradewest) 1 dynamole
Tecmo Super Bowl (Tecmo) 1 sfyfsi
Tombs & Treasures (Infocom) 3
nintendorep
Vegas Dream (HAL) 3 double
Wacky Races (Atlus) 4 double
World Champ (Romstar)(box, manual) 3 jhd7

Nintendo Game Genie (no Book, untested) 1 nintendo

VIC-20 CARTS

8K RAM Expansion (Personal Peripheral Products) 2 sfyfsi
Dancing Bear (Koala Technologies) 2 sfyfsi
Fourth Encounter (Thorn EMI) 2 sfyfsi
Gold Fever (Tronix) 2 sfyfsi
Gridrunner (HES) 1 avidgamr
HesMon (HES)(manual) 2 sfyfsi
IFR Flight Simulator (Academy) 2 sfyfsi
In the Chips (Creative) 2 sfyfsi
River Rescue (Thorn EMI)(box) 1 avidgamr
Skibbereen (UMI) 2 sfyfsi
Turtle Graphics (HES)(manual) 1 avidgamr

CHANNEL F CARTS

Videocart #1 Tic-Tac-Toe, et al (B) 5 spidweb
Videocart #2 Desert Fox, Shooting Gallery (B, M) 3 sbolton
Videocart #4 Spitfire (B, M) 5 spidweb
Videocart #5 Space War (B, M) 5 spidweb
Videocart #9 Drag Strip (B, M) 5 spidweb
Videocart #10 Maze (B, M) 5 spidweb
Videocart #12 Baseball (B, M) 5 spidweb
Videocart #13 Robot War, Torpedo Alley (B, M) 5 spidweb
Videocart #14 Sonar Search (B,M) 5 spidweb
Videocart #17 Pinball Challenge (B, M) 5 spidweb
Videocart #21 Bowling (B,M) 7 spidweb

VECTREX CARTS

Armor..Attack (box, manual, overlay) 10 spidweb
Berzerk (box, overlay) 10 spidweb
Clean Sweep (box, manual, overlay) 10 spidweb
Cosmic Chasm (overlay) 10 spidweb
Pole Position 10 spidweb
Rip Off (box, manual, overlay) 3 Jaguar
Spin Ball 10 spidweb
Star Trek 3 Jaguar

OTHER CARTS

Decathlon (Activision)(Commodore 64) 1 avidgamr
Fast Load (Epyx)(Commodore 64) 1 avidgamr
Gateway to Apshai (Epyx)(Commodore 64) 1 avidgamr
Star Wars: The Arcade Game (Commodore 64) 1 avidgamr

AD&D:Treasures of Tarmin (Mattel Aquarius) 1 shobe1

Phaser Strike (box, styrofoam)(Microvision) 5 shobe1
Pinball (box, styrofoam)(Microvision) 5 shobe1

Matchmaker/Buzzword/Logix (Odyssey2) 1 shobe1
P.T. Barnums's Acrobats (Odyssey2) 5 spidweb

Sonic 2 (Sega Genesis) 3 min

IBM PC

Battle Chess (3.5" & 5.25" disk,box,man) 1 min
Ms. Pac-Man (5.25" disk)(shrinkwrapped) 1 min
Sharkey's 3D Pool (3.5" disk,box,man) 1 min
Return To Zork (CD, tray & booklet) 1 min

HANDHELDS, ETC.

Galaxian tabletop (Coleco) 30 sbolton
Hockey (Mattel Electronics)(no battery cover) 1 min
Ms. Pac-Man (Micro games USA)(no battery cover) 1 min

Microvision unit with Blockbuster cartridge 5 shobe1

PAPERWORK

ColecoVision Experience Mag. Vol 1 No 1 Spring 83 1 Jaguar
(great cond. w/all inserts and mint Zaxxon poster)
Atari Force #4 Comic Book in near mint condition 1 shobe1
Yar's Revenge Qotile Ultimatum comic, great cond. 1 shobe1
Channel F Inst. Manuals #3 & #8 + Ch. F catalog 1 shobe1

ATARI 2600 MANUAL PACKAGE #1 (48) manuals 5 shobe1

Manuals only for: Adventure, Air-Sea Battle, Asteroids, Blackjack,
Bowling, Breakout, Casino, Chopper Command, Circus Atari, Combat,
Crossbow, Crystal Castles, Defender, Donkey Kong (Coleco), E.T., Football,
Freeway, Gravitar, Haunted House, Home Run, Indy 500, Jr. Pac-Man,
Kaboom!, Millipede, Missile Command, Missile Command (Sears), Night
Driver, Outlaw, Pac-Man, Phoenix, Raiders of the Lost Ark, Realsports
Football, Secret Quest, Sky Jinks, Space Attack, Space Invaders, Space
War, Spider Fighter, Street Racer, Super Breakout, Super Challenge
Football, Tennis, Venture (Coleco), Video Olympics, Video Pinball,
Warlords, Word Zapper, Yar's Revenge.

ATARI 2600 MANUAL PACKAGE #2 (17) manuals 3 sbendz

Manuals only for: Asteroids, Bowling, Breakout, Casino, Circus Atari,
Combat, Football, Home Run, Indy 500, Kaboom!, Missile Command, Pac-Man,
Sky Jinks, Space Invaders, Tennis, Video Olympics, Video Pinball,
Warlords.

ATARI 2600 MANUAL PACKAGE #3 (11) manuals 2 shobe1

Manuals only for: Asteroids, Breakout, Circus Atari, Combat, Football,
Home Run, Missile Command, Pac-Man, Space Invaders, Video Olympics,
Video Pinball

ATARI 2600 CATALOG PACKAGE 3 shobe1

Atari Video Computer System 42 Game Catalog Rev. A, 1981
Atari Video Computer System 43 Game Catalog Rev. B, 1981
Atari Video Computer System 43 Game Catalog Rev. C, 1981
Atari Video Computer System 45 Game Catalog Rev. D, 1981
Atari Video Computer System 49 Game Catalog Rev. E, 1982
Atari All Stars 1983 Atari Game Catalog
Activision Winter, 1982 Video Game Cartridge Catalog
Activision Winter/Spring, 1983 Video Game Cartridge Catalog
Atari Club registration and return mail envelope
Coleco Video Game Cartridges catalog (1982)
M-Network catalog with "Free Decal" return postcard
Raiders of the Lost Ark 1/3 page advertisement insert
Owner's manual for Atari 2600 Model CX2600 (6-switch)
Owner's manual for Atari 2600 Model CX2600A (4-switch)

Owner's manual for Atari 2600 Jr. (smaller 2600 console)

NINTENDO MANUAL PACKAGE 6 double

Manuals only for: Adventures of Bayou Billy, Athena, Balloon Fight,
Championship Bowling (copy), Cobra Command (copy), Contra, Defender of
the Crown (copy), Double Dragon (original & copy), Flying Dragon (copy),
Guardian Legend (copy), Gumshoe, Gyromite, Indiana Jones and the Temple of
Doom (copy), Karnov, Legend of Zelda, Legendary Wings, Life Force, Mach
Rider, Metal Gear, Mike Tyson's Punch-Out, Milon's Secret Castle (copy),
Monster Party (copy), Ninja Gaiden (copy), R.C. Pro-Am, Simon's Quest,
Snakes Revenge (copy), Teenage Mutant Ninja Turtles (copy), Tiger-Heli,
Town & Country Surf Designs (2 copies), Wizards & Warriors

SEGA GAME GEAR MANUAL PACKAGE 2 dynamole

Manuals only for Samurai Showdown, The Lion King, Mortal Kombat II,
X-Men, NBA Jam: Tournament Edition and Rise of the Robots. Also includes
the Game Gear system instruction manual and Sega Club poster.

* *

COLECOVISION PACKAGE 40 spidweb

ColecoVision with power supply and 2 standard controllers,
all in excellent condition. Has the original styrofoam inner
packaging in good/fair condition, RF switchbox and owner's manual,
as well as the Atari 2600 expansion module with manual
Includes the following 30 ColecoVision games:

Buck Rogers: Planet of Zoom Burgertime
Cabbage Patch Kids: AITP (man) Carnival (manual)
Centipede Donkey Kong (manual)
Donkey Kong Jr. (manual) Frenzy
Front Line GORF
Ladybug Looping (manual)
Mr. Do! Omega Race (manual)
Pepper II (manual) Pitfall
Pitstop Popeye
Q-Bert Rocky Super Action Boxing (man)
Slither Smurf:RIGC (manual)
Space Fury (manual) Space Panic
Super Action Baseball Super Action Football
Time Pilot (manual) Turbo
Venture (manual) Zaxxon (manual)

* *

FAMICOM PACKAGE 25 sbolton

Famicom (Japanese NES) system complete with
original power supply, two controllers, rf switchbox,

light gun, and the following 3 games:

Duck Hunt Wild Gunman Hogan's Alley

* *

SUPER NINTENDO PACKAGE 40 min

Super Nintendo Control Deck with 2 standard controllers, AC Adapter,
RF Switch/cable and Stereo Audio/Video Cable with original packaging
and plastic, styrofoam and box, all in excellent condition. Includes the
SN Programpad: Digital Action Learning System, a controller featuring
programmable LCD control panel to memorize action sequences, 6 fire
buttons/3 action keys, independent auto fire and slow motion, with box and
manual in excellent condition. Also includes a boxed Competition Pro Super
16 Professional control Pad, featuring auto fire, turbo fire, slow motion
selector and 8 way superswitch. To top it all off, there is also a Game
Genie with box and manual, and the following 5 games:

Earthworm Jim (manual) Magic Sword (box & manual)
Street Fighter II (box & manual) Street Fighter II Turbo (b&m)
UN Squadron (box & manual)

* *

VIC-20 PACKAGE #1 15 avidgamr

Boxed NON-WORKING Commodore Vic-20 computer with vinyl cover,
manual, power supply, rf adapter, data cassette recorder (untested),
VicModem (untested in original box with manual but without terminal
cassette) and the following 18 cartridge programs:

Adventure Land (Commodore) Mission Impossible (Commodore)
Bandits (Sirius) Q*Bert (Parker Brothers)
Centipede (Atarisoft) Raid on Fort Knox (Commodore)
Clowns (Commodore) Sargon II Chess (Commodore)
Demon Attack (Imagic) Star Post (Commodore)
Donkey Kong (Atarisoft) Super Expander 3K RAM (Commodore)
Frogger (Parker Brothers)(manual) Super Smash (Commodore)
Galaxian (Atarisoft) The Count(Commodore)
Jungle Hunt (Atarisoft) Tooth Invaders (Commodore)

* *

VIC-20 PACKAGE #2 5 min

Boxed NON-WORKING Commodore Vic-20 computer with manual,
power supply, rf adapter, and the following 4 cartridge programs:

Demon Attack (Imagic) Jungle Hunt (Atarisoft)
Donkey Kong (Atarisoft) Super Expander 3K RAM (Commodore)

* *

ATARI 5200 PACKAGE 25 min

Atari 5200 4-port console, (2) working standard controllers,
(2) working Competion-Pro Joysticks, power supply, rf switchbox,
original box in great shape, Atari 5200 Owner's Manual, Atari 5200
game catalog and the following 22 games:

Centipede (manual, 2 overlays) Countermeasure
Defender (manual) Dig Dug
Football (Playbook) Galaxian
Joust Jungle Hunt
Kangaroo Missile Command (M, 2O's)
Ms. Pac-Man (manual) Pac-Man (manual)
Pengo Pole Position (manual)
Popeye Q-Bert
Qix Realsports Soccer
Space Invaders (manual) Star Raiders (M, 1O)
Super Breakout (manual, 2 overlays) Vanguard

* *

INTELLIVISION PACKAGE #1 25 min

Intellivision system with rf cable and the following 22 games:

Advanced Dungeons &Dragons (M,1O) Armor Battle
Astrosmash B-17 Bomber
BurgerTime (M,2O) Carnival
Demon Attack Donkey Kong
Las Vegas Poker & Blackjack (M,2O) Lock 'n' Chase (M,2O)
Loco-Motion NFL Football (B,M,2 Playbooks)
Night Stalker (M,2O) Pitfall
Sea Battle (M,2O) Space Armada (M,2O)
Space Battle (M,2O) Stampede
Sub Hunt (M,1O) Triple Action (shrinkwrapped)
World Championship Baseball
Frog Bog (mint cond. B, 2O and 2 Manuals in English & Spanish)

* *

INTELLIVISION PACKAGE #2 15 min

Intellivision system with rf cable and the following 13 games:

Advanced Dungeons &Dragons (M,1O) Carnival
Donkey Kong Las Vegas Poker & Blackjack (2O)
Lock 'n' Chase (1O) Loco-Motion
NFL Football (M) Night Stalker
Pitfall Stampede
Triple Action (shrinkwrapped) World Championship Baseball
Frog Bog (mint cond. B, 2O and 2 Manuals in English & Spanish)

* *

INTV II Package 15 shobe1

INTV II with power supply, 2 detachable controllers, rf cable
and the following 9 games:

Carnival Donkey Kong
Las Vegas Poker & Blackjack NFL Football
Night Stalker Stampede
Triple Action (shrinkwrapped) World Championship Baseball
Frog Bog (mint cond. B, 20 and 2 Manuals in English & Spanish)

* *

INTV SYSTEM III 20 shobe1

INTV System III with original box, styrofoam,
owner's manual, rf cable and the following 9 games:

Carnival Donkey Kong
Las Vegas Poker & Blackjack NFL Football
Night Stalker Stampede
Triple Action (shrinkwrapped) World Championship Baseball
Frog Bog (mint cond. B, 20 and 2 Manuals in English & Spanish)

* *

NINTENDO (NES) SYSTEM #1 35 min

Nintendo Console with power supply and rf cable, 4 standard controllers,
light gun, 4 player remote control Nintendo Satellite with box,
1 Quick Shot joystick controller, deck cleaner and these 27 games:

Abadox Bad Street Brawler
Bases Loaded Blaster Master (box,man)
Bubble Bobble Casino Kid
Conquest of the Crystal Palace Castlevania II: Simon's Quest
Castlvania III: Draculas's Curse (B,M) Cybernoid (box)
Dick Tracy Double Dribble
Dragon Warrior Duck Hunt
Fist of the North Star Journey To Silius
Kid Icarus King's Knight
Lee Travino's Fighting Golf Low G Man
Maniac Mansion (box) Silent Service
Spy Hunter Super Mario Brothers
Super Mario Brothers 3 (box) Tecmo Bowl
Time Lord

* *

NINTENDO (NES) SYSTEM #2 20 double

Nintendo Console with power supply and rf cable, 2 standard controllers,
NES Advantage joystick controller, light gun, and these 16 games:

Bionic Commando Castlevania
Castlevania III: Dracula's Curse Contra
Dodge Ball Double Dragon
Double Dragon II Double Dragon III
Dr. Jekyll & Mr. Hyde Duck Tales
Excitebike Golf
Kid Icarus Mike Tyson's Punchout
Punchout R.C. Pro-Am

* *

NINTENDO (NES) SYSTEM #3 10 min

Nintendo Console with power supply and rf cable, 2 standard controllers,
light gun, and the following 2 games:

Super Mario Brothers/Duck Hunt Time Lord

* *

SEGA MASTER SYSTEM #1 TRADED

Sega Master System with power supply, two regular control pads,
one control stick, rf cable and the following 7 games:

Altered Beast (box, manual) Choplifter (box,manual)
Enduro Racer (box, manual) Hang On/Safari Hunt (box, manual)
Rambo III (box, manual) Time Soldiers (box, manual)
Vigilante (box, manual)

* *

SEGA MASTER SYSTEM #2 5 avidgamr

Sega Master System with power supply, two regular control pads,
Choplifter with box and manual, and a loose copy of Hang On/Safari Hunt

* *

VECTREX SYSTEM 50 spidweb

Vectrex system in great condition, includes one
Vectrex controller also in great condition.

* *

TURBO GRAFX16 PACKAGE 10 min

Turbo GrafX16 system with power supply, rf cable,
2 controllers, and TV Sports Basketball (w/ case & manual)

* *

ATARI 7800 PACKAGE 15 min

Atari 7800 system, power supply and two pro-line controllers.

Also includes the following loose 7800 games: Centipede, Choplifter, Desert Falcon, Donkey Kong, Dig Dug, Food Fight, Galaga, Joust, Karateka, Ms. Pac-man, Pole Position II and Xevious

* *

ATARI 2600 SYSTEM PACKAGE #1 40 min

4-switch Atari 2600 in near mint condition with 2 joysticks, pair of paddles, power supply and owner's manual with original packaging in the original box. The box is in good condition, with some wear on the ends.

Also includes the following (40) Atari 2600 loose cartridges: Asteroids, Air-Sea Battle, Backgammon, Berzerk, Breakout, Casino, Circus Atari, Combat, Defender, Football, Haunted House, Home Run, Missile Command, Night Driver, Pac-Man, Pole Position, Realsports Baseball, Realsports Football, Realsports Volleyball, Slot Racers, Space Invaders, Space War, Super Breakout, Surround, Video Olympics, Video Pinball, Warlords, Donkey Kong, Gorf, Star Wars: The Empire Strikes Back, Frogger, Grand Prix, Freeway, Kaboom!, Pitfall, Atlantis, Cosmic Ark, Demon Attack, Trick Shot, Space Attack

* *

ATARI 2600 SYSTEM PACKAGE #2 40 min

4-switch Atari 2600 in near mint condition with 2 joysticks, pair of paddles, power supply and owner's manual with original packaging in the original box. The box is in good condition, with some wear on the ends.
(Yes, this is system virtually identical to the one above!)

Also includes the following (40) Atari 2600 loose cartridges: Asteroids, Air-Sea Battle, Backgammon, Berzerk, Breakout, Casino, Circus Atari, Combat, Defender, Football, Haunted House, Home Run, Missile Command, Night Driver, Pac-Man, Pole Position, Realsports Baseball, Realsports Football, Realsports Volleyball, Slot Racers, Space Invaders, Space War, Super Breakout, Surround, Video Olympics, Video Pinball, Warlords, Donkey Kong, Gorf, Star Wars: The Empire Strikes Back, Frogger, Grand Prix, Freeway, Kaboom!, Pitfall, Atlantis, Cosmic Ark, Demon Attack, Trick Shot, Space Attack

* *

ATARI 1200XL PACKAGE 40 tdjafari

Atari 1200XL Computer w/ 48K RAM, power supply & rf cable

(2) Original Atari joystick controllers
(1) Pair of original Atari paddle controllers

(2) Atari 1050 Disk Drives with power supplies
1050 Disk Drive Owner's manual

(2) connecting cables to connect everything above

(6) CARTRIDGES

Basic Computing Language (with Reference Manual)(Atari)
Centipede (Atari)
Defender (Atari)
Donkey Kong (Atari)
Missile Command (Atari)
Pac-Man (Atari)

* *

ATARI 800 PACKAGE 50 shobe1

Atari 800 Computer w/ 48K RAM, power supply
Atari 800 Operator's Manual
The Atari 800 Home Computer Owner's Guide

(2) Atari 1050 Disk Drives with power supplies
1050 Disk Drive Owner's manual

(2) connecting cables to connect everything above

(2) Original Atari joystick controllers
(1) Pair of original Atari paddle controllers

(8) CARTRIDGES

Basic Computing Language (with Reference Manual)(Atari)
Centipede (Atari)
Defender (Atari)
Donkey Kong (Atari)
Miner 2049'er (Big 5)
Missile Command (Atari)
Pac-Man (Atari)
Qix (Atari)

(11) ORIGINAL DISKS WITH MANUALS

Bumble Games (The Learning Company)(box & manual)
Blue Team Bridge (Antic)(box & manual on 2nd disk)
Voodoo Castle S.A.G.A. #4 (Adventure International)(box & manual)
SynFile +: The Ultimate Filing System (Synapde)(manual & binder)
Millionaire: The Stock market Simulator (Blue Chip Software)
(manual and binder, also includes Commodore 64 version)
Movie Maker: The Animation Construction Set (EOA)(box & manual)
Hacker (Activision)(box & manual)
Bill Budge: Pinball Construction Set (EOA)(box & manual)
Murder on the Zinderneuf (EOA)(box & manual)
Touchdown Football (EOA)(box & manual)

Music Construction Set (EOA)(box & manual)

BOOKS AND OTHER DOCUMENTATION

Discover The World Of Atari Catalog

Atari Basic: A Self-Teaching Guide - 332 ppg.
(Albrecht, Finkel & Brown, 1979, Wiley & Sons)

Atari Sound and Graphics: A Self-Teaching Guide - 234 ppg.
(Moore, Lower & Albrecht, 1982, Wiley & Sons)

Inside Atari Basic - 183 ppg. (Carris, 1983, Reston Publishing)

Inside Atari DOS - 120 ppg. (Wilkinson, 1982, Small System Services, Inc.)

Compute!'s First Book of Atari - 184 ppg.
(1981, Small System Services, Inc.)

Compute!'s Second Book of Atari - 250 ppg.
(1982, Small System Services, Inc.)

Compute!'s First Book of Atari Graphics - 248 ppg.
(1982, Small System Services, Inc.)

Your Atari Computer: A Guide to Atari 4/800 Personal Computers - 458 ppg.
(Pool, McNiff & Cook, 1982, McGraw-Hill)

Atari Software Protection Techniques - 104 ppg.
(Morrison, 1983, Alpha Systems)
INCLUDES UTILITIES ON DISK!

Complete TV Servicing Handbook - 251 ppg.
(Buchsbaum, 1982, Prentiss-Hall)

* *

Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Drummer for Missile Command	imaginations" - Neil Peart

2783. Re: Atari 8-bit Winamp Skin!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: Itay <itayc@hotspam.com>
Message-ID: <3612CB64.2E8ABD3C@hotspam.com>
Source record: 59651

Byron Followell wrote:

> On 27 Sep 1998 11:47:39 GMT, lwhite6497@aol.com (LWhite6497) wrote:
>
> >
> >Just out of curiousity, what amount (%) of
> >compression (roughly)?
> >Larry
>
> I'm just getting into MP3 and from what I've seen, about the
> best you can hope to get is about 50%. Maybe I'm way off here or maybe
> I'm just using a weird method of computing this. If so, someone let me
> know.

This isn't really relevant to this newsgroup, I know, but MP3 is capable of compression rates of around 10:1 without noticeable loss in quality. That's 90%, not 50%.

-itay
--
- Itay Chamiel - itayc at hotmail dot com - Change spam to mail when replying!

2784. Re: Atari 400 polarity

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: Itay <itayc@hotspam.com>
Message-ID: <3612CBB4.7452C3D3@hotspam.com>
Source record: 59652

bubbaclubba@my-dejanews.com wrote:

> What is the polarity of the Atari 400 power supply
>
> ------== Posted via Deja News, The Leader in Internet Discussion ==-----
> http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

I assume the 400 used an identical supply to the 800. In that case, there
IS no polarity. 9 volts AC.

-itay

--
- Itay Chamiel - itayc at hotmail dot com - Change spam to mail when
replying!

2785. Ermmm Missing 8Bit Winamp 8bit skin...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <361acd29.22674754@news.demon.co.uk>
Source record: 59653

This Winamp skin...does it exist???

Mailed the author...looked on the site..

No response...

Was this a joke post...if not, where can I get it.

Has anyone had it??...or is this some idiot messing around, hoping NOT!
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2786. Re: master of the lamps question..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6uujrp$aae@dailyplanet.wam.umd.edu>
Source record: 59654

Gareee (gareee@worldnet.att.net) wrote:
: Ok I know how to do the flying parts.. but what again are you supposed to do
: during the gong part?? I don't remember at all anymore!!

Ring it three times (I believe). Then an evil genie or something like
appears and blows smoke. The smoke becomes color and tones, and you have
to match that to the gongs below, which you tap. On the tougher levels,
you have to do that by memory than the visual/audio cues, since you only
get a brief clue before all the notes turn grey. Each of these genies
holds a part of the lamp, and when you get them all, the game ends.

: and the screen where you walk to the carpet.. is that all you do there??

You walk to the carpet, the computer sits you down, and then you fly
away...

2787. Re: master of the lamps question..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6uulk7$plg@bgtnsc03.worldnet.att.net>
Source record: 59655

Ah.. now I remember!! tie to playyy.... ;))

but that walking to the carpet part and flying away is the toughest screen!!
;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Jack H. Lee wrote in message <6uujrp$aae@dailyplanet.wam.umd.edu>...
>Gareee (gareee@worldnet.att.net) wrote:
>: Ok I know how to do the flying parts.. but what again are you supposed to
do
>: during the gong part?? I don't remember at all anymore!!
>
>Ring it three times (I believe). Then an evil genie or something like
>appears and blows smoke. The smoke becomes color and tones, and you have
>to match that to the gongs below, which you tap. On the tougher levels,
>you have to do that by memory than the visual/audio cues, since you only
>get a brief clue before all the notes turn grey. Each of these genies
>holds a part of the lamp, and when you get them all, the game ends.
>
>: and the screen where you walk to the carpet.. is that all you do there??
>
>You walk to the carpet, the computer sits you down, and then you fly
>away...
>

2788. Re: Atari word processing files -> PC?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3613f7ad.34458099@news.pressenter.com>
Source record: 59656

On 28 Sep 1998 20:52:52 GMT, eplicon@wam.umd.edu (Jack H. Lee) wrote:

>Jeff Haas (jhaas@ea.com) wrote:
>: I've been going through the faqs, my head is spinning, and I can't quite
>: find the answer to this.
>
>: I have a bunch of old word processing files on my Atari 130XE disks that I'd
>: like to transfer to my PC. I don't want them in an emulator, I want to be
>: able to load them into a PC text editor and use them. What's the best way
>: to do this? Is one of the utilities that allows a PC to read Atari disks
>: the right way to go?
>
>You should be able to upload your text files onto your PC with no
>problems, but be sure you use that program (name escapes me at the moment)
>by Matt Ratcliffe that converts Atari ASCII into IBM ASCII (there's also a
>program that does the opposite), otherwise the files will look like a
>jumbled mess. The Atari uses a different code for the RETURN character.

I have a program that runs on the A8 that coverts back and forth
between those and other formats (such as Mac, PET, Amiga). Real
handy.

2789. Re: Bop N Wrestle

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: bbuehrig@hannover.sgh-net.de
Message-ID: <361350f1.2066375@news.hannover.sgh-net.de>
Source record: 59657

On Sun, 20 Sep 1998 19:58:41 -0400, "Bob Mahoney"
<mahoney@gate-way.net> wrote:

>Hi I was wonder if anyone could help me get the 800 enualtor to work, i can
>get the title screen of the game up then it asks me to turn over the disk
>and press select (f2) . thats as far as i can get and now im stuck
>
>thanks
>
>bob
>

Huh, it's a very difficult problem. Can you tell me please which
emulator do you use?

There are different. If you want to turn the disk on a real ATARI you
are able to put the disk out of the floppy and turn it! On an emulator
you should have both sides of the disk as file-mirrors. If the
emulator tell you to turn the disk you have to change the
first-side-mirror with the second-side-mirror. This break must allow
the emulator. After it you must work continue as you don't break the
task.

CU

OSon / HAR / morons

2790. Re: Copier

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: bbuehrig@hannover.sgh-net.de
Message-ID: <361358a7.4040915@news.hannover.sgh-net.de>
Source record: 59658

On Sun, 27 Sep 1998 00:24:03 GMT, bytecat@hempseed.com (Louis) wrote:

>Hi,
>
>I looking for a good copier that can copy protected disks.
>I preffer programs that do not require a Happy/Speedy, but otherwise
>i'll be happy also.
>
>Louis
>

Why do you want to copy protected disks???

OSon

2791. Hardball (was top 10 atari 800 games... (okay...))

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yr9wsy4o2.fsf_-_@co.umist.ac.uk>
Source record: 59659

Jason Compton <jcompton@xnet.com> writes:
> Jack H. Lee <eplicon@wam.umd.edu> wrote:
> I'm curious if this more serious flaw exists on the
> Atari--in the 64 version, the balls and strikes counts were NOT RESET if a
> batter pop-fouled out to the pitcher. The out was recorded and a new
> batter comes up, but if the count was 2-1 when the batter was out, it's
> 2-1 for the new batter.

Well I've never seen that happen on the Atari version, and I've played
a good few games, although that doesn't mean that that bug isn't
there. The biggest flaws I've seen in the Hardball logic have to do
with base running. Once you've decided to run for the next base,
there's no turning back. Runner on 2nd, you send him to 3rd, he gets
half way there when 3rd base receives the ball, and all you can do is sit
there and watch your runner get out. The other is when you've got a
man on 1st and the next player hits the ball. The player who just hit
the ball won't actually reach 1st unless the other player is almost on
2nd. If he's not, then the player gets suspended in mid air until the
other player gets far enough away. It does add some excitement to the
game though, especially on tight plays. The way around that one is to
send the player to 2nd as soon as you see its going to be a hit rather
than letting the computer do it for you.

On the plus side, I like the way each player has different abilities.
Some run faster, others hit the ball harder. As well as the way it
takes pitchers time to warm up, and then they get tired after too many
pitches.

All this reminds me of when Atari User (UK) reviewed Hardball, all
good and well, but the version they reviewed wasn't the Atari
version (I think it might have been the Commodore version that they
actually reviewed). You could tell from slight differences in the screen shot
and game description.

I've never played Star League Baseball so I can't compare them, but
Hardball is one of the few sports games that I actualy like playing,
even against the computer (although a human opponent is more fun).

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

2792. Amac and Mac65 absolute mode commands

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ypvccy459.fsf@co.umist.ac.uk>
Source record: 59660

Hi all,

Does anyone know if in Amac and Mac65 there is a way to force a
command to be interpreted in absolute mode rather than zero page with
an operand between 0 and 255?

So if I type

LDA 0

it gets interpreted as LDA absolute mode, from address 0, generating 3
bytes rather than LDA zero page mode, generating only 2 bytes. I know
I can force it with DB or .BYTE commands and the absolute mode command
but I was wondering if there was a more elegant (and more readable)
way around this.

Thanks
--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

2793. Reinhard's Rarities Last Newsgroup Update 9-30-98

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: rpribish@dcn.davis.ca.us
Message-ID: <bcJQ1.1981$Tw2.2503364@news12.ispnews.com>
Source record: 59661
Cross-posted to: rec.games.video.classic,rec.toys.vintage,rec.toys.misc,rec.games.vectrex,alt.culture.us.1980s,rec.games.video.marketplace,comp.sys.atari.8bit,ucd.swap

THIS IS THE LAST NEWSGROUP UPDATE!!!

If you are interested in bidding on or trading for anything here,
now is the time to do it. Everything goes to an e-mail only,
once-twice-sold format from now on...

Welcome to yet another Reinhard's Rarities Auction!
I have the following items available in my current auction.
I'm looking to trade for Atari 2600 and Atari 400/800 carts ONLY!

You can find a list of what I already have on my Atari 2600 pages at:

http://www.pribish.com/atari.html

I'm looking for Atari 2600 and Atari 400/800 stuff not on my list,
so please e-mail me with any trade offers. There are only a few
rules to help speed this along...

1) Don't bid unless you plan to buy
2) I reserve the right to trade or pull any item

Bid increments:
$1: Amounts from $1 to $20
$2: Amounts from $21 to $40
$3: Amounts from $41 to $60
$5: Amounts over $60

I'd prefer payment of a U.S. Postal Money Order, available at the post
office for 85 cents, and will ship the day or day after the M.O. arrives.
Items will be sent 2 weeks after payment by check to ensure the check
clears. Buyer pays shipping, which is $3 flat for any number of carts,
shipped within Canada/US. The shipping on systems, controllers, etc. or
for winners in overseas destinations will be the exact shipping cost.

This auction will run until Wednesday, September 30, 1998 and
switch to an e-mail only 24-hour Once-Twice-Sold format.

You can get an up-to-the-minute auction update before you bid at:

http://www.pribish.com/auction.txt

Thanks, Reinhard

ATARI 2600 CARTS

Stella Gets A New Brain - Atari 2600 Supercharger CD #261 of 350

Mint condition with manual and jewel case 30 CRODGERS

32 in 1 Game Cartridge (PAL)(Atari) 10 ajpiazza
Acid Drop (Salu)(PAL)(mint w/box & manual) 10 voonplatz
Adventures of Tron (M-Network) 7 GiJOE
Adventures on GX-12 (Telegames)(PALmnt w/B&M) 6 spidweb
Airlock (Data Age) 4 spidweb
Alien (20th Century Fox) 4 spidweb
Alpha Beam with Ernie (Atari) 4 san-d
Artillery Duel/Chuck Norris (Xonox) 6 spidweb
Bank Heist (20th Century Fox)(good label) 5 sdshaffer
Bank Heist (20th Century Fox)(writing on end label) 4 spidweb
Beamrider (Activision) 7 spidweb
Beany Bopper (20th Century Fox) 3 san-d
Bermuda Triangle (Data Age) 4 shobe1
Blueprint (CBS) 4 shobe1
BMX Airmaster (TNT)(box, manual) 7 spidweb
Bobby Geht Heim (PAL)(Bit Corp.)(box,man) 7 sdshaffer
Bogey Blaster (Telegames)(PAL)(mint w/B&M) 6 spidweb
Bridge (Activision)(manual & bid tips) 3 shobe1
Buck Rogers: Planet of Zoom (Sega) 10 shobe1
Bugs (Data Age) 4 spidweb
Bump 'N' Jump (M-Network) 5 baggs
California Games (Epyx) 2 shobe1
Challenge of Nexar, The (Spectravision) 3 Deleto
Chase The Chuck Wagon (Spectravision)(exc. cond.) 140 shobe1
Coconuts (Fancy cart)(Telesys) 4 san-d
Commando (Activision) 4 spidweb
Cookie Monster Munch (Atari) 2 shobe1
Crackpots (Activision) 5 Kevin
Crossbow (Atari) 4 spidweb
Cross Force (PAL)(Spectravision) 6 spidweb
Decathlon (Activision)(shrinkwrapped) 7 spidweb
Dishaster (very tiny piece torn from end label)(Zimag) 10 pepper
Donkey Kong Jr (Coleco) 2 shobe1
Earth Dies Screaming, The (20th Century Fox) 6 pepper
Eggomania (Fancy cart)(US Games) 2 shobe1
Fantastic Voyage (20th Century Fox) 4 spidweb
Fast Eddie (20th Century Fox) 2 shobe1
Fast Food (Telesys) 5 Kevin
Fatal Run (Atari)(PAL)(loose) 12 sdshaffer
Fatal Run (Atari)(PAL)(shrinkwrapped) 15 shobe1
Fathom (Imagic) 4 spidweb
Fire Fly (Mythicon) 4 spidweb
Frankenstein's Monster (Data Age)(torn end/front label) 4 spidweb
Front Line (Coleco) 4 spidweb
Gangster Alley (Spectravision) 2 shobe1
Ghost Manor/Spike's Peak (Xonox) 3 shobe1
Gopher (US Games) 3 shobe1
Gorf (CBS) 2 shobe1

Gyruss (Parker Brothers) 7 spidweb
Infiltrate (Apollo) 5 Kevin
James Bond 007 (Parker Brothers) 6 baggs
Jawbreaker (Tigervision) 4 spidweb
Kool-Aid Man (M-Network) 3 shobe1
Krull (Atari) 3 babbott
Kung Fu Superkicks (Telegames) 7 spidweb
Laser Gates (Imagic) 4 spidweb
Lost Luggage (Apollo) 3 shobe1
M.A.D. (US Games) 2 shobe1
Marauder (PAL)(Tigervision) 7 spidweb
Mega Force (20th Century Fox) 2 shobe1
Miner 2049er (Tigervision) 10 baggs
Mission 3000 (PAL)(Bit Corp.)(box,man) 7 Mukchup
Mogul Maniac (tiny "JD" written on label)(Amiga) 5 san-d
Moonsweeper (Imagic) 5 shobe1
Mountain King (CBS) 4 shobe1
Name This Game (U.S. Games) 4 spidweb
No Escape (Imagic) 2 shobe1
Off The Wall (Atari)(loose) 4 spidweb
Off The Wall (Atari)(PAL???)(shrinkwrapped) 5 shobe1
Omega Race (CBS) 4 spidweb
Phantompanzer (???)(PAL) 6 sdshaffer
Pick 'n Pile (Ubi Soft)(PAL)(mint w/B&M) 10 Deleto
Picnic (US Games) 3 Deleto
Pitfall II (Activision) 9 teardrop
Plaque Attack (Activision) 5 Kevin
Pooyan (Konami) 4 spidweb
Pressure Cooker (Activision) 5 Kevin
Quickstep (Imagic) 5 san-d
Rampage (Activision)(PAL)(mint w/B&M) 3 shobe1
River Raid II (Activision)(PAL)(loose) 5 shobe1
River Raid II (Activision)(PAL)(mint w/B&M) 5 shobe1
Roc 'N Rope (CBS)(PAL)(mint w/B&M) 5 shobe1
Roc 'N Rope (Coleco) 3 shobe1
Secret Quest (Atari) 4 spidweb
See-Monster (???)(PAL) 5 Mukchup
Skate Boardin' (Absolute) 5 san-d
Skeet Shoot (Apollo) 4 shobe1
Sky Skipper (Parker Brothers) 3 shobe1
Slot Machine (with manual)(Atari) 4 sdshaffer
Snoopy and the Red Baron (Atari) 11 teardrop
Solar Fox (CBS) 3 shobe1
Sorcerer (Mythicon) 4 spidweb
Sorcerer's Apprentice (Atari) 7 teardrop
Space Cavern (Apollo) 3 shobe1
Space Chase (Apollo) 4 shobe1
Squeeze Box (US Games) 3 spidweb
Star Fox (Mythicon) 5 san-d
Star Strike (M-Network) 5 combee

Star Wars: Jedi Arena (Parker Brothers) 5 teardrop
Star Wars: The Arcade Game (Parker Brothers) TRADED
Stargate (Atari) 3 shobe1
Steeplechase (Sears) 9 shobe1
Stellar Track (Sears) 3 shobe1
Strategy X (torn end label)(Konami) 4 spidweb
Super-Ferrari (Star Soft)(PAL) 5 sdshaffer
Survival Run (Milton Bradley)(with End Label!) 7 san-d
Tac-Scan (Sega) 4 san-d
Tanks But No Tanks (tiny tear/tape on end label)(Zimag) 10 pepper
Tapper (Sega) 10 Kevin
Taz (Atari) 6 spidweb
Thunderground (Sega) 6 spidweb
Title Match Pro Wrestling (Absolute) 4 spidweb
Tron Deadly Discs (M-Network) 3 shobe1
Turmoil (20th Century Fox) 3 shobe1
Wizard of Wor (CBS) 2 shobe1
Worm War I (20th Century Fox) 3 shobe1
Xenophobe (Atari)(PAL)(loose) 5 sdshaffer
Xenophobe (Atari)(PAL)(shrinkwrapped) 7 spidweb
Zaxxon (Coleco) 3 shobe1

Pair of Atari 2600 Track & Field Controllers 7 spidweb
Pair of Atari 2600 Keyboard controllers 3 shobe1

ATARI 400/800 CARTS

Alien Ambush (Dana) 4 slapdash
Astrochase (Parker Brothers) 2 slapdash
Buck Rogers: Planet of Doom (Sega) 2 spidweb
Choplifter (Broderbund) 2 slapdash
Congo Bongo (Sega) 2 spidweb
Donkey Kong Jr. (Atari) 2 jxlcad
Gyruss (Parker Brothers) 4 slapdash
Jumpman Jr. (Epyx) 2 LEXX
Miner 2049'er (Big Five) 3 shobe1
Pitfall (Activision) 2 LEXX
Q-Bert (Parker Brothers) 2 spidweb
Rally Speedway (Scott Adams) 6 slapdash
River Rescue (Thorn EMI)(box, manual) 4 jxlcad
Shamus (Synapse)(shrinkwrapped) 6 LEXX
Star Wars: Return of the Jedi: DSB (loose, manual) 5 ajpiazza
Star Wars: Return of the Jedi: DSB (shrinkwrapped) 6 slapdash
Wizard of Wor (Roklan) 3 sbolton

ATARI 400/800 DISKS

Flight Simulator II - Disk, Pilot's Operating Handbook and Airplane Flight Manual, Flight Physics & Aircraft Control Manual, AT-FS2 Flight Reference Card & Ver. 1.05 Release Notes. Also includes the Scenery Disk (1. Chicago 2. Los Angeles 3. Seattle 4. New York) and Mint condition

reference charts for all 4 cities. With original box 5 shobe1

The following Atari 8-bit INFOCOM disk games are all in MINT condition,
containing ALL of the contents and extras to all of these games in MINT
condition! All the boxes are near mint to excellent condition - only
Hollywood Hijinx has a very slight bend in the front box cover.
All these games require at least 48K of RAM.

Ballyhoo 7 onyx
Cutthroats 5 shobe1
Deadline 7 onyx
Hitchhiker's Guide to the Galaxy, The 7 onyx
Hollywood Hijinx 7 onyx
Infidel 7 onyx
Leather Goddess of Phobos 7 onyx
Lurking Horror, The 7 onyx
Moonmist 7 onyx
Planetfall 7 onyx
Plundered Hearts 7 onyx
Stationfall 7 onyx
Suspect 7 onyx

ATARI 5200 CARTS

Congo Bongo (Sega) 3 spidweb
Mr. Do!'s Castle (Parker Brothers) 8 crivit
Star Wars: The Arcade Game (Parker Bros) 9 spidweb
Pengo (Atari) 2 #10
Q-Bert (Parker Brothers) 1 shobe1
Rescue on Fractalus (sealed)(Lucasfilm) 7 spidweb
River Raid (Activision) 3 spidweb

#1 Atari 5200 Competition-Pro Joystick 10 Wage
#2 Atari 5200 Competition-Pro Joystick 10 min

#1 Atari 5200 Wico Command Control Controller w/Y cable 15 baggs
#2 Atari 5200 Wico Command Control Controller w/Y cable 15 Wage
#3 Atari 5200 Wico Command Control Controller w/Y cable 15 min

ATARI 7800 CARTS

F-18 Hornet (Absolute) 6 brclarke
Kung-Fu Master (Absolute) 6 brclarke

COLECOVISION CARTS

Artillery Duel (Xonox) 9 spidweb
BC's Quest for Tires (Sierra On-Line)(box,manual) 5 spidweb
Blockade Runner (Interphase) 5 spidweb
Centipede (Atarisoft) 5 spidweb
Defender (Atarisoft) 3 shobe1
Galaxian (Atarisoft) 5 spidweb

Gateway To Apshai (Epyx) 3 shobe1
Illusions (Coleco) 6 spidweb
It's Only Rock 'N Roll (Xonox)(small tears) 7 spidweb
Motocross Racer (Xonox) 7 spidweb
Mr. Do!'s Castle (Parker Brothers) 12 spidweb
Squish 'Em Sam (Interphase) 3 shobe1
Star Wars: The Arcade Game (Parker Bros) 9 spidweb
Tomarc The Barbarian (Xonox) 7 spidweb

CV Expansion Module #1 (mint cond w/box & manual) 5 #10
ColecoVision Power Supply 3 scott

INTELLIVISION CARTS

AD&D: Treasure of Tarmin (mint box, manual, 1 Overlay) 5 baggs
Advanced D&Dragons (box, manual, 2 Overlays) 1 shobe1
Buzz Bombers (exclnt box, man, 2 Overlays) 5 spidweb
Chip Shot Super Pro Golf 3 shobe1
Frog Bog (mint w/B,2O & 2M's in English & Spanish) 3 shobe1
Happy Trails (manual) 3 spidweb
Kool-Aid Man (2 Overlays) 6 spidweb
Math Fun (box, manual, 2 Overlays) 2 sbolton
Mind Strike 5 spidweb
Mr. Basic Meets Bits 'N Bytes (exclnt B,M,6O) 10 spidweb
Safecracker 3 spidweb
Sharp Shot 1 shobe1
Slap Shot Super Pro Hockey 3 shobe1
Thin Ice 5 spidweb
Triple Action (shrinkwrapped) 3 shobe1
Truckin' (mint box, map, manual & 2 Overlays) 7 spidweb
World Championship Baseball 3 shobe1
World Series Baseball 3 shobe1

Intellivision Voice Module 3 min
Intellivision - Atari 2600 System Changer, exclnt cond 20 spidweb

NINTENDO CARTS

Bases Loaded 3 (Jaleco) 1 nintendo
Bee 52 (Camerica) 3 min
Bible Adventures (Wisdom Tree) 3 avidgamr
Black Bass, The (Hot B)(loose) 3 min
Black Bass, The (Hot B)(box, manual) 5 dynamole
Blue Marlin, The (Hot-B) 3 dynamole
Dig Dug II: Trouble in Paradise (Bandai) 3 min
Donkey Kong Classics (DK & DK Jr.)(Nintendo) 3 min
Dr. Mario (Nintendo) 1 nintendo
Dragon Warrior (Nintendo)(box,man,expl. handbook) 3 min
Exodus: Journey to the Promised Land (Wisdm Tree) 3 nintendo
Galaga (Bandai) 3 double
Gun Smoke (Capcom) 1 dynamole

King of Kings: The Early Years (Wisdom Tree) 3 min
Kung-Fu Heroes (Culture Brain)(box, manual) 1 dynamole
Legacy of the Wizard (Broderbund) 2 dynamole
Lemmings (Sunsoft)(box, manual)(exc. cond) 6 pepper
Mega Man 3 (Capcom) 4 babbott
Mega Man 4 (Capcom) 4 babbott
Mega Man 5 (Capcom) 4 babbott
M.U.L.E. (Mindscape) 1 sfyfsi
Mafat Conspiracy, The (Vic Tokai)(box, copied man) 1 dynamole
Mappy Land (Taxan) 1 double
Mario Brothers (Nintendo) 1 nintendo
Micro Machines (Camerica) 5 combee
Mighty Bombjack (Tecmo) 3 combee
Nobunaga's Ambition (Koei)(manual) 4 babbott
Pac-Man (Tengen)(licenced version) 5 min
Pinbot (Nintendo)(box, manual) 3 dynamole
Princess Tomato (Hudson Soft)(box) 3 dynamole
Puzzle (American Video Entertainment)(no end label) 3 min
Puzznic (Taito) 5 jhd7
Rampart (Jaleco) 1 dynamole
R.B.I. Baseball (Tengen)(box, manual) 2 dynamole
Racket Attack (Jaleco)(box) 1 dynamole
Rock 'n' Ball (NTVIC) 1 dynamole
Rollerblade Racer (Hi-Tech Expressions)(box, man) 3 dynamole
Scheherazade (Culture Brain) 1 nintendo
Shatterhand (Jaleco)(box,manual) 3 dynamole
Solitaire (American Video Entertainment)(no end label) 6 pepper
Spy Hunter (Sunsoft) 1 sfyfsi
Super Jeopardy (GameTek) 2 dynamole
Super Sprint (Tengen) 1 sfyfsi
Taboo: The Sixth Sense (Tradewest) 1 dynamole
Tecmo Super Bowl (Tecmo) 1 sfyfsi
Tombs & Treasures (Infocom) 3 nintendo
Vegas Dream (HAL) 3 double
Wacky Races (Atlus) 4 double
World Champ (Romstar)(box, manual) 3 jhd7

Nintendo Game Genie (no Book, untested) 1 nintendo

VIC-20 CARTS

8K RAM Expansion (Personal Peripheral Products) 2 sfyfsi
Dancing Bear (Koala Technologies) 2 sfyfsi
Fourth Encounter (Thorn EMI) 2 sfyfsi
Gold Fever (Tronix) 2 sfyfsi
Gridrunner (HES) 1 avidgamr
HesMon (HES)(manual) 2 sfyfsi
IFR Flight Simulator (Academy) 2 sfyfsi
In the Chips (Creative) 2 sfyfsi
River Rescue (Thorn EMI)(box) 2 LEXX
Skibbereen (UMI) 2 sfyfsi

Turtle Graphics (HES)(manual) 1 avidgamr

CHANNEL F CARTS

Videocart #1 Tic-Tac-Toe, et al (B) 5 spidweb
Videocart #2 Desert Fox, Shooting Gallery (B, M) 3 sbolton
Videocart #4 Spitfire (B, M) 5 spidweb
Videocart #5 Space War (B, M) 5 spidweb
Videocart #9 Drag Strip (B, M) 5 spidweb
Videocart #10 Maze (B, M) 5 spidweb
Videocart #12 Baseball (B, M) 5 spidweb
Videocart #13 Robot War, Torpedo Alley (B, M) 6 pepper
Videocart #14 Sonar Search (B,M) 5 spidweb
Videocart #17 Pinball Challenge (B, M) 5 spidweb
Videocart #21 Bowling (B,M) 7 spidweb

VECTREX CARTS

Armor..Attack (box, manual, overlay) 12 spidweb
Berzerk (box, overlay) 11 scott
Clean Sweep (box, manual, overlay) 11 scott
Cosmic Chasm (overlay) 11 scott
Pole Position 12 spidweb
Rip Off (box, manual, overlay) 5 scott
Spin Ball 11 scott
Star Trek 5 scott

OTHER CARTS

Decathlon (Activision)(Commodore 64) 1 avidgamr
Fast Load (Epyx)(Commodore 64) 1 avidgamr
Gateway to Apshai (Epyx)(Commodore 64) 1 avidgamr
Star Wars: The Arcade Game (Commodore 64) 1 avidgamr

AD&D:Treasures of Tarmin (Mattel Aquarius) 2 #10

Phaser Strike (box, styrofoam)(Microvision) 5 shobe1
Pinball (box, styrofoam)(Microvision) 5 shobe1

Matchmaker/Buzzword/Logix (Odyssey2) 2 spidweb
P.T. Barnums's Acrobats (Odyssey2) 5 spidweb

Sonic 2 (Sega Genesis) 3 min

IBM PC

Battle Chess (3.5" & 5.25" disk,box,man) 1 min
Ms. Pac-Man (5.25" disk)(shrinkwrapped) 1 min
Sharkey's 3D Pool (3.5" disk,box,man) 1 min
Return To Zork (CD, tray & booklet) 1 min

HANDHELDS, ETC.

Galaxian tabletop (Coleco) 30 sbolton
Hockey (Mattel Electronics)(no battery cover) 1 min
Ms. Pac-Man (Micro games USA)(no battery cover) 1 min
Microvision unit with Blockbuster cartridge 10 CRODGERS

PAPERWORK

ColecoVision Experience Mag. Vol 1 No 1 Spring 83 3 sdshaffer
(great cond. w/all inserts and mint Zaxxon poster)
Atari Force #4 Comic Book in near mint condition 2 LEXX
Yar's Revenge Qotile Ultimatum comic, great cond. 1 shobe1
Channel F Inst. Manuals #3 & #8 + Ch. F catalog 1 shobe1

ATARI 2600 MANUAL PACKAGE #1 (48) manuals 7 ajpiazza

Manuals only for: Adventure, Air-Sea Battle, Asteroids, Blackjack,
Bowling, Breakout, Casino, Chopper Command, Circus Atari, Combat,
Crossbow, Crystal Castles, Defender, Donkey Kong (Coleco), E.T., Football,
Freeway, Gravitar, Haunted House, Home Run, Indy 500, Jr. Pac-Man,
Kaboom!, Millipede, Missile Command, Missile Command (Sears), Night
Driver, Outlaw, Pac-Man, Phoenix, Raiders of the Lost Ark, Realsports
Football, Secret Quest, Sky Jinks, Space Attack, Space Invaders, Space
War, Spider Fighter, Street Racer, Super Breakout, Super Challenge
Football, Tennis, Venture (Coleco), Video Olympics, Video Pinball,
Warlords, Word Zapper, Yar's Revenge.

ATARI 2600 MANUAL PACKAGE #2 (17) manuals 3 sbendz

Manuals only for: Asteroids, Bowling, Breakout, Casino, Circus Atari,
Combat, Football, Home Run, Indy 500, Kaboom!, Missile Command, Pac-Man,
Sky Jinks, Space Invaders, Tennis, Video Olympics, Video Pinball,
Warlords.

ATARI 2600 MANUAL PACKAGE #3 (11) manuals 2 shobe1

Manuals only for: Asteroids, Breakout, Circus Atari, Combat, Football,
Home Run, Missile Command, Pac-Man, Space Invaders, Video Olympics,
Video Pinball

ATARI 2600 CATALOG PACKAGE 3 shobe1

Atari Video Computer System 42 Game Catalog Rev. A, 1981
Atari Video Computer System 43 Game Catalog Rev. B, 1981
Atari Video Computer System 43 Game Catalog Rev. C, 1981
Atari Video Computer System 45 Game Catalog Rev. D, 1981
Atari Video Computer System 49 Game Catalog Rev. E, 1982
Atari All Stars 1983 Atari Game Catalog
Activision Winter, 1982 Video Game Cartridge Catalog
Activision Winter/Spring, 1983 Video Game Cartridge Catalog
Atari Club registration and return mail envelope
Coleco Video Game Cartridges catalog (1982)
M-Network catalog with "Free Decal" return postcard

Raiders of the Lost Ark 1/3 page advertisement insert
Owner's manual for Atari 2600 Model CX2600 (6-switch)
Owner's manual for Atari 2600 Model CX2600A (4-switch)
Owner's manual for Atari 2600 Jr. (smaller 2600 console)

NINTENDO MANUAL PACKAGE 6 double

Manuals only for: Adventures of Bayou Billy, Athena, Balloon Fight, Championship Bowling (copy), Cobra Command (copy), Contra, Defender of the Crown (copy), Double Dragon (original & copy), Flying Dragon (copy), Guardian Legend (copy), Gumshoe, Gyromite, Indiana Jones and the Temple of Doom (copy), Karnov, Legend of Zelda, Legendary Wings, Life Force, Mach Rider, Metal Gear, Mike Tyson's Punch-Out, Milon's Secret Castle (copy), Monster Party (copy), Ninja Gaiden (copy), R.C. Pro-Am, Simon's Quest, Snakes Revenge (copy), Teenage Mutant Ninja Turtles (copy), Tiger-Heli, Town & Country Surf Designs (2 copies), Wizards & Warriors

SEGA GAME GEAR MANUAL PACKAGE 3 avidgamr

Manuals only for Samurai Showdown, The Lion King, Mortal Kombat II, X-Men, NBA Jam: Tournament Edition and Rise of the Robots. Also includes the Game Gear system instruction manual and Sega Club poster.

* *

COLECOVISION PACKAGE 55 bigvette

ColecoVision with power supply and 2 standard controllers, all in excellent condition. Has the original styrofoam inner packaging in good/fair condition, RF switchbox and owner's manual, as well as the Atari 2600 expansion module with manual
Includes the following 30 ColecoVision games:

Buck Rogers: Planet of Zoom Burgertime
Cabbage Patch Kids: AITP (man) Carnival (manual)
Centipede Donkey Kong (manual)
Donkey Kong Jr. (manual) Frenzy
Front Line GORF
Ladybug Looping (manual)
Mr. Do! Omega Race (manual)
Pepper II (manual) Pitfall
Pitstop Popeye
Q-Bert Rocky Super Action Boxing (man)
Slither Smurf:RIGC (manual)
Space Fury (manual) Space Panic
Super Action Baseball Super Action Football
Time Pilot (manual) Turbo
Venture (manual) Zaxxon (manual)

* *

FAMICOM PACKAGE 25 sbolton

Famicom (Japanese NES) system complete with
original power supply, two controllers, rf switchbox,
light gun, and the following 3 games:

Duck Hunt Wild Gunman Hogan's Alley

* *

SUPER NINTENDO PACKAGE 50 voonplatz

Super Nintendo Control Deck with 2 standard controllers, AC Adapter,
RF Switch/cable and Stereo Audio/Video Cable with original packaging
and plastic, styrofoam and box, all in excellent condition. Includes the
SN Programpad: Digital Action Learning System, a controller featuring
programmable LCD control panel to memorize action sequences, 6 fire
buttons/3 action keys, independent auto fire and slow motion, with box and
manual in excellent condition. Also includes a boxed Competition Pro Super
16 Professional control Pad, featuring auto fire, turbo fire, slow motion
selector and 8 way superswitch. To top it all off, there is also a Game
Genie with box and manual, and the following 5 games:

Earthworm Jim (manual) Magic Sword (box & manual)
Street Fighter II (box & manual) Street Fighter II Turbo (b&m)
UN Squadron (box & manual)

* *

VIC-20 PACKAGE #1 15 avidgamr

Boxed NON-WORKING Commodore Vic-20 computer with vinyl cover,
manual, power supply, rf adapter, data cassette recorder (untested),
VicModem (untested in original box with manual but without terminal
cassette) and the following 18 cartridge programs:

Adventure Land (Commodore) Mission Impossible (Commodore)
Bandits (Sirius) Q*Bert (Parker Brothers)
Centipede (Atarisoft) Raid on Fort Knox (Commodore)
Clowns (Commodore) Sargon II Chess (Commodore)
Demon Attack (Imagic) Star Post (Commodore)
Donkey Kong (Atarisoft) Super Expander 3K RAM (Commodore)
Frogger (Parker Brothers)(manual) Super Smash (Commodore)
Galaxian (Atarisoft) The Count(Commodore)
Jungle Hunt (Atarisoft) Tooth Invaders (Commodore)

* *

VIC-20 PACKAGE #2 5 #10

Boxed NON-WORKING Commodore Vic-20 computer with manual,
power supply, rf adapter, and the following 4 cartridge programs:

Demon Attack (Imagic) Jungle Hunt (Atarisoft)
Donkey Kong (Atarisoft) Super Expander 3K RAM (Commodore)

* *

ATARI 5200 PACKAGE 25 #10

Atari 5200 4-port console, (2) working standard controllers,
(2) working Competion-Pro Joysticks, power supply, rf switchbox,
original box in great shape, Atari 5200 Owner's Manual, Atari 5200
game catalog and the following 22 games:

Centipede (manual, 2 overlays) Countermeasure
Defender (manual) Dig Dug
Football (Playbook) Galaxian
Joust Jungle Hunt
Kangaroo Missile Command (M, 2O's)
Ms. Pac-Man (manual) Pac-Man (manual)
Pengo Pole Position (manual)
Popeye Q-Bert
Qix Realsports Soccer
Space Invaders (manual) Star Raiders (M, 1O)
Super Breakout (manual, 2 overlays) Vanguard

* *

INTELLIVISION PACKAGE #1 25 min

Intellivision system with rf cable and the following 22 games:

Advanced Dungeons &Dragons (M,1O) Armor Battle
Astrosmash B-17 Bomber
BurgerTime (M,2O) Carnival
Demon Attack Donkey Kong
Las Vegas Poker & Blackjack (M,2O) Lock 'n' Chase (M,2O)
Loco-Motion NFL Football (B,M,2 Playbooks)
Night Stalker (M,2O) Pitfall
Sea Battle (M,2O) Space Armada (M,2O)
Space Battle (M,2O) Stampede
Sub Hunt (M,1O) Triple Action (shrinkwrapped)
World Championship Baseball
Frog Bog (mint cond. B, 2O and 2 Manuals in English & Spanish)

* *

INTELLIVISION PACKAGE #2 15 min

Intellivision system with rf cable and the following 13 games:

Advanced Dungeons &Dragons (M,1O) Carnival
Donkey Kong Las Vegas Poker & Blackjack (2O)
Lock 'n' Chase (1O) Loco-Motion
NFL Football (M) Night Stalker
Pitfall Stampede

Triple Action (shrinkwrapped) World Championship Baseball
Frog Bog (mint cond. B, 2O and 2 Manuals in English & Spanish)

* *

INTV II Package 15 shobe1

INTV II with power supply, 2 detachable controllers, rf cable
and the following 9 games:

Carnival Donkey Kong
Las Vegas Poker & Blackjack NFL Football
Night Stalker Stampede
Triple Action (shrinkwrapped) World Championship Baseball
Frog Bog (mint cond. B, 2O and 2 Manuals in English & Spanish)

* *

INTV SYSTEM III 20 shobe1

INTV System III with original box, styrofoam,
owner's manual, rf cable and the following 9 games:

Carnival Donkey Kong
Las Vegas Poker & Blackjack NFL Football
Night Stalker Stampede
Triple Action (shrinkwrapped) World Championship Baseball
Frog Bog (mint cond. B, 2O and 2 Manuals in English & Spanish)

* *

NINTENDO (NES) SYSTEM #1 35 min

Nintendo Console with power supply and rf cable, 4 standard controllers,
light gun, 4 player remote control Nintendo Satellite with box,
1 Quick Shot joystick controller, deck cleaner and these 27 games:

Abadox Bad Street Brawler
Bases Loaded Blaster Master (box,man)
Bubble Bobble Casino Kid
Conquest of the Crystal Palace Castlevania II: Simon's Quest
Castlvania III: Draculas's Curse (B,M) Cybernoid (box)
Dick Tracy Double Dribble
Dragon Warrior Duck Hunt
Fist of the North Star Journey To Silius
Kid Icarus King's Knight
Lee Travino's Fighting Golf Low G Man
Maniac Mansion (box) Silent Service
Spy Hunter Super Mario Brothers
Super Mario Brothers 3 (box) Tecmo Bowl
Time Lord

* *

NINTENDO (NES) SYSTEM #2 20 double

Nintendo Console with power supply and rf cable, 2 standard controllers,
NES Advantage joystick controller, light gun, and these 16 games:

Bionic Commando Castlevania
Castlevania III: Dracula's Curse Contra
Dodge Ball Double Dragon
Double Dragon II Double Dragon III
Dr. Jekyll & Mr. Hyde Duck Tales
Excitebike Golf
Kid Icarus Mike Tyson's Punchout
Punchout R.C. Pro-Am

* *

NINTENDO (NES) SYSTEM #3 10 min

Nintendo Console with power supply and rf cable, 2 standard controllers,
light gun, and the following 2 games:

Super Mario Brothers/Duck Hunt Time Lord

* *

SEGA MASTER SYSTEM #1 TRADED

Sega Master System with power supply, two regular control pads,
one control stick, rf cable and the following 7 games:

Altered Beast (box, manual) Choplifter (box,manual)
Enduro Racer (box, manual) Hang On/Safari Hunt (box, manual)
Rambo III (box, manual) Time Soldiers (box, manual)
Vigilante (box, manual)

* *

SEGA MASTER SYSTEM #2 5 avidgamr

Sega Master System with power supply, two regular control pads,
Choplifter with box and manual, and a loose copy of Hang On/Safari Hunt

* *

VECTREX SYSTEM 60 spidweb

Vectrex system in great condition, includes one
Vectrex controller also in great condition.

* *

TURBO GRAFX16 PACKAGE 10 crivit

Turbo GrafX16 system with power supply, rf cable,
2 controllers, and TV Sports Basketball (w/ case & manual)

* *

ATARI 7800 PACKAGE 15 crivit

Atari 7800 system, power supply and two pro-line controllers.
Also includes the following loose 7800 games: Centipede, Choplifter,
Desert Falcon, Donkey Kong, Dig Dug, Food Fight, Galaga, Joust,
Karateka, Ms. Pac-man, Pole Position II and Xevious

* *

ATARI 2600 SYSTEM PACKAGE #1 40 min

4-switch Atari 2600 in near mint condition with 2 joysticks, pair of
paddles, power supply and owner's manual with original packaging in
the original box. The box is in good condition, with some wear on the
ends.

Also includes the following (40) Atari 2600 loose cartridges:
Asteroids, Air-Sea Battle, Backgammon, Berzerk, Breakout, Casino,
Circus Atari, Combat, Defender, Football, Haunted House, Home Run,
Missile Command, Night Driver, Pac-Man, Pole Position, Realsports
Baseball, Realsports Football, Realsports Volleyball, Slot Racers,
Space Invaders, Space War, Super Breakout, Surround, Video Olympics,
Video Pinball, Warlords, Donkey Kong, Gorf, Star Wars: The Empire
Strikes Back, Frogger, Grand Prix, Freeway, Kaboom!, Pitfall,
Atlantis, Cosmic Ark, Demon Attack, Trick Shot, Space Attack

* *

ATARI 2600 SYSTEM PACKAGE #2 40 min

4-switch Atari 2600 in near mint condition with 2 joysticks, pair of
paddles, power supply and owner's manual with original packaging in
the original box. The box is in good condition, with some wear on the
ends.
(Yes, this is system virtually identical to the one above!)

Also includes the following (40) Atari 2600 loose cartridges:
Asteroids, Air-Sea Battle, Backgammon, Berzerk, Breakout, Casino,
Circus Atari, Combat, Defender, Football, Haunted House, Home Run,
Missile Command, Night Driver, Pac-Man, Pole Position, Realsports
Baseball, Realsports Football, Realsports Volleyball, Slot Racers,
Space Invaders, Space War, Super Breakout, Surround, Video Olympics,
Video Pinball, Warlords, Donkey Kong, Gorf, Star Wars: The Empire
Strikes Back, Frogger, Grand Prix, Freeway, Kaboom!, Pitfall,
Atlantis, Cosmic Ark, Demon Attack, Trick Shot, Space Attack

* *

ATARI 1200XL PACKAGE 40 tdjafari

Atari 1200XL Computer w/ 48K RAM, power supply & rf cable

(2) Original Atari joystick controllers
(1) Pair of original Atari paddle controllers

(2) Atari 1050 Disk Drives with power supplies
1050 Disk Drive Owner's manual

(2) connecting cables to connect everything above

(6) CARTRIDGES

Basic Computing Language (with Reference Manual)(Atari)
Centipede (Atari)
Defender (Atari)
Donkey Kong (Atari)
Missile Command (Atari)
Pac-Man (Atari)

* *

ATARI 800 PACKAGE 50 shobe1

Atari 800 Computer w/ 48K RAM, power supply
Atari 800 Operator's Manual
The Atari 800 Home Computer Owner's Guide

(2) Atari 1050 Disk Drives with power supplies
1050 Disk Drive Owner's manual

(2) connecting cables to connect everything above

(2) Original Atari joystick controllers
(1) Pair of original Atari paddle controllers

(8) CARTRIDGES

Basic Computing Language (with Reference Manual)(Atari)
Centipede (Atari)
Defender (Atari)
Donkey Kong (Atari)
Miner 2049'er (Big 5)
Missile Command (Atari)
Pac-Man (Atari)
Qix (Atari)

(11) ORIGINAL DISKS WITH MANUALS

Bumble Games (The Learning Company)(box & manual)
Blue Team Bridge (Antic)(box & manual on 2nd disk)
Voodoo Castle S.A.G.A. #4 (Adventure International)(box & manual)
SynFile +: The Ultimate Filing System (Synapde)(manual & binder)
Millionaire: The Stock market Simulator (Blue Chip Software)
(manual and binder, also includes Commodore 64 version)
Movie Maker: The Animation Construction Set (EOA)(box & manual)
Hacker (Activision)(box & manual)

Bill Budge: Pinball Construction Set (EOA)(box & manual)
Murder on the Zinderneuf (EOA)(box & manual)
Touchdown Football (EOA)(box & manual)
Music Construction Set (EOA)(box & manual)

BOOKS AND OTHER DOCUMENTATION

Discover The World Of Atari Catalog

Atari Basic: A Self-Teaching Guide - 332 ppg.
(Albrecht, Finkel & Brown, 1979, Wiley & Sons)

Atari Sound and Graphics: A Self-Teaching Guide - 234 ppg.
(Moore, Lower & Albrecht, 1982, Wiley & Sons)

Inside Atari Basic - 183 ppg. (Carris, 1983, Reston Publishing)

Inside Atari DOS - 120 ppg. (Wilkinson, 1982, Small System Services, Inc.)

Compute!'s First Book of Atari - 184 ppg.
(1981, Small System Services, Inc.)

Compute!'s Second Book of Atari - 250 ppg.
(1982, Small System Services, Inc.)

Compute!'s First Book of Atari Graphics - 248 ppg.
(1982, Small System Services, Inc.)

Your Atari Computer: A Guide to Atari 4/800 Personal Computers - 458 ppg.
(Pool, McNiff & Cook, 1982, McGraw-Hill)

Atari Software Protection Techniques - 104 ppg.
(Morrison, 1983, Alpha Systems)
INCLUDES UTILITIES ON DISK!

Complete TV Servicing Handbook - 251 ppg.
(Buchsbaum, 1982, Prentiss-Hall)

* *

Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Drummer for Missile Command	imaginations" - Neil Peart

2794. Re: TouchPad

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3613636E.2DA52FB8@ix.netcom.com>
Source record: 59662

Louis wrote:
>
> Where can i find software for the Atari touchpad(CX77)
>
> Louis

Louis,
The cart that came with the Atari Touch tablet was Atari Artist. You
might find it at www.myatari.com. I'm not sure of what other software
that was designed specifically for the TT. However, building yourown
isn't all that difficult. I've done some simple stuff in BASIC, myself.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2795. Re: master of the lamps question..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <36136b29.260370577@207.97.159.250>
Source record: 59663

On 1 Oct 1998 00:54:17 GMT, eplicon@wam.umd.edu (Jack H. Lee) wrote:

>Gareee (gareee@worldnet.att.net) wrote:
>: Ok I know how to do the flying parts.. but what again are you supposed to do
>: during the gong part?? I don't remember at all anymore!!
>
>Ring it three times (I believe). Then an evil genie or something like
>appears and blows smoke. The smoke becomes color and tones, and you have
>to match that to the gongs below, which you tap. On the tougher levels,
>you have to do that by memory than the visual/audio cues, since you only
>get a brief clue before all the notes turn grey. Each of these genies
>holds a part of the lamp, and when you get them all, the game ends.
>
Anyone ever finish the game? The full 41 levels? I was able to finish
the seven trials... that was hard enough.

Also if you are using this on certain emulators, the colors do not
show on the genie/gong screen!! Make it REALLY hard!

2796. Re: Hardball (was top 10 atari 800 games... (okay...))

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <6uvr41$8ec$1@flood.xnet.com>
Source record: 59664

Raphael James Espino <rje@co.umist.ac.uk> wrote:

: there. The biggest flaws I've seen in the Hardball logic have to do
: with base running. Once you've decided to run for the next base,
: there's no turning back. Runner on 2nd, you send him to 3rd, he gets

Yeah, that was a real bummer in terms of gameplay.

: there and watch your runner get out. The other is when you've got a
: man on 1st and the next player hits the ball. The player who just hit
: the ball won't actually reach 1st unless the other player is almost on
: 2nd. If he's not, then the player gets suspended in mid air until the
: other player gets far enough away. It does add some excitement to the
: game though, especially on tight plays. The way around that one is to
: send the player to 2nd as soon as you see its going to be a hit rather
: than letting the computer do it for you.

Huh...I think there's a similar phenomenon in the Commodore version, where on a fly ball the 1st base runner won't automatically advance all the way--you have to commit him, and of course if the ball is caught you're done for.

: On the plus side, I like the way each player has different abilities.
: Some run faster, others hit the ball harder. As well as the way it
: takes pitchers time to warm up, and then they get tired after too many
: pitches.

Here's another comparison question: I am virtually certain that for the position players, the batting/running abilities in the Commodore version are actually hardcoded into the ROSTER POSITION, not the player. If you change the batting order, the #6 batter may be different, but he still bats like the old #6 batter. (Case in point: while playing as the blue team, catcher Morra is the most hopeless batter in the world. If you move him to another spot he hits fine, but the guy you put INTO his spot hits like a wimp.) Have you ever tried this out? (You can customize your roster as much as you want before the game actually starts...there's no "swap player in roster" function, you just have to substitute in a placeholder while you make the exchange.)

--
Jason Compton jcompton@xnet.com
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/

2797. Re: Ermmm Missing 8Bit Winamp 8bit skin...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: Jerry Cornelius <cptvimes@hotmail.com>
Message-ID: <hmKQ1.20$Fy2.7351736@IConNet>
Source record: 59665

Nah, I have it. It's really good, I think. I'll email it to you right now.

Paul Irvine wrote in message <361acd29.22674754@news.demon.co.uk>...
>
>This Winamp skin...does it exist???
>
>Mailed the author...looked on the site..
>
>No response...
>
>Was this a joke post...if not, where can I get it.
>
>Has anyone had it??...or is this some idiot messing around, hoping NOT!
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

2798. Re: Amac and Mac65 absolute mode commands

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bded56$1e48cda0$2b374382@vidar>
Source record: 59666

Do you mean LDA #0 ? That will load the value of zero in the acc. I am not sure I understand the question, but ...

Raphael James Espino <rje@co.umist.ac.uk> wrote in article <v7ypvccy459.fsf@co.umist.ac.uk>...
> Hi all,
>
> Does anyone know if in Amac and Mac65 there is a way to force a
> command to be interpreted in absolute mode rather than zero page with
> an operand between 0 and 255?
>
> So if I type
>
> LDA 0
>
> it gets interpreted as LDA absolute mode, from address 0, generating 3
> bytes rather than LDA zero page mode, generating only 2 bytes. I know
> I can force it with DB or .BYTE commands and the absolute mode command
> but I was wondering if there was a more elegant (and more readable)
> way around this.
>
> Thanks
> --
> Raphael Espino - rje@co.umist.ac.uk -
> http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
> http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
>

2799. Re: Ermmm Missing 8Bit Winamp 8bit skin...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3616bced.20538691@news.demon.co.uk>
Source record: 59667

The other Day "Jerry Cornelius" <cptvimes@hotmail.com> wrote:

>Nah, I have it. It's really good, I think. I'll email it to you right now.
>

Great stuff..just got it...

Well done to you and the maker :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2800. Re: Amac and Mac65 absolute mode commands

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <6v0g0hrae1@nntp6.u.washington.edu>
Source record: 59668

In article <01bded56$1e48cda0$2b374382@vidar>,
Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
>Do you mean LDA #0 ? That will load the value of zero in the acc. I am not
>sure I understand the question, but ...

>Raphael James Espino <rje@co.umist.ac.uk> wrote in article
><v7ypvccy459.fsf@co.umist.ac.uk>...
>> Does anyone know if in Amac and Mac65 there is a way to force a
>> command to be interpreted in absolute mode rather than zero page with
>> an operand between 0 and 255?

[...]

>> it gets interpreted as LDA absolute mode, from address 0, generating 3
>> bytes rather than LDA zero page mode, generating only 2 bytes. I know
>> I can force it with DB or .BYTE commands and the absolute mode command
>> but I was wondering if there was a more elegant (and more readable)
>> way around this.

No, I think Raphael wants an LDA instruction that loads from an address --
as in LDA $2000 -- with a page-zero address -- as in LDA $0000. This is not
the same thing as LDA $00 -- the LDA is stored as a different instruction.

Sorry, I don't know any elegant way to do that. You may have to force it
using .BYTE commands.

-- Derek

2801. Atari800win 2.4a - No Sound

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <w0QQ1.3308$YP5.6836042@tor-nn1.netcom.ca>
Source record: 59669
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Does anybody have any idea why I don't get any sound from Atari800win 2.4a ?
The older versions used to work fine on my PC, although I did lose sound if
I switched tasks and returned to the emulator.

If you have any ideas then please email me at rsmith@planeteer.com

Thanks in advance.

Richard.

2802. RANA 1000 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <v0QQ1.3307$YP5.6836042@tor-nn1.netcom.ca>
Source record: 59670
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Does anybody have any details on the RANA 1000 disk drive for the Atari?
Power requirements, polarity etc?

Please email responses to rsmith@planeteer.com.

Thanks in advance,

Richard.

2803. Re: Copier

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <3613cd2b.1187411@news.demon.nl>
Source record: 59671

I really hate this question!

If you have a car, are you going to rob banks with it?

So to comply with what you thinking:

I'm going to copy all the protected games and put them on the
newsgroups.
Are you happy now?

I'm pissed.

Louis

>On Sun, 27 Sep 1998 00:24:03 GMT, bytecat@hempseed.com (Louis) wrote:
>
>>Hi,
>>
>>I looking for a good copier that can copy protected disks.
>>I preffer programs that do not require a Happy/Speedy, but otherwise
>>i'll be happy also.
>>
>>Louis
>>
>
>Why do you want to copy protected disks???
>
>OSon

2804. Re: Amac and Mac65 absolute mode commands

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6v0mq0$7g$1@pale-rider.INS.CWRU.Edu>
Source record: 59672

(Some discussion about absolute addressing in assembler.)
(sorry no quoter here, but I'm not sure how I'd quote this one
anyway.)
Seems like you're talking about addressing modes in assembler.
There's abosolute, immediate, zero page, zero page-indexed.
absolute indexed and indexed indirect (two ways, y and x).
The simplest thing is to know difference between immediate
and absolute addressing.
I think the example was LDA 0.
That would put the contents of address 0 in the accumulator,
an example of absolute addressing (I don't think you're
supposed to access address 0, actually, LDA $600 would
be ok.)
If you want to put a 0 in the accumulator, your
assembler code would be LDA #0. This is immediate
addressing.
Russ

2805. Re: Atari800win 2.4a - No Sound

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3614f070.33727904@news.demon.co.uk>
Source record: 59673
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

The other Day "Richard Smith" <rsmith@planeteer.com> wrote:

>Does anybody have any idea why I don't get any sound from Atari800win 2.4a ?
>The older versions used to work fine on my PC, although I did lose sound if
>I switched tasks and returned to the emulator.
>
>If you have any ideas then please email me at rsmith@planeteer.com
>
>Thanks in advance.
>
> Richard.
>
Do you get a direct sound error something like "my_eval etc etc etc"
error or have you had this error ever?

If you get that it switches sound off totally. Try deleting the registry
key or resetting all the settings.

PS is this on a PII machine ???
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2806. Re: Amac and Mac65 absolute mode commands

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <6v106q$vi6$1@nnrp1.dejanews.com>
Source record: 59674

```
> >Raphael James Espino <rje@co.umist.ac.uk> wrote in article
> ><v7ypvccy459.fsf@co.umist.ac.uk>...
> >> Does anyone know if in Amac and Mac65 there is a way to force a
> >> command to be interpreted in absolute mode rather than zero page with
> >> an operand between 0 and 255?
>
> [...]
>
> >> it gets interpreted as LDA absolute mode, from address 0, generating 3
> >> bytes rather than LDA zero page mode, generating only 2 bytes. I know
> >> I can force it with DB or .BYTE commands and the absolute mode command
> >> but I was wondering if there was a more elegant (and more readable)
> >> way around this.
>
> No, I think Raphael wants an LDA instruction that loads from an address --
> as in LDA $2000 -- with a page-zero address -- as in LDA $0000. This is not
> the same thing as LDA $00 -- the LDA is stored as a different instruction.
>
> Sorry, I don't know any elegant way to do that. You may have to force it
> using .BYTE commands.
>
> -- Derek
>

of course, to improve elegance in your source,
you could use a macro like this (ala Mac65):

100 .MACRO ABSLDA %1
110 .BYTE $AD, <%1, >%1
120 .ENDM
130 ; then you do absolute lda's like this:
140 LDA $20FF
150 ABSLDA $20FF
160 ; -or-
170 ABSLDA 0

-Dan Vernon

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
```

2807. Re: RANA 1000 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <6v10edhr1@nnrp1.dejanews.com>
Source record: 59675
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

In article <v0QQ1.3307$YP5.6836042@tor-nn1.netcom.ca>,
"Richard Smith" <rsmith@planeteer.com> wrote:
> Does anybody have any details on the RANA 1000 disk drive for the Atari?
> Power requirements, polarity etc?
>
> Please email responses to rsmith@planeteer.com.
>
> Thanks in advance,
>
> Richard.
>
>

I picked up one a few weeks back for 50 cents at Value Village. I figured no big loss if I'm wrong, so I just plugged in a standard Atari (1050/810/400/800) 9V AC power supply and it has worked fine. Its really a great drive, and has performed well leaving it on for days at a time.

-Dan Vernon

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2808. FS: Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: Mark & Tracey Kusz <mkusz@tir.com>
Message-ID: <6v0ta1rdi1@ramp2.tir.com>
Source record: 59676

```
Description Condition Price
Atari 1200XL & 1050 Drive w/ TV Adaptor & Power Supplies $ 85.00
Atari Joystick $ 2.00
SVI Quickshot I Joystick $ 3.00
Atari BASIC Cart. $ 3.00
Atari Donkey Kong Cart. $ 3.00
Atari Pac-Man Cart. $ 3.00
Atari Pole Position Cart. $ 3.00
Atari Star Raiders Cart. $ 3.00
Big Five Miner 2049'er $ 3.00
Electronic Arts One On One Disk w/instructions $ 5.00
Inhome Captain Beeble Cart. $ 3.00
Parker Brothers Popeye Cart. w/box & docs $ 5.00
Sega Buck Rogers Cart. (does not seem to work) $ .50
Sega Congo Bongo Cart. $ 3.00
Thorm EMI Submarine Commander Cart. $ 3.00

Buyer pays shipping costs.
--
*** The Collectaholic's Page - http://www.tir.com/~mkusz/
*** Sports Memorabilia, Non-Sports Cards & Other Collectibles
```

2809. Atari 800XL on the Internet

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-01 00:00:00 UTC
From: shobe1knobe@webtv.net
Message-ID: <15888-36143185-4@newsd-214.iap.bryant.webtv.net>
Source record: 59677

I have seen it done. I would like to make my 800XL use the internet. I have NO idea how to do this though, so any help is GREATLY appreciated.

Thanks in advance!

-Casey

2810. Re: Amac and Mac65 absolute mode commands

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: Ken Siders <ksiders@columbus.rr.com>
Message-ID: <PM6R1.60$Ex.626992@storm.twcol.com>
Source record: 59538

```
Raphael James Espino wrote in message ...
>danver@halcyon.com writes:
>
>> > >Raphael James Espino <rje@co.umist.ac.uk> wrote in article
>> > ><v7ypvccy459.fsf@co.umist.ac.uk>...
>> > >> Does anyone know if in Amac and Mac65 there is a way to force a
>> > >> command to be interpreted in absolute mode rather than zero page
with
>> > >> an operand between 0 and 255?
>> of course, to improve elegance in your source,
>> you could use a macro like this (ala Mac65):
>>
>> 100 .MACRO ABSLDA %1
>> 110 .BYTE $AD, <%1, >%1
>> 120 .ENDM
>> 130 ; then you do absolute lda's like this:
>> 140 LDA $20FF
>> 150 ABSLDA $20FF
>> 160 ; -or-
>> 170 ABSLDA 0
>
>Thanks for all the replies on this one. It looks as though either
>macros or DB/.BYTE commands are going to be the way to go. Just to
>clear things up (as my original post has caused some confusion), I was
>looking for some way to force Amac and Mac65 to interpret
>
>LDA 0
>
>as $AD $0 $0 (read the value stored in absolute location 0 into the
>accumulator), instead of $A5 $0 (read the value stored in zero page
>location 0 into the accumulator). I realise that either way the same
>value will be loaded into the accumulator ($0 is the same address as $0
$0),
>but the difference is that the first version produces 3 bytes instead
>of the 2 that the second produces. By default the assemblers will see
>LDA 0 and interpret it as $A5 $0.

Just curious is to the reason you want to do this. If you just want a 3
byte
instruction you could use a NOP followed by LDA 0. Or use LDA 256
and self modifying code to change the 256 to 0 :-).

>Someone also mentioned that address 0 might be invalid. I can't
>remember off the top of my head what is stored in address 0 on the
>Atari (maybe nothing too important), but LDA 0 (both zero page and
```

>absolute versions) is valid.
>
>As an aside, I was looking through the Amac executable for clues, and
>came across a few interesting bits and pieces, such as the REAL4 and
>REAL8 commands. Amac has the REAL6 command to produce numbers in
>floating point format (even though it is slightly broken). So why the
>6? Why not just REAL? Apparently Atari had originally planned REAL4
>and REAL8 commands (presumably 4 and 8 byte versions of floating point
>numbers) but then took them out. They've left the names in the code,
>but they can't be used from the assembler.
MSG is a useful command that is not documented in the manual that can output text strings or hex values as your file is being compiled. BTW: How is REAL6 slightly broken?
>
Ken Siders
atari@columbus.rr.com

2811. ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: The Watcher <Use-Author-Address-Header@[127.1]>
Message-ID: <36162479.10051000@mail.newsguy.com>
Source record: 59539

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $50.00 or best offer. These SELL AT Video 61 for $49.95 used.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them. Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00. These sell at Video 61 for $74.95, same price.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for $59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE BADLY someone has to have one, or a trak double-sided slave drive. MAKE OFFERS!!

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

2812. Re: ? about the game Protector

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: Jerry Cornelius <cptvimes@hotmail.com>
Message-ID: <loaR1.25$Fy2.8341864@IConNet>
Source record: 59540

FVINAS wrote in message <3614C8D2.DAE3305E@dsccc.com>...
>I heard the other day that a new game called "Protector" is coming
> out for the Jaguar. I'm not sure but wasn't there an old 8-bit
> game by the same name that played similar to Defender? Also does
> anyone know if the Jag version is the same or different?

It was actually called Protector 2. The Jag game is different. It's more
like Defender than Protector2 was, as near as I can tell.

2813. Re: Atari 8-bit Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: Dan Jensen <Daniel.Jensen@trw.com>
Message-ID: <36152F99.1F9B5927@trw.com>
Source record: 59541

Caligula,

Would you consider selling your manual and stuff? I can understand if
you do not wish to part with it. If not, would you consider scanning or
photocopying the manual and sending it to me? Of course I would
compensate you for any expenses you would incur.

Thanks, Dan

Caligula wrote:
In article <36081984.1DF84F05@trw.com>, Dan Jensen
<Daniel.Jensen@trw.com> wrote:
>Has anybody out there heard of the old Atari 8-bit game called
>Omnitrend's Universe? I remember being addicted to that game for a long

>time and would like some memories of yesteryear. I am hoping that
>someone out there has manuals, original packaging, or other information

>on the game.
>
>Thanks for any help you can offer...Dan

Some where, I still have the entire deal.. Except the box. The very
first relase came with a
very expensive three ring binder that would stand up, good quality
pages, even
a plastic page with sleeves in it to store the 5 1/4" inch disks...
An effort way ahead of the technology of the time.

Makes me start thinking of SSI's Cosmic Balance.. the game that got me
to buy
a floppy drive...

2814. Re: ? about the game Protector

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19981002172503.18949.00005160@ng86.aol.com>
Source record: 59542

```
>
>FVINAS wrote in message <3614C8D2.DAE3305E@dsccc.com>...
>>I heard the other day that a new game called "Protector" is coming
>> out for the Jaguar. I'm not sure but wasn't there an old 8-bit
>> game by the same name that played similar to Defender? Also does
>> anyone know if the Jag version is the same or different?
>
>
>It was actually called Protector 2. The Jag game is different. It's more
>like Defender than Protector2 was, as near as I can tell.

There were actually two Protectors, Protector 2 was an "upgraded and enhanced"
version.

I had them both (on cassette), but both tapes are no good now.
```

2815. Re: master of the lamps question..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: Steve Johnson <scjohnson@remove_bigfoot.com>
Message-ID: <361592B8.7A6F4CB@remove_bigfoot.com>
Source record: 59543

Yep, did finish Shamus. Proudest moment of my young life :)
Thank you, Yogi!!! I finally can tell someone who cares (maybe...)

Can't remember what the "cheese screen" was, but it was worth the
trouble. I don't think I have the reflexes now to do it again... ah,
youth!

--Steve

Yogi wrote:

> On 2 Oct 1998 01:40:10 GMT, "Gareee" <gareee@worldnet.att.net> wrote:
>
> >heck! try finishing alley cat, or necromancer.. or even zepplin!!!
> >
>
> I did finish necromancer that wasnt easy. I thought alley cat went on
> forever and i have tried to finish zepplin even with unlimited zeps
> its too hard does it do something cool? How about Shamus (not case 2)
> did you ever finish that? It gets too hard.

--
=-=-=-=-=-=-=-=-=-=-=-=-=-=
remove 'remove_' in the
email address to respond!
=-=-=-=-=-=-=-=-=-=-=-=-=-=

2816. Re: Atari 8-bit Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: Dan Jensen <Daniel.Jensen@trw.com>
Message-ID: <3615B929.95415FA9@trw.com>
Source record: 59544

Thanks! You can email me direct with any info.

Dan

Caligula wrote:
I might... Let me look around and see if I still DO have it :-)

2817. Re: master of the lamps question..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6v1atq$h81@bgtnsc02.worldnet.att.net>
Source record: 59678

heck! try finishing alley cat, or necromancer.. or even zepplin!!!

I did do great on rescue at fractalus.. played tolike lever 75 or such.. and
then lost interest...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Yogi wrote in message <36136b29.260370577@207.97.159.250>...
>On 1 Oct 1998 00:54:17 GMT, eplicon@wam.umd.edu (Jack H. Lee) wrote:
>
>>Gareee (gareee@worldnet.att.net) wrote:
>>: Ok I know how to do the flying parts.. but what again are you supposed
to do
>>: during the gong part?? I don't remember at all anymore!!
>>
>>Ring it three times (I believe). Then an evil genie or something like
>>appears and blows smoke. The smoke becomes color and tones, and you have
>>to match that to the gongs below, which you tap. On the tougher levels,
>>you have to do that by memory than the visual/audio cues, since you only
>>get a brief clue before all the notes turn grey. Each of these genies
>>holds a part of the lamp, and when you get them all, the game ends.
>>
>Anyone ever finish the game? The full 41 levels? I was able to finish
>the seven trials... that was hard enough.
>
>Also if you are using this on certain emulators, the colors do not
>show on the genie/gong screen!! Make it REALLY hard!
>

2818. FA Ebay: 1020 printer/plotter NEW- Shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <36142fa1.4627252@news.pipeline.com>
Source record: 59679

Brand new 1020 plotter for auction on ebay: No reserves,etc.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=33301852

2819. SIO pinout

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: dano@agora.rdrop.com
Message-ID: <6v1h62$as0$1@hermes.rdrop.com>
Source record: 59680

Hi,
I'm planning to try my hand at making a SIO cable this weekend to connect my 600XL to my floppy, and I want to double check, are the cables straight through (pin 1 to pin 1, pin 2 to pin 2, etc)? Also, I'm probably going to get some surplus store 15 pin connectors and cut 2 pins off the end...any other ideas that would only cost a few bucks would be great, I haven't seen a cable at a thrift store unfortunatly. Thanks.

Dan

2820. atari videomusic

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: Paul Davis <paul.davis@oberlin.edu>
Message-ID: <361474DA.996BEFDD@oberlin.edu>
Source record: 59681

two of these atari videomusic machines have popped up on ebay recently,
but have been quite pricey (as is most atari stuf on ebay it seems). i
was wondering if anyone out there has one and would be kind enough to
either let me borrow it for a bit :) or, more likely, let me send you
some of my music and make a vhs recording of the videomusic screen
dancing around to it? anything and everything is appreciated.

thanks
paul
paul.davis@oberlin.edu

2821. Looking for two games.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: Jeremy Coolidge <coolidge@wave.home.com>
Message-ID: <01bdedd3$b2314e20$e5007118@coolidge>
Source record: 59682

Hi,
I am in desperate search of a game called "Attank" programmed by Joel Gluck released under APX. My cassette tape for my Atari 400 has long since died with this game on it and I would really like to play it again. If anyone has an image of this game that will play in an emulator could you please email it to me?

Also I am looking for another dead cassette game called "Escape from Epsilon" programmed by J.D. Casten released under Antic. This games is not as important as the previous.

thanks in advance
Jeremy Coolidge, email: coolidge@wave.home.com

2822. Re: SCSI Terms / Compatability

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: bpeltzer@direct.ca
Message-ID: <36151d9d.1852062@news.Direct.ca>
Source record: 59683

I've had a fair bit of experience with SCSI over the past several years so here goes....

First, lets look at the connectors on the drives (forget the external connectors for now). Narrow SCSI, 8-bit data path uses a 50 pin connector. Wide SCSI, 16-bit data path uses a 68 pin connector. The 80 pin connector is called the SCA connector for Single Connector Attachment (or some such). It is meant for RAID subsystems, and is extremely uncommon in desktop systems. SCA drives have the regular wide SCSI bus connections as well as the power and SCSI id lines all pass through the one unified connector.

Now, we come to the ugly part. 8-) First there was SCSI 1: 2.5 MB/s (remeber that B is for bytes, not bits) asynchronous and 5.0 MB/s synchronous transfer rates. It wasn't really a "standard" until the SCSI 2 standard was ratified. SCSI 2 really was the first proper standard for SCSI IMHO. It included definitions for non-drive type devices such as plotters, scanners, cd-roms etc. It also included Fast SCSI which doubled the previous bus clock rate to get a 10.0 MB/s transfer rate. The specification was originally to include Wide SCSI, but that later got put into SCSI-3. Also, SCSI 2 is backward compatible with SCSI 1. Wide SCSI doubled the bus to 16 bits and with Fast Wide SCSI, you got a bus transfer rate of 20.0 MB/s.

Now we are starting to come to more modern variants of SCSI. Ultra SCSI again doubled the bus clock rate to give 20.0 MB/s with narrow and 40.0 MB/s with the wide version. Also, with each doubling of the bus speed, we had a corresponding reduction in the total length of the SCSI bus. Which is why for Ultra 2 SCSI, we have a new bus electrical interface called LVD or Low Voltage Differential. Earlier versions of SCSI had either a single ended interface (voltage and ground) or a differential interface (+/- voltages). If you used an older differential drive with a single ended controller (or vise versa), and the differential device didn't include the ability to "sense" the bus, you could fry the controller and/or the drive. With LVD, the signals use a lower voltage (hence the name) and typically can sense the bus to either switch automatically between single ended or LVD or at the very least, not fry stuff. Differential drives allow you to extend the length of the bus significantly over single ended which is important with Ultra 2 SCSI because the bus clock rate has again been doubled to give 80.0 MB/s over the 16 bit bus. Without LVD, the length of the bus would become unmanagebly short. 8-)

Each of the newer versions of SCSI are backward compatible with previous versions, but with Ultra 2, you need LVD to do Ultra 2. If

you don't use LVD, you revert to Ultra speeds. So if you mix Ultra 2 drives with older drives, you give up some of the performance of the Ultra 2 device. This is the reason that Adaptec (no, I don't work for them), on their AHA-2940U2W controller, used two separate busses: one for LVD devices and one for single ended devices. This way you can get the full performance of your Ultra 2 devices while still being able to use a cd-rom. Of course, this controller is a PCI controller so you wouldn't be able to use it on an Atari. 8-)

I'm sure I missed something in there, but this give the general idea. It's late.

Bruce.

On 27 Sep 1998 12:47:28 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>
>It seems there are a number of versions of SCSI - anybody familiar with the
>various types and compatability? (I've seen adapters listed for the different
>pin counts.) At some point in time, it looks like the standard 50 pin SCSI
>will
>be history.
>
>50 pin
>68 pin
>80 pin
>
>SCSI 2 - still 50 pin?
>Ultra SCSI ?
>Wide SCSI - 68 pin - 16 bit?
>Ultra Wide SCSI - 80 pin ???
>
>Larry

2823. Re: Amac and Mac65 absolute mode commands

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yhfxn5j3x.fsf@co.umist.ac.uk>
Source record: 59684

danver@halcyon.com writes:

> > >Raphael James Espino <rje@co.umist.ac.uk> wrote in article
> > ><v7ypvccy459.fsf@co.umist.ac.uk>...
> > >> Does anyone know if in Amac and Mac65 there is a way to force a
> > >> command to be interpreted in absolute mode rather than zero page with
> > >> an operand between 0 and 255?
> of course, to improve elegance in your source,
> you could use a macro like this (ala Mac65):
>
> 100 .MACRO ABSLDA %1
> 110 .BYTE $AD, <%1, >%1
> 120 .ENDM
> 130 ; then you do absolute lda's like this:
> 140 LDA $20FF
> 150 ABSLDA $20FF
> 160 ; -or-
> 170 ABSLDA 0

Thanks for all the replies on this one. It looks as though either macros or DB/.BYTE commands are going to be the way to go. Just to clear things up (as my original post has caused some confusion), I was looking for some way to force Amac and Mac65 to interpret

LDA 0

as $AD $0 $0 (read the value stored in absolute location 0 into the accumulator), instead of $A5 $0 (read the value stored in zero page location 0 into the accumulator). I realise that either way the same value will be loaded into the accumulator ($0 is the same address as $0 $0), but the difference is that the first version produces 3 bytes instead of the 2 that the second produces. By default the assemblers will see LDA 0 and interpret it as $A5 $0.

Someone also mentioned that address 0 might be invalid. I can't remember off the top of my head what is stored in address 0 on the Atari (maybe nothing too important), but LDA 0 (both zero page and absolute versions) is valid.

As an aside, I was looking through the Amac executable for clues, and came across a few interesting bits and pieces, such as the REAL4 and REAL8 commands. Amac has the REAL6 command to produce numbers in floating point format (even though it is slightly broken). So why the 6? Why not just REAL? Apparently Atari had originally planned REAL4 and REAL8 commands (presumably 4 and 8 byte versions of floating point numbers) but then took them out. They've left the names in the code,

but they can't be used from the assembler.

Thanks again to all who responded.

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

2824. Re: SCSI Terms / Compatability

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: lmcclure@ibm.net
Message-ID: <MPG.107e6acdcd7688139897d4@news1.ibm.net>
Source record: 59685

In article <19980927084728.12556.00000029@ng11.aol.com>, LWhite6497 <lwhite6497@aol.com> stated:

> 50 pin
> 68 pin
> 80 pin
>
> SCSI 2 - still 50 pin?
> Ultra SCSI ?
> Wide SCSI - 68 pin - 16 bit?
> Ultra Wide SCSI - 80 pin ???

50 pin - Any 8-bit (data path) SCSI, from as far back as SCSI-I to Ultra SCSI (AKA, SCSI-3). There are some devices that use a 25-pin interface (obtained by eliminating most of the ground lines). Common 50-pin external connectors are the Centronics type connector, and the newer high-density DB-50 (sometimes called a "SCSI-II" connector). There is also an older, full-sized DB-50, but this is rarely seen.

68 pin - Any Wide (16-bit data) SCSI, Ultra or not.

80 pin - SCA (Single Connector Architecture). Combines a wide SCSI interface and power connections into a single connector, which makes it easier to swap out drives in systems such as servers.

I doubt you will see the 50-pin interface going away anytime soon, as there are a number of devices that simply do not need the additional speed, and the 68-pin cables and connectors (especially for external devices) still demand a premium.

Another item to keep in mind is that apparently a Wide SCSI device can be used on a "narrow" SCSI bus by use of an appropriate adapter. Transfer speeds will of course be slower, as they would if you use an Ultra SCSI device on a SCSI-2 controller. It rarely makes economic sense to do this, however, which is why it is not well know.

==========
lmcclure@ibm.net

2825. ? about the game Protector

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: FVINAS <FVINAS@dsccc.com>
Message-ID: <3614C8D2.DAE3305E@dsccc.com>
Source record: 59686

I heard the other day that a new game called "Protector" is coming
out for the Jaguar. I'm not sure but wasn't there an old 8-bit
game by the same name that played similar to Defender? Also does
anyone know if the Jag version is the same or different?

Thanks,
F.Vinas Jr.
Jag fan to end...

2826. Re: master of the lamps question..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-02 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <3614e65b.2115230@207.97.159.250>
Source record: 59687

On 2 Oct 1998 01:40:10 GMT, "Gareee" <gareee@worldnet.att.net> wrote:

>heck! try finishing alley cat, or necromancer.. or even zepplin!!!
>

I did finish necromancer that wasnt easy. I thought alley cat went on
forever and i have tried to finish zepplin even with unlimited zeps
its too hard does it do something cool? How about Shamus (not case 2)
did you ever finish that? It gets too hard.

2827. Re: Atari 800XL on the Internet

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6v3r06$q4$1@supernews.com>
Source record: 59545

Casey Allen Shobe (shobe1knobe@webtv.net) wrote:
: I have seen it done. I would like to make my 800XL use the internet. I
: have NO idea how to do this though, so any help is GREATLY appreciated.

: Thanks in advance!

: -Casey

The only way I know of to do it is to sign up with an ISP that offers
shell (text only) accounts and Lynx, a text only browser. You'd then log
onto the service with an Atari 8-bit and modem running a VT-100 terminal
program like FlickerTerm 80 or Ice-T.

Steve

2828. Re: SIO pinout

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6v3rkf$3ds$1@supernews.com>
Source record: 59546

Dan Olson (dano@agora.rdrop.com) wrote:
: Hi,
: I'm planning to try my hand at making a SIO cable this weekend to
: connect my 600XL to my floppy, and I want to double check, are the cables
: straight through (pin 1 to pin 1, pin 2 to pin 2, etc)? Also, I'm
: probably going to get some surplus store 15 pin connectors and cut 2 pins
: off the end...any other ideas that would only cost a few bucks would be
: great, I haven't seen a cable at a thrift store unfortunatly. Thanks.

: Dan

Yes, the Atari 8-bit computer SIO cables have a 13-pin female connector on each end and are wired straight through (1 to 1, 2 to 2, etc.). Pin 6 is connected to an overall shield to reduce RF radiation. The pins (looking at the computer connector) are numbered like this:

2 4 6 8 10 12
1 3 5 7 9 11 13

Steve

2829. Re: Atari 8-bit Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: NoSpam@Westol.Net
Message-ID: <6v3s1i$or1$1@news1.fast.net>
Source record: 59547

I might... Let me look around and see if I still DO have it :-)

In article <36152F99.1F9B5927@trw.com>, Dan Jensen <Daniel.Jensen@trw.com>
wrote:
>Caligula,
>
>Would you consider selling your manual and stuff? I can understand if
>you do not wish to part with it. If not, would you consider scanning or
>photocopying the manual and sending it to me? Of course I would
>compensate you for any expenses you would incur.
>
>Thanks, Dan
>
>Caligula wrote:
>In article <36081984.1DF84F05@trw.com>, Dan Jensen
><Daniel.Jensen@trw.com> wrote:
>>Has anybody out there heard of the old Atari 8-bit game called
>>Omnitrend's Universe? I remember being addicted to that game for a long
>
>>time and would like some memories of yesteryear. I am hoping that
>>someone out there has manuals, original packaging, or other information
>
>>on the game.
>>
>>Thanks for any help you can offer...Dan
>
>Some where, I still have the entire deal.. Except the box. The very
>first relase came with a
>very expensive three ring binder that would stand up, good quality
>pages, even
>a plastic page with sleeves in it to store the 5 1/4" inch disks...
>An effort way ahead of the technology of the time.
>
>Makes me start thinking of SSI's Cosmic Balance.. the game that got me
>to buy
>a floppy drive...
>
>

2830. Re: master of the lamps question..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6v42ko$t2a@bgtnsc02.worldnet.att.net>
Source record: 59548

yep that was one thing about the synapse stuff.. you had to be one with the machine to beat them!!

I can't say the same for things like even tomb raider...

pretty eye candy, but I got no blisters from them.. ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Yogi wrote in message <3614e65b.2115230@207.97.159.250>...
>On 2 Oct 1998 01:40:10 GMT, "Gareee" <gareee@worldnet.att.net> wrote:
>
>>heck! try finishing alley cat, or necromancer.. or even zepplin!!!
>>
>
>I did finish necromancer that wasnt easy. I thought alley cat went on
>forever and i have tried to finish zepplin even with unlimited zeps
>its too hard does it do something cool? How about Shamus (not case 2)
>did you ever finish that? It gets too hard.
>

2831. Re: ? about the game Protector

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6v42ob$as@bgtnsc02.worldnet.att.net>
Source record: 59549

nope you have it wrong too..

there was protector, by the original author, then protector, by synapse (with some graphic improvements, and some bug fixes) then protector II.. I liked the first two incarnations the best though...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Lenspencer wrote in message <19981002172503.18949.00005160@ng86.aol.com>...
>
>>
>>FVINAS wrote in message <3614C8D2.DAE3305E@dsccc.com>...
>>>I heard the other day that a new game called "Protector" is coming
>>> out for the Jaguar. I'm not sure but wasn't there an old 8-bit
>>> game by the same name that played similar to Defender? Also does
>>> anyone know if the Jag version is the same or different?
>>
>>
>>It was actually called Protector 2. The Jag game is different. It's more
>>like Defender than Protector2 was, as near as I can tell.
>
>There were actually two Protectors, Protector 2 was an "upgraded and
enhanced"
>version.
>
>I had them both (on cassette), but both tapes are no good now.
>

2832. Re: Looking for two games.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6v42qm$mo@bgtnsc02.worldnet.att.net>
Source record: 59550

Hmm if someone looks around, you'll probably find enhanced comiled versions
of both of these.. I know because I did them.. ;))

(and also added stuff to motorcycle maze rider as well!!)

;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Jeremy Coolidge wrote in message <01bdedd3$b2314e20$e5007118@coolidge>...
>Hi,
> I am in desperate search of a game called "Attank" programmed by Joel
>Gluck released under APX. My cassette tape for my Atari 400 has long since
>died with this game on it and I would really like to play it again. If
>anyone has an image of this game that will play in an emulator could you
>please email it to me?
>
>Also I am looking for another dead cassette game called "Escape from
>Epsilon" programmed by J.D. Casten released under Antic. This games is not
>as important as the previous.
>
>thanks in advance
>Jeremy Coolidge, email: coolidge@wave.home.com

2833. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: vent@mouth.com
Message-ID: <vent-0210982318450001@cs3-05.spa.ptd.net>
Source record: 59551

In article <360d3755.9110196@news.demon.co.uk>, mclane@dellos.demon.co.uk wrote:

> The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
> >has anyone else has this same problem?? I run this, and the rainbow pops up
> >for JUST a second, and then defaults to a bluish background...
>
> Very odd..
> >
> >I can see two options (a and b) for game data and such, but can't get the
> >game to run with the emu.. I have the latest version of atariwin...
>
> All that's needed is to press start when its doing the rainbow DLI
> >
> >paul irvine seems to be able to get this to run, but it won't here!!
>
> Genuinely runs!! honest gun :)
> >
> >I do have a all in wonder pro video card, but the mode seems fine, and I
> >can't think why the rainbow effect would die on me..
>
> If the mode runs other games then its not the card..
> >
> >if you have a solution, please offer all the settings and such... I have a
> >nice new pII 300 mmx, and want to see how well playablility is (i'd think
> >it'd be dead on now)
>
> Err yes :)
> >
> >Oh another gripe/oddity. I remember artifacting looking more reddish/blue..
> >it was used to create "colors" and we would just incerase the color
> >saturation of the monitor to enhance them.. on the emus, that's not
> >available, and the colors look more brownish or such.. maybe a new feature
> >could be to select the colors used for artifacting (I know there are
> >settings, but none of them look "right" ...
>
> Its very much a personal thing, the same thing gets mentioned in the C64
> ng re the screen colours. Depending on you tv etc etc the colours were
> different. I guess the same thing applies to the artifacting..??

Has anyone gotten Bounty Bob Strikes Back to work using any o the
emulators(Rainbow,WACKE,MESS on a Mac? If so, how did you do it? Help
please.
Jeff

2834. Does Reset (F5) work in the latest Atari800win?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: VonRichter <baronvonrichter@yahoo.com>
Message-ID: <6v4re2$4p3$1@ash.prod.itd.earthlink.net>
Source record: 59552

Does Reset (F5) work in the latest Atari800win? I know Shift-F5 (Reboot)
does but only reset can get me from DOS back to my program...

cgc

2835. Re: Amac and Mac65 absolute mode commands

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y90iy2b2j.fsf@co.umist.ac.uk>
Source record: 59553

"Ken Siders" <ksiders@columbus.rr.com> writes:

> Raphael James Espino wrote in message ...
> >danver@halcyon.com writes:
> >
> >> > >Raphael James Espino <rje@co.umist.ac.uk> wrote in article
> >> > ><v7ypvccy459.fsf@co.umist.ac.uk>...
> >> > >> Does anyone know if in Amac and Mac65 there is a way to force a
> >> > >> command to be interpreted in absolute mode rather than zero page
> with
> >> > >> an operand between 0 and 255?
> Just curious is to the reason you want to do this. If you just want a 3
> byte
> instruction you could use a NOP followed by LDA 0. Or use LDA 256
> and self modifying code to change the 256 to 0 :-).

In one word: disassembly =) I've been fixing up a disassembler that
some one sent me a few years back. It produces both Amac and Mac65
compatible output. In order to test it I've been disassembling files
and then re-assembling them, and it works fine until it comes across a
3 byte instruction referencing a page zero address. If the dissasembler
comes across an instruction like $AD $0 $0 it will output LDA 0 (or
whatever), but the assembler will intepret LDA 0 as $A5 $0, which is
not the value in the original file, hence the re-assembled file will
be different to the original.

When (if?) I get this thing working right I'll put it up on the net for
others to enjoy too.

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

2836. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <361801d0.1019769@news.demon.co.uk>
Source record: 59554

The other Day vent@mouth.com (Jeff) wrote:

>Has anyone gotten Bounty Bob Strikes Back to work using any o the
>emulators(Rainbow,WACKE,MESS on a Mac? If so, how did you do it? Help
>please.
> Jeff

I don't have a MAC but the reason it can hang on the PC is that the
machine type needs to be set to PAL to work. So if these emu's have a
country setting for PAL or NTSC then make sure its set to PAL.

If that does not help then post exactly where it stops working..

Hope the other bit fixes it tho..
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2837. Re: Does Reset (F5) work in the latest Atari800win?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36170183.943474@news.demon.co.uk>
Source record: 59555

The other Day "VonRichter" <baronvonrichter@yahoo.com> wrote:

>Does Reset (F5) work in the latest Atari800win? I know Shift-F5 (Reboot)
>does but only reset can get me from DOS back to my program...
>
>cgc
>
Hit the CTRL key first then do a shift F5, this happens anytime you use
a CTRL F1 etc to load a disk. Once you do that it seems to throw the
keyboard a wobbly...but just 1 push of the CTRL key fixes it till you do
a shortcut disk load again.

Rich knows about this bit..
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2838. Re: master of the lamps question..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <361902e4.1296044@news.demon.co.uk>
Source record: 59556

The other Day Steve Johnson <scjohnson@remove_bigfoot.com> wrote:

>Yep, did finish Shamus. Proudest moment of my young life :)
>Thank you, Yogi!!! I finally can tell someone who cares (maybe...)
>
>Can't remember what the "cheese screen" was, but it was worth the
>trouble. I don't think I have the reflexes now to do it again... ah,
>youth!
>
:)

God I found Shamus 1 & 2 tough...these days even more so :)

Whats this "cheese" screen ??, I remember the big cheese screen in Alley cat but thats all. But then again I found Spelunker and doing the complete Jumpman levels a tad tough.
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2839. RAM upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: mikhol74@aol.com
Message-ID: <19981003090333.09105.00003356@ng-fb2.aol.com>
Source record: 59557

I saw on the web a couple of RAM upgrades for the 800xl. I read the two faqs that I could find: www.faqs.org/faqs/atari-8-bit/faq and www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm; neither of these showed how to do the upgrades. Is there another faq and/or instruction guide that shows how to do this? Thank you.
Michael Wallace >> Hyborian Mindset Barbarian Productions <<

The problem with the world is that everyone is a few drinks behind.
--Humphrey Bogart

2840. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_907417526@rtfm.mit.edu>
Source record: 59558
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: September 26, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm
```

2841. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19981003093931.08091.00005623@ng110.aol.com>
Source record: 59559

Please do not reply to this message, even to complain. It's an OOOOLLLLDDDD message being automatically posted by a 'bot, and nobody seems to be able to get the damned thing stopped.

2842. CTH Website

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <6v5esmrom1@nnrp1.dejanews.com>
Source record: 59560

This is just a reminder that if you have trouble accessing-
http://CloserToHome.dyn.ml.org/index.html ,

you can try the following-
http://cth.tzo.com/index.html , or
http://cth.detour.net/index.html

The same thing goes for the ftp URL.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2843. Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <6v5efa$7ha$1@news.csw.net>
Source record: 59561

Regarding a recent question on this subject--

I actually like AMAC, the Atari assembler on disk. I don't think it stayed on the market long because it got killed by the M65 cartridge. It was slow and had real annoying and clunky copy protection. The good news:

The copy protection is very easy to remove.

When used with a ramdisk, SIO2PC, or run on an emulator on the PC, the speed is just fine. Now you have a very robust, full featured assembler which uses ordinary text files for input (no line numbers or weird BASIC type editors.

Regards,

Nick
(The SIO2PC guy)

2844. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6v5ff0$l3f@bgtnsc02.worldnet.att.net>
Source record: 59562

sound familiar, paul?? ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <361801d0.1019769@news.demon.co.uk>...
>The other Day vent@mouth.com (Jeff) wrote:
>
>
>>Has anyone gotten Bounty Bob Strikes Back to work using any o the
>>emulators(Rainbow,WACKE,MESS on a Mac? If so, how did you do it? Help
>>please.
>> Jeff
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>I don't have a MAC but the reason it can hang on the PC is that the
>machine type needs to be set to PAL to work. So if these emu's have a
>country setting for PAL or NTSC then make sure its set to PAL.
>
>If that does not help then post exactly where it stops working..
>
>Hope the other bit fixes it tho..
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

2845. Re: master of the lamps question..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6v5fii$ll6@bgtnsc02.worldnet.att.net>
Source record: 59563

I remember beating spelunker.. VERY happy times indeed! gonna have to try
that again!!

Kinda funny how something liek that can be more fun then a 400 meg new
game.. ;))

I'm really curious about muntezuma's return.. I beat the versions on the old
atari, and they guy who wrote them was a kid back then.. wonder if he had
anything to do with the new versions??

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <361902e4.1296044@news.demon.co.uk>...
>The other Day Steve Johnson <scjohnson@remove_bigfoot.com> wrote:
>
>>Yep, did finish Shamus. Proudest moment of my young life :)
>>Thank you, Yogi!!! I finally can tell someone who cares (maybe...)
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>>Can't remember what the "cheese screen" was, but it was worth the
>>trouble. I don't think I have the reflexes now to do it again... ah,
>>youth!
>>
> :)
>
>God I found Shamus 1 & 2 tough...these days even more so :)
>
>Whats this "cheese" screen ??, I remember the big cheese screen in Alley
>cat but thats all. But then again I found Spelunker and doing the
>complete Jumpman levels a tad tough.
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

2846. FA - Intellivision Game System - In Org. BOX!!! - ends 10/7

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6v5k8u$sk9$1@supernews.com>
Source record: 59564

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=33557608

2847. FA - Library of 35 Atari 2600 Games in Org BOXES!! - ends 10/7

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6v5kaf$r8j$1@supernews.com>
Source record: 59565

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=33562642

2848. FA - Atari Video Music - Extremely RARE!!! - ends 10/7

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: Suz <redwood@super.zippo.comNOSPAM>
Message-ID: <6v5kagskr1@supernews.com>
Source record: 59566
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=33558639

2849. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <361765a9.489205@news.demon.co.uk>
Source record: 59567

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>sound familiar, paul?? ;))
>
Nah!!! ;)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2850. Re: master of the lamps question..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <361865e3.547030@news.demon.co.uk>
Source record: 59568

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>I remember beating spelunker.. VERY happy times indeed! gonna have to try
>that again!!
>
>Kinda funny how something liek that can be more fun then a 400 meg new
>game.. ;))
>
>I'm really curious about muntezuma's return.. I beat the versions on the old
>atari, and they guy who wrote them was a kid back then.. wonder if he had
>anything to do with the new versions??

Don't know, saw the new fangled 3D version in the shops today..Sure it
looks pretty nice but I still think the old version is fun.
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2851. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981003154605.25963.00006020@ng38.aol.com>
Source record: 59569

>I don't have a MAC but the reason it can hang on the PC is that the
>machine type needs to be set to PAL to work. So if these emu's have a
>country setting for PAL or NTSC then make sure its set to PAL.

Anyone care to speculate WHY it only
runs on PAL systems? It was originally
an NTSC cartridge. That suggests to me
that it's something fairly simple that prevents
it from running on an NTSC system. (?)
I've seen two different versions of BBSB
on a real Atari, and neither of them would run. The "best" version put up a
title screen. then died when it initialized.
Larry

2852. FS: Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: Mark & Tracey Kusz <mkusz@tir.com>
Message-ID: <6v63sm$3va$1@ramp2.tir.com>
Source record: 59570

```
Description Condition Price
Atari 800XL & 1050 Drive w/ TV Adaptor & Power Supplies $ 90.00
Atari 1200XL & 1050 Drive w/ TV Adaptor & Power Supplies $ 85.00
Atari Joystick $ 2.00
SVI Quickshot I Joystick $ 3.00
Atari BASIC Cart. $ 3.00
Atari Donkey Kong Cart. $ 3.00
Atari Pac-Man Cart. $ 3.00
Atari Pole Position Cart. $ 3.00
Atari Star Raiders Cart. $ 3.00
Big Five Miner 2049'er $ 3.00
Electronic Arts One On One Disk w/instructions $ 5.00
Parker Brothers Popeye Cart. w/box & docs $ 5.00
Sega Buck Rogers Cart. (does not seem to work) $ .50
Sega Congo Bongo Cart. $ 3.00
Thorm EMI Submarine Commander Cart. $ 3.00

Buyer pays shipping costs.
--
*** The Collectaholic's Page - http://www.tir.com/~mkusz/
*** Sports Memorabilia, Non-Sports Cards & Other Collectibles
```

2853. Re: Some Hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: John Maris <Zaak@angcs.demon.nl>
Message-ID: <01bdef47$07b8a5e0$b1e79fc2@john---gijs>
Source record: 59571

Hello Bertrand M.
For about 10 years ago I started in the Atari 8 bit scene The Pokey Foundation. I worked for free for about 5 years. After these 4 years I decided to get some money for my work. I started ANG Software. Almost 5 years ago I had a very bad car-accident. My wife is still home because of this accident. That year was very difficult for me and my family. A lot of things went wrong, like the things I had to do for ANG Software. Fred Meijer took over my work and tried to re-organize the mess I had created that year. Some packages are not send to the 'owners' I'm very sorry about that, but I'm not a thief! If you tell me how you have payed and what you have ordered, maybe we can work it out.

John "not a thief" Maris

JMouchmino <jmouchmino@aol.com> schreef in artikel
<19980927054348.08203.00005873@ngol06.aol.com>...
>
> ANG Software is the Dutch company who screwed several people three to
four
> years ago, not fulfilling orders and not wanting to reimburse the
canceled
> issues of Best Of Pokey diskmag.
> I just hope Louis has nothing to do with John "Thief" Maris, the former
owner.
> No other comment...
>
> Bertrand M. (LEXX)
>

2854. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: Itay <itayc@hotspam.com>
Message-ID: <3616962A.9EB21FA@hotspam.com>
Source record: 59572

LWhite6497 wrote:

> >I don't have a MAC but the reason it can hang on the PC is that the
> >machine type needs to be set to PAL to work. So if these emu's have a
> >country setting for PAL or NTSC then make sure its set to PAL.
>
> Anyone care to speculate WHY it only
> runs on PAL systems? It was originally
> an NTSC cartridge. That suggests to me
> that it's something fairly simple that prevents
> it from running on an NTSC system. (?)
> I've seen two different versions of BBSB
> on a real Atari, and neither of them would run. The "best" version put up a
> title screen. then died when it initialized.
> Larry

The original game was intended for NTSC machines, but the person who "cracked"
it (converted it from cart or whatever to a disk file) was European, and had a
PAL machine. This cracker added his own KEWL WHIZBANG I-AM-A-GENIUS title screen,
which doesn't work on NTSC machines because it needs the extra time per frame PAL
machines allow. Silly cracker.

(No, I don't know how to bypass the title screen)

-itay

--
- Itay Chamiel - itayc at hotmail dot com - Change spam to mail when replying!

2855. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36169606.10483264@news.demon.co.uk>
Source record: 59573

The other Day lwhite6497@aol.com (LWhite6497) wrote:

>
>>I don't have a MAC but the reason it can hang on the PC is that the
>>machine type needs to be set to PAL to work. So if these emu's have a
>>country setting for PAL or NTSC then make sure its set to PAL.
>
>Anyone care to speculate WHY it only
>runs on PAL systems? It was originally
>an NTSC cartridge. That suggests to me
>that it's something fairly simple that prevents
>it from running on an NTSC system. (?)
>I've seen two different versions of BBSB
>on a real Atari, and neither of them would run. The "best" version put up a
>title screen. then died when it initialized.
>Larry

I would guess its coded around timing and the US 60hz throws it *truly*
out of sync. A rare item but I guess that's all it can be.
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2856. Re: ATARI Equipment MUST SELL...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: shobe1knobe@webtv.net
Message-ID: <2175-36169AB3-14@newsd-212.iap.bryant.webtv.net>
Source record: 59574

I've got a Trak. I'll trade it for the 800XL with the memory upgrade,
if it's in perfect working order.

2857. Re: Atari 800XL on the Internet

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: shobe1knobe@webtv.net
Message-ID: <2173-36169A30-50@newsd-212.iap.bryant.webtv.net>
Source record: 59575

yes, I know that much, but it's the hardware I seem to be having trouble with. I have been told that I need a device called the 850 interface and a P:R: cable. The cheapest I have been able to find a complete set of these is for $50

2858. Atari 8-bit Pictures

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: fwf27775@pegasus.cc.ucf.edu
Message-ID: <6v6d4icpt2@news.cc.ucf.edu>
Source record: 59576

Does anyone have a web site up that has pictures of all the various Atari computers and peripherals?

--

2859. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: fwf27775@pegasus.cc.ucf.edu
Message-ID: <6v6devcpt3@news.cc.ucf.edu>
Source record: 59577

I believe it was an Atari 400 in the movie. Although it may have been an
Apple IIe.

ansk@hotmail.com wrote:
: the woman of their dreams. It could be that the name Atari is used by
: the author of article because it represents video games and to some
: extent home computing of the 80s. Or is there an Atari computer
: in this movie?

2860. Re: Atari 8-bit Pictures

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: "David G. Dahlstrom" <ddahl@tiac.net>
Message-ID: <6v6n1e$k7i@news-central.tiac.net>
Source record: 59578

Try

http://www.atari.nu/

Dave

Fritz W Feuerbacher wrote in message <6v6d4icpt2@news.cc.ucf.edu>...
>Does anyone have a web site up that has pictures of all the various Atari
>computers and peripherals?
>
>--

2861. Star Raiders Coin-op?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-03 00:00:00 UTC
From: "David G. Dahlstrom" <ddahl@tiac.net>
Message-ID: <6v6nkh$kmp@news-central.tiac.net>
Source record: 59579

Way back when (late 70s early 80s), I vaguely remember quickly seeing a Star Raiders coin-op machine in the lobby of a Bradlees department store. I never played it, but I seem to remember that it looked identical to its computer namesake. Is this memory for real?

Dave

2862. Archon for XL?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: Adi Perry <adiperry@geocities.com>
Message-ID: <3616AF55.79746DD6@geocities.com>
Source record: 59580
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Hello,

I've accidendly damaged the disk where I had the game "Archon" for the
ATARI 800XL.
Does someone have it and can PLEASE send it to me ?

Thanks,
Adi

2863. LIST OF STUFF FORSALE 40+ ITEMS!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: qhdd@usa.net
Message-ID: <6v6o2s$a50$1@nnrp1.dejanews.com>
Source record: 59581

Atari, IBM, Ti, CoCo2, Commodore, modems, disk drives, cables, electronics, signals, etc.......... Huge list! All must go before 10-25-98!!

Just go here:
http://members.spree.com/apple24ever/forsale.htm
--
Michael

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2864. Re: Star Raiders Coin-op?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6v6q3m$fam@dailyplanet.wam.umd.edu>
Source record: 59582

David G. Dahlstrom (ddahl@tiac.net) wrote:
: Way back when (late 70s early 80s), I vaguely remember quickly seeing a Star
: Raiders coin-op machine in the lobby of a Bradlees department store. I
: never played it, but I seem to remember that it looked identical to its
: computer namesake. Is this memory for real?

No such game was made, but there were several space games that were based
on STAR WARS (the movie, that is). Then again, "Star Raiders" was
inspired by it, too. There was one called "Star Fire," which used a title
logo similar to the movie. It came out around 1978, if memory serves.
You had a first person perspective in a cockpit, with crosshairs and a
computer dashboard and shot enemie ships that looked like TIE Fighters.
Maybe this was what you remember? It's the only one I can think of that
would resemble "Star Raiders" to some extent.

2865. My new web page

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdef4e$0e70c140$4368cad0@none>
Source record: 59583
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit

Just a quick post to announce my new web page.

I know it may look kinda amatuer, but I did my best. I'm still learning.

But my page displays some images of unique Atari items for the 8bit
computers and Jaguar. You will find it at the following address:

http://www.pcisys.net/~brunergs/Atari/main.html

****
Glenn Bruner Email: brunergs@pcisys.net
Visit my web page of images of rare Atari items
http://www.pcisys.net/~brunergs/Atari/main.html
****

2866. Re: Amac and Mac65 absolute mode commands

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdef50$2dbb1760$4368cad0@none>
Source record: 59584

I'm not sure if this is what your looking for, but I found this in the
MAC/65 manual:

Page 68
6.1.4 Zero Page Forward References

MAC/65 can not properly assemble a forward reference to
a zero page label (usually, you will get a phase error). The
Atari cartridge (EDT ASM) generally can, but it has other
limitations on addressing modes which MAC/65 does not
suffer under.

You can usually avoid phase errors simply by moving your
equates for zero page locations to the head of your assembled
code.

Your best bet is to probably use labels for all your zero page
addresses that your using. Or try sticking with using hexidecimal
values for the address. For example:

Begin LDA $0

That way MAC/65 should be able to identify it as a address and
not a immediate value like #$0.

Hope this helps.

--
****
Glenn Bruner Email: brunergs@pcisys.net
Visit my web page of images of rare Atari items
http://www.pcisys.net/~brunergs/Atari/main.html
****

Raphael James Espino <rje@co.umist.ac.uk> wrote in article
<v7ypvccy459.fsf@co.umist.ac.uk>...
> Hi all,
>
> Does anyone know if in Amac and Mac65 there is a way to force a
> command to be interpreted in absolute mode rather than zero page with
> an operand between 0 and 255?
>
> So if I type
>
> LDA 0
>
> it gets interpreted as LDA absolute mode, from address 0, generating 3

> bytes rather than LDA zero page mode, generating only 2 bytes. I know
> I can force it with DB or .BYTE commands and the absolute mode command
> but I was wondering if there was a more elegant (and more readable)
> way around this.
>
> Thanks
> --
> Raphael Espino - rje@co.umist.ac.uk -
> http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links
pages &
> http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0
ramdisk
>

2867. Re: Amac and Mac65 absolute mode commands

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdef51$d05283e0$4368cad0@none>
Source record: 59585

Raphael James Espino <rje@co.umist.ac.uk> wrote in article
<v7yhfxn5j3x.fsf@co.umist.ac.uk>...
> danver@halcyon.com writes:

> Someone also mentioned that address 0 might be invalid. I can't
> remember off the top of my head what is stored in address 0 on the
> Atari (maybe nothing too important), but LDA 0 (both zero page and
> absolute versions) is valid.
>
Here's what Mapping the Atari says about location 0:

0,1 0,1 LINZBS
LINBUG RAM replaced by the monitor RAM. See the OS
Listing, page 31. It seems to be used to store the VBLANK
timer value. One user application I've seen for location zero
is in a metronome program in De Re Atari. Also used in
cross-assembling the Atari OS.

That was from page 3.

Also on page 201:

00 00 LNFLG
Used by the Atari in-house debugging programs and OS on
power-up.

My previous post, I thought you were trying to get the assembler
to do a 2 byte instruction and not a three. I fail to see the reason
why you would require a three byte instruction. Your taking up
an extra machine cycle then is necessary to obtain a value from
a zero page location. Unless your doing this to waste time or obtain
a specific time interval. I think the gentlemen who posted the
suggestion to do the two byte instruction follow by a NOP should
obtain the same basic result as doing the three byte version, on
a time-cycle basis.

--
****
Glenn Bruner Email: brunergs@pcisys.net
Visit my web page of images of rare Atari items
http://www.pcisys.net/~brunergs/Atari/main.html
****

2868. Re: Adventure games

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: pcerra.bounce@pacificnet.net
Message-ID: <36170a67.2969390@news.dsp.com>
Source record: 59586

On Wed, 23 Sep 1998 14:40:37 +0200, in comp.sys.atari.8bit Jindrich
Kubec <kubecj@asw.cz> wrote:

>Hello!
>
>Were these games made for 8bit Atari? I'm looking for ATR or PRO images.
>
>Infocom:
>Suspect

Yes.

>A Mind Forever Voyaging

Pretty sure.

>Adams:
>Scott Adams Adventure 11:Savage Island Part 2

>Saga versions of:
>01-Adventureland
>04-Voodoo Castle
>06-Strange Odyssey
>07-Mystery Fun House
>08-Pyramid of Doom
>09-Ghost Town
>10-Savage Island Part 1
>11-Savahe Island Part 2
>12-The Golden Voyage
>
Well It's been a long, long time, so I can't remember if I'm supposed
to know what "Saga versions" of the Scott Adams adventures are.
But in non-graphical form, I've played 1, 4, 8, 10, and 12. And
possibly the others, too.

-Paul

(remove .bounce to reply)

2869. Re: Looking for two games.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: pcerra.bounce@pacificnet.net
Message-ID: <36170ad1.3075659@news.dsp.com>
Source record: 59587

On Fri, 02 Oct 1998 07:11:14 GMT, "Jeremy Coolidge"
<coolidge@wave.home.com> wrote:

>Hi,
> I am in desperate search of a game called "Attank" programmed by Joel
>Gluck released under APX. My cassette tape for my Atari 400 has long since
>died with this game on it and I would really like to play it again. If
>anyone has an image of this game that will play in an emulator could you
>please email it to me?
>
Wow, Attank! I haven't played that in absolutely ages. Er... well, I
guess that goes without saying. Wasn't there a "companion" game to
this one called Gunslinger or something like that? Also released by
APX.

-Paul

(remove .bounce to reply)

2870. Mar Tesoro (was: Bounty Bob)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: pcerra.bounce@pacificnet.net
Message-ID: <36170ac1.3059455@news.dsp.com>
Source record: 59588

On Sun, 27 Sep 1998 20:23:38 GMT, mclane@dellos.demon.co.uk (Paul
Irvine) wrote:

>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>

>>BTW I have lots of old disks if someone is looking for something that hasn't
>>been converted yet...
>
>Such as???
>--
OK, I've been looking for an *ancient* Atari game for years. I used
to own this one... still have the disk even, although it's been fried
for a long time. The game is called Mar Tesoro. I believe it needed
basic to run. It was an undersea diving game.

Gareee you wouldn't happen to have this, would you? I've never seen an
image of this on any FTP site.

Does anyone even REMEMBER this game?

TIA!
-Paul

(remove .bounce to reply)

2871. Different versions of Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: procyon@hector.asc.upenn.edu
Message-ID: <6v7k30$7mo$2@netnews.upenn.edu>
Source record: 59589

I've been playing Bounty Bob strikes back on Atari800Win and
Virtual Super System. Are the 5200 and disk versions supposed to be
different? Because on the 5200 version I play on VSS has two little
platform on th upper left part of the screen just right of the elevator,
and they're made of two floor segments, which makes for relatively easy
jumping. But on the computer version, those two platforms are made of
just one floor segment each, and I can't possibly determine a way to reach
the higher of the two! Is this supposed to be this way? Because it seems
near impossible to pull off. Is there another disk version of the game
floating around that corresponds to my 5200 version? If anyone knows,
please let me know.

P.S. I'm having trouble with VSS and sound. The init screen says it
detects my card, and I have the BLASTER environment set in my autoexec.bat
(correctly, as confirmed with Win95's system info), but yet I get no
sound... anoyone have any suggestions? Either newsgroup followup or
personal email reply would be appreciated. Thanks.

Scott Jacobi

2872. connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <6v7t72fob1@news.netvision.net.il>
Source record: 59590

Does anyone knows how to connect an IBM keyboard to the
atari 8 bit machine???

Nir Dary
ndary@bigfoot.com

2873. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36177636.E402E11E@erols.com>
Source record: 59591

Hello Nick! Could you please tell us the latest version number of
SIO2PC? And could you please comment on using the cable as an RVertor
for 19.2Kbps access? Thanks.

Nick Kennedy wrote:
>
> Regarding a recent question on this subject--
>
> I actually like AMAC, the Atari assembler on disk. I don't think it stayed
> on the market long because it got killed by the M65 cartridge. It was slow
> and had real annoying and clunky copy protection. The good news:
>
> The copy protection is very easy to remove.
>
> When used with a ramdisk, SIO2PC, or run on an emulator on the PC, the speed
> is just fine. Now you have a very robust, full featured assembler which
> uses ordinary text files for input (no line numbers or weird BASIC type
> editors.
>
> Regards,
>
> Nick
> (The SIO2PC guy)

2874. Re: CTH Website

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <361776FB.BB83D98C@erols.com>
Source record: 59592

Tom, anything new on the proxy server program?

Tom_Hunt@my-dejanews.com wrote:
>
> This is just a reminder that if you have trouble accessing-
> http://CloserToHome.dyn.ml.org/index.html ,
>
> you can try the following-
> http://cth.tzo.com/index.html , or
> http://cth.detour.net/index.html
>
> The same thing goes for the ftp URL.
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2875. Re: My new web page

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36177D8B.7C5EBC9@erols.com>
Source record: 59593
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit

Although I only had time to look at what you did with the computers, I
liked what I saw very much. Thanks!

GSB wrote:
>
> Just a quick post to announce my new web page.
>
> I know it may look kinda amatuer, but I did my best. I'm still learning.
>
> But my page displays some images of unique Atari items for the 8bit
> computers and Jaguar. You will find it at the following address:
>
> http://www.pcisys.net/~brunergs/Atari/main.html
>
> **
> Glenn Bruner Email: brunergs@pcisys.net
> Visit my web page of images of rare Atari items
> http://www.pcisys.net/~brunergs/Atari/main.html
> **

2876. Re: Mar Tesoro (was: Bounty Bob)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6v8097$et3@bgtnsc03.worldnet.att.net>
Source record: 59594

hmm lemme looksee.. if I have it, maybe there's someone out there that can convert for the masses...

actually, I'd love to conervt all my old atari picture disks.. antic sold some (without my credit or approval) long ago as "heavy metal" art disks...

they finally did aknowledge me, though, and even sent me a royalty check!! I did alot of "fun with art"
, and even got a pre-release from the author!! I think I even still have the disk somewhere.. ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Cerra wrote in message <36170ac1.3059455@news.dsp.com>...
>On Sun, 27 Sep 1998 20:23:38 GMT, mclane@dellos.demon.co.uk (Paul
>Irvine) wrote:
>
>>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>>
>
>>>BTW I have lots of old disks if someone is looking for something that hasn't
>>>been converted yet...
>>
>>Such as???
>>--
>OK, I've been looking for an *ancient* Atari game for years. I used
>to own this one... still have the disk even, although it's been fried
>for a long time. The game is called Mar Tesoro. I believe it needed
>basic to run. It was an undersea diving game.
>
>Gareee you wouldn't happen to have this, would you? I've never seen an
>image of this on any FTP site.
>
>Does anyone even REMEMBER this game?
>
>TIA!
>-Paul
>

```
>(remove .bounce to reply)
>
```

2877. Re: master of the lamps question..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6v80dh$fd7@bgtnsc03.worldnet.att.net>
Source record: 59595

from what I read, the original version is included with the game.. be really interesting to see which "original version" they are talking about! 2600, atari 800, ect...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <361865e3.547030@news.demon.co.uk>...
>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>>I remember beating spelunker.. VERY happy times indeed! gonna have to try
>>that again!!
>>
>>Kinda funny how something liek that can be more fun then a 400 meg new
>>game.. ;))
>>
>>I'm really curious about muntezuma's return.. I beat the versions on the
old
>>atari, and they guy who wrote them was a kid back then.. wonder if he had
>>anything to do with the new versions??
>
>Don't know, saw the new fangled 3D version in the shops today..Sure it
>looks pretty nice but I still think the old version is fun.
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

2878. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6v80hl$fta@bgtnsc03.worldnet.att.net>
Source record: 59596

Yeah if I remember right, they used some wierd bank switching scheme, and it
was supposed to be the game that couldn't be cracked.. I'm SO glad someone
did, so it could be preserved.. I showed some kids this atari stuff a while
back, and things liek alley cat sucked them in, JUST like they did with us,
so many years ago.. ;))
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <36169606.10483264@news.demon.co.uk>...
>The other Day lwhite6497@aol.com (LWhite6497) wrote:
>
>>
>>>I don't have a MAC but the reason it can hang on the PC is that the
>>>machine type needs to be set to PAL to work. So if these emu's have a
>>>country setting for PAL or NTSC then make sure its set to PAL.
>>
>>Anyone care to speculate WHY it only
>>runs on PAL systems? It was originally
>>an NTSC cartridge. That suggests to me
>>that it's something fairly simple that prevents
>>it from running on an NTSC system. (?)
>>I've seen two different versions of BBSB
>>on a real Atari, and neither of them would run. The "best" version put
up a
>>title screen. then died when it initialized.
>>Larry
>
>I would guess its coded around timing and the US 60hz throws it *truly*
>out of sync. A rare item but I guess that's all it can be.
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

2879. Re: Atari 800XL on the Internet

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yhfxkl54g.fsf@co.umist.ac.uk>
Source record: 59597

shobe1knobe@webtv.net (Casey Allen Shobe) writes:

> yes, I know that much, but it's the hardware I seem to be having trouble
> with. I have been told that I need a device called the 850 interface and
> a P:R: cable. The cheapest I have been able to find a complete set of
> these is for $50

That's not entirely true. The 850 is one way of doing it. What you
really need is to get your Atari and your modem talking to each other
(which is one of the things the 850 can do). There are also other
interfaces available, or you can build your own (if you have some
experience with a soldering iron). You can find details of one home
built interface at:
http://aegis.mcs.kent.edu/~clisowsk/8bit/rvert.html

If you don't know one end of a soldering iron from the other then
maybe you could find someone to build the interface for you. Either
way it should work out at less than $50. I built my own interface a
couple of years back (from a different set of diagrams) and I've had
no problems with it. Although as with anything be very careful, as
you could cause some damage if everything isn't connected right.

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

2880. I found a Mother Lode in NJ

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: John Haggerty <smile4@voicenet.com>
Message-ID: <IYMR1.1543$7Q6.9932871@news2.voicenet.com>
Source record: 59598

I was at a yard sale yesterday and this guy had more 800xl stuff than I have ever seen in one place. there was a 15' column of boxes stacked 5 high. He has many 800 xl's and peripherals(happy drives, prom burner, 1200 baud modems, controllers, and boxes of floppy programs. It seems he was a hacker in the 80s(when this stuff was being produced) and he has ALL KINDS of stuff. He had much more inside his house, including several modified 800 xl's. He is selling the whole lot for $275...more than I want to spend, but if I found a co-investor or two I'd be willing to split it up with them. Also included were several monitors for these systems(about 5 or 6)

please let me know today if anyone in NJ/NY/PA is interested ASAP and I will call him up. Ideally I'd like to split 3 ways ($93 each)

Far too good to pass up this opportunity, his wife wants the stuff out of the house

I bought the entire collection of ANTIC and ANALOG magazines from him for $5

email ASAP to smile4@voicenet.com

thanks, John

2881. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <361bb14f.8113991@news.demon.co.uk>
Source record: 59599

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>Yeah if I remember right, they used some wierd bank switching scheme, and it
>was supposed to be the game that couldn't be cracked.. I'm SO glad someone
>did, so it could be preserved.. I showed some kids this atari stuff a while
>back, and things liek alley cat sucked them in, JUST like they did with us,
>so many years ago.. ;))
>Gary Tabar Jr,

Bounty Bob was the 1st 64K bank switching cart, paging it in 16K banks,
hence it took the boys a bit longer to do.

It probably was the only 64K cart too ??
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2882. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3617b5cd.74801334@news.pressenter.com>
Source record: 59600

On Sun, 4 Oct 1998 13:45:59 +0200, "Nir Dary" <ndary@bigfoot.com>
wrote:

>
>Does anyone knows how to connect an IBM keyboard to the
>atari 8 bit machine???

There once was a product called the Transkey which did this... but I
hear it is no longer available. Could be wrong though.

2883. John 'thief' Maris

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: John Maris <Zaak@angcs.demon.nl>
Message-ID: <01bdeff5$da56f5c0$b1e79fc2@john---gijs>
Source record: 59601

Hello Bertrand M.
For about 10 years ago I started in the Atari 8 bit scene The Pokey Foundation. I worked for free for about 5 years. After these 4 years I decided to get some money for my work. I started ANG Software. Almost 5 years ago I had a very bad car-accident. My wife is still home because of this accident. That year was very difficult for me and my family. A lot of things went wrong, like the things I had to do for ANG Software. Fred Meijer took over my work and tried to re-organize the mess I had created that year. Some packages are not send to the 'owners' I'm very sorry about that, but I'm not a thief! If you tell me how you have payed and what you have ordered, maybe we can work it out.

John "not a thief" Maris

2884. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: John Maris <Zaak@angcs.demon.nl>
Message-ID: <01bdeff7$180fef60$b1e79fc2@john---gijs>
Source record: 59602

Go to the ABBUC internetsite, they published an article about connecting an
IBM keyboard to your Atari 8-bit computer. It's easy to do

Nir Dary <ndary@bigfoot.com> schreef in artikel
<6v7t72fob1@news.netvision.net.il>...
>
> Does anyone knows how to connect an IBM keyboard to the
> atari 8 bit machine???
>
> Nir Dary
> ndary@bigfoot.com
>
>
>

2885. what is the cp/m8000?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: John Haggerty <smile4@voicenet.com>
Message-ID: <JnPR1.1556$7Q6.10010267@news2.voicenet.com>
Source record: 59603

This guy also has several cp/m8000 devices, whatever they are...this is all inlcuded in his deal to me

2886. another option

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: John Haggerty <smile4@voicenet.com>
Message-ID: <wvPR1.1558$7Q6.10013965@news2.voicenet.com>
Source record: 59604

```
If anyone outside of this area wants in, email me at smile4@voicenet.com and
we can negotiate how that can happen
```

2887. Atari 8-bit webring

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y4stk2m27.fsf@co.umist.ac.uk>
Source record: 59605

Hi all,

This is a subject that's been skirted around in the past, but it looks as if it's time to do something about it. A couple of months back we had a discussion on c.s.a.8 about starting an Atari 8-bit webring (for those who don't know what a webring is, go visit http://www.webring.com). At that time, there seemed to be people in favour of it. So some of us (myself included) started taking some steps towards creating one.

There are now 3 Atari 8-bit webrings listed at www.webring.com. One (with only 1 site) was started a while back and then abandoned, this one I knew about. But two new ones have sprung up, both with zero sites at the moment - http://www.nacs.net/~classics/webring and http://www3.sympatico.ca/gary.chisholm/atari (no point in anyone jumping to either of those sites *just* yet as those webring's don't seem to be up yet). I've also been taking steps towards doing the same thing, and have even created a home page for the ring, and a logo, but not registered it yet, I was about to do that when I spotted the other 2. So in order to avoid duplication of effort and creating several fragmented webrings, maybe those of us interested should join forces. I guess there will be more than enough work involved in setting up and maintaining a webring to go round =)

So how about it then? If anyone else is interested in setting up a webring, then e-mail me (address is listed below) and lets get this thing off the ground.

--
Raphael Espino - rje@co.umist.ac.uk -
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Atari 8bit links pages &
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk

2888. WTB/T: EA Flat Box Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: Hugh Falk <hughfalk@mediaone.net>
Message-ID: <6v8gnt$7eu$1@wbnws01.ne.highway1.com>
Source record: 59606

I'm looking to buy or trade EA "Flat Box" (Record Album style) games for any platform. I'm mostly interested in very good condition games or (better yet) still factory sealed. However, feel free to write me about games in any condition.

Regards,
Hugh

Please don't post. Write me at:
hughfalk@mediaone.net

2889. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6v8mk2$9b3@bgtnsc03.worldnet.att.net>
Source record: 59607

Yeah I think it was.. that was one of the last really good atari games
coming out that I remember.. and the amiga was JUST around the corner.. ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <361bb14f.8113991@news.demon.co.uk>...
>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>>Yeah if I remember right, they used some wierd bank switching scheme, and
it
>>was supposed to be the game that couldn't be cracked.. I'm SO glad someone
>>did, so it could be preserved.. I showed some kids this atari stuff a
while
>>back, and things liek alley cat sucked them in, JUST like they did with
us,
>>so many years ago.. ;))
>>Gary Tabar Jr,
>
>Bounty Bob was the 1st 64K bank switching cart, paging it in 16K banks,
>hence it took the boys a bit longer to do.
>
>It probably was the only 64K cart too ??
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

2890. FS: 800xl with stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: William Shieh <wshieh@pol.net>
Message-ID: <3617ECFB.199551EF@pol.net>
Source record: 59608

hi everyone:
anyone interested in buying the following, preferably as whole sets?

Atari 800xl
Happy 1050 drive
1027 printer
1030 modem
approx. 150-200 disks of games/programs

Atari 1040ST with approx 100-150 disks of games

Atari 5200 with trackball, 17 games

please email any offers.
thanks!

2891. Atari 2600 prototypes wanted

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <361805A1.4016@pilot.msu.edu>
Source record: 59609
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I am looking for an and all prototypes for the Atari 2600. I am willing
to pay some cash, but I would really like to trade for them instead. I
have lots of things to trade at:

http://pilot.msu.edu/user/reicher6/atari.htm
or
http://pilot.msu.edu/user/reicher6/2600.txt

Tempest
reicher6@pilot.msu.edu

P.S. I'm also looking for the following games

Crazy Climber
SQ: Waterworld
Rubiks Cube
Motorodeo
Ikari Warriors

2892. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: Ken Siders <ksiders@columbus.rr.com>
Message-ID: <8FVR1.165$Ex.1760728@storm.twcol.com>
Source record: 59610

An Rverter type interface has logic to disable interface unless you are
actually on line. If this is not done
then any disk or printer I/O will actually also get picked up by the modem.
With an Rverter the cassete
line is used for the RTS signal and also enables the interface (at least
with mine). For this reason cassette
drives can not be used with Rverter intefaces or an SX212 modem (which is
compatable). It may be
possible to use an SIO2PC cable but characters may get sent the modem during
disk i/o which if you
are on line may not hurt anything unless a modem command happens to be in
the stream. Incoming
characters may also intefere with disk i/o. I have heard of some people
using RVerter interfaces for
SIO2PC interfaces. Some SIO2PC's don't use a MAX232 but use 74Cxx series
chips. This has the
disadvantage of not producing the true RS232 output levels but usually will
work with most devices and
is a lot simpler to build (some of the signals may be inverted though).
There is also a MAX233 chip that
is similiar to the MAX232 chip but doesn;t require any external components
but they cost more and are
harder to find.

Just my 4 cents worth
Ken Siders

Alan Sharkis wrote in message <36177636.E402E11E@erols.com>...
>Hello Nick! Could you please tell us the latest version number of
>SIO2PC? And could you please comment on using the cable as an RVertor
>for 19.2Kbps access? Thanks.
>
>Nick Kennedy wrote:
>>
>> Regarding a recent question on this subject--
>>
>> I actually like AMAC, the Atari assembler on disk. I don't think it
stayed
>> on the market long because it got killed by the M65 cartridge. It was
slow
>> and had real annoying and clunky copy protection. The good news:
>>
>> The copy protection is very easy to remove.
>>
>> When used with a ramdisk, SIO2PC, or run on an emulator on the PC, the

speed
>> is just fine. Now you have a very robust, full featured assembler which
>> uses ordinary text files for input (no line numbers or weird BASIC type
>> editors.
>>
>> Regards,
>>
>> Nick
>> (The SIO2PC guy)

2893. FS/T Various Atari Computer Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: Jim Lazarenko <jim_lazarenko@NOSPAM.powersurfr.com>
Message-ID: <6v9ies$sm92@dagger.videotron.ab.ca>
Source record: 59611

Updated 10/04/98

I have the following Atari 8bit related items for sale or trade. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask. I am open to reasonable offers on all items.

For items that I am taking offers on (no price listed), please make all offers in U.S. Funds (buyer pays shipping). I am also willing to trade for some rare or sealed titles for...
- Intellivision, ColecoVision, or various Atari systems
- Shrink-wrapped or mint SEARS Telegames for the Intellivision.
- Shrink-wrapped or Mint DigiPlay games for the Intellivision
- A working Intellivision Music Synthesizer
- Rarer Mattel and Coleco Handhelds.
- And of course the ever popular, original Intellivision computer :)

If you are interested please respond to jim_lazarenko@NOSPAM.powersurfr.com (removing the NOSPAM first)

Hardware Please make an offer
==========
-Atari 800XL With Power Supply, RF Cable
-Atari 800XL No Power Supply
-Atari 600XL With Power Supply, RF Cable
-Atari 520 ST Missing all accesories
Custom made Atari RGB and audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
-Custom made Atari ST Composite Video/Audio cable (standard RCA jacks)

Controllers
==========
- Paddles $10 a pair
- 2x Suncom Tac Joysticks $15 for the pair
- 2x Wico Joystick (Black handle, grey base) $15 for the pair
- 1x Spectravideo Joystick with suction cup base $8

Cartridges Please make an offer
==========
- Basic
- Centipede
- Defender
- Donkey Kong
- Donkey Kong Junior
- Final Legacy

- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
- Missle Command
- Moon Patrol
- Pole Position
- Qbert
- Realsports Football
- Robotron: 2084
- Star Raiders
- Tennis

Books and Manuals Please make an offer
==========
- Consumer's Guide "The Users Guide to the Atari"
- Compute's "Third book of Atari"
- Compute's "The Atari Basic Source Book"

Magazines and Specification sheets Please make an offer
==========
- 1983 Atari 800XL Brochure
- 1986 Atari ST Computer Brochure
- Start - Premiere Issue Summer 1986
- Start - Spring 1988
- ST-Log - January 1987
- Antic - February 1986

Atari Force Comics
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

North American Gaming Magazines
==========
- Computer Gaming World - December 1988
- Game Players - February/March 1989
- Game Players - June/July 1989
- Video Games & Computer Entertainment - June 1989

European Gaming Magazines
==========
- Ace - November 1989
- Ace - December 1989
- Ace - April 1990
- Computer & Video Games - August 1988
- Computer & Video Games - May 1989
- Raze - December 1990
- The Games Machine - August 1988
- The Games Machine - September 1988
- The Games Machine - June 1989

2894. Re: Bounty Bob atari 800 problmes..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-04 00:00:00 UTC
From: VonRichter <baronvonrichter@yahoo.com>
Message-ID: <6v9kjr$j3b$1@birch.prod.itd.earthlink.net>
Source record: 59612

Hmmm...I would be suprised if my Flight Simulator 2 cartridge was ONLY 64k.
It not only held a 48/64k game but the four-city scenery disk too...

cgc

Gareee wrote in message <6v8mk2$9b3@bgtnsc03.worldnet.att.net>...
>Yeah I think it was.. that was one of the last really good atari games
>coming out that I remember.. and the amiga was JUST around the corner.. ;))
>
>Gary Tabar Jr,

>>Bounty Bob was the 1st 64K bank switching cart, paging it in 16K banks,
>>hence it took the boys a bit longer to do.
>>
>>It probably was the only 64K cart too ??
>>--
>>Paul..

2895. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_907586708@rtfm.mit.edu>
Source record: 59488
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: August 30, 1998

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

------------------------------

Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- Atari Classics, published by Bob Woolley
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4Jays Classic Video Games and Old Computers (Jay Colen)
mailto:4jays@ccnet.com
http://www.ncal.verio.com/~4jays/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

American Techna-Vision (Ralph Maddox)
15338 Inverness St.
San Leandro CA 94579-2016
USA
tel: (510) 352-3787
mailto:rmax99@ix.netcom.com
Vendor: new hardware

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA

tel: (703) 620-6183
Vendor: used hardware

AS
See: Mirage Media

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
tel/FAX: +49 2366 39623
BBS: +49 5439 92592
mailto:wburger@cityweb.de
http://home.t-online.de/home/WBurger/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface. also available: QMEG+ 4.0
Publisher: ABBUC Magazin (disk magazine)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net

"Super Video 2.1XL" - http://members.delphi.com/lmcclure/svxl/
some other reprints - http://www.redshift.com/~cdyson/atari.html
Publisher: Atari Classics (print magazine)
Bob writes: "I have altered the format of a 'subscription' somewhat. Send me
your name and address, but no money. I'll send you the next issue and a bill
for your subscription. We'll try that for a while.
$25 for six issues (about six years at the present rate)
$9 additional for a disk that only includes the code in the magazine and
any related data.
higher in other countries due to higher postage costs. (varies)
(The above information was current as of 6/20/98)

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
P.O. Box 71017
16655 Yonge Street
Newmarket
Ontario
L3X 1Y8
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433

tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avalon
See: L.K. Avalon

Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, Ca. 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.
Stockton, CA 95204-4405
USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
150 00 Praha
Czech Republic
Developer: BW-DOS 1.30

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller (available via ABBUC)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.atari.benjamin.net
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA

tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card, ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

James Catalano / Classic 8-Bit Atari / Artacyis Software
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below, Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry, Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard, Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown, Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike, Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner, Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner, The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile, 3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not, Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,

Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
http://www.geocities.com/Hollywood/Lot/4205/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K)

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software

Classic Atari OnLine (online magazine)
See: David Schmudde

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707

mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services (CSS)
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/ (under construction)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyber Networking (Nelson Nieves)
1621 Green St Unit 2B
Philadelphia PA 19130-3909
USA
mailto:atari@cybernetworking.com
http://www.cybernetworking.com/atari/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game
Programmers (software for Mac or PC)

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
mailto:nirdary@pacificnet.net
http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210

USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

Databyte Hard- & Softwareservice
Firma Matthias Faust
Fanny-Lewald-Ring 102
D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84
Fax: +49-(0)40-735 57 80
BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:info@databyte.hh.eunet.de
http://databyte.www-discount.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DataQue (NO LONGER REACHABLE???)
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
mailto:dataque.1@genie.com
mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM, Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit, Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

David M. Deaven
mailto:deaven@ishmael.ameslab.gov
http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000

Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software

Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer 98, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Raphael James Espino
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html or
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html
Developer: Ramdrive v1.0

Evangelo's Software (Angelo Vahatouras)
27 Stiles St
Elizabeth NJ 07208-1902
USA
tel: (908) 558-9518
mailto:VangelisV@AOL.com
Vendor: commercial software."has over 1,000 titles for the Atari 8 & 16 bit
machines. Mailorder ONLY! No Store front. Please E-mail for complete listings"

Subject: F

Far North Atari Computers (attn: Frank)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety,
Atari800 Emulator 0.8.6

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games Plus (James Mitchell)
610 North Alma School Rd.
Chandler, AZ 85224
USA
tel: (602) 890-0556 or 1-888-73GAMES
mailto:gamespls@micronerd.com
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: back issues of News-Paper and News-Disk

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovaki
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo,

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz, Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, Der 800 XL-DJ

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,

Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

ICD, Incorporated
1220 Rock Street
Rockford, IL 61101
U.S.A.
815-968-2228
815-968-6888 Fax
mailto:sales@icd.com
http://www.icd.com/
Vendor: some closeout ICD items

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton in the Isle
Ely
Cambs
CA6 2RA
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition (revised) Winter 1997

Subject: J

Jay Software (Jan Krupka and Stanislav Opichal)
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
Czech Republic
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz

http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kaiser Soft (Markus Romer)
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polish/Tschechien games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
NEWER NUMBER -> +48 601 21-29-05
FAX: -659-34-14
mailto:karin@polbox.com
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
4267 W. Midway Dr. *or* P. O. Box 22122 A.M.F.
Salt Lake City, Ut. 84120 Salt Lake City, Ut. 84122
USA
tel/FAX: (801) 967-7400
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra"
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software

Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler,
DK-Utilities for the Black Box and the MIO, SpartaDOS 3.3c (disk or cart)
Repair Shop.

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
Developer: SIO2PC 4.16. available from:
http://home.t-online.de/home/tgrasel/sio_416.zip

KE-Soft (Kemal Ezcan) (reported no longer supporting the Atari. CONFIRM???)
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation,
Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II,
Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0,
EmuXL v0.32 (emulator for Falcon030)

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/rainbow.html
Developer: Rainbow - Atari 8-Bit Emulator for the Apple Mac and
Windows 95/NT with Direct X

Rich "Twist" Lawrence
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.2 (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja (Mission Shark)+Fred, Neron, Piekielko,
Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian,
Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum,
Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour,
Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw,
Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor), RAM Cart

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
mailto:halliwee@ts436.dyess.af.mil
mailto:e.halliwell@genie.com
Developer: FlickerTerm 80, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacDonald Associates (Rod MacDonald)
909 NW Starlite Place
Grants Pass, OR 97526
USA
mailto:stinformer@chatlink.com
http://www.chatlink.com/~stinformer/
tel: (541) 476-2555
Publisher: ST Informer (online magazine) US$12/12 issues

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands

http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
mailto:101755.2443@compuserve.com
http://ourworld.compuserve.com/homepages/derekfern/
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Mirage Media s.c. / AS
ul. Obroncow 2c
03-933 Warsaw
Poland
Phone: +48 22 616 15 51, +48 22 616 15 55
Fax: +48 22 617 93 21, +48 22 671 76 22
mailto:mirage@mirage.com.pl
http://www.mirage.com.pl/
http://nostalgia.mirage.com.pl/
Vendor: hardware and software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bank Bang!,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt,
Tommings, Mortyr
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), VideoInterFace (digitizer+genlock),

OMC65 (MAC/65 cross-assembler for DOS/Windows), Sprint XL, RAM-CART,
AST Turbo System

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States

Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software (NBS)
c/o Bill Kendrick
619 Pole Line Road #249
Davis, CA 95616
USA
tel: 1-530-759-1019
mailto:nbs@sonic.net
http://www.newbreedsoftware.com/
Developer: demos: Bob Test, Color Bars, Cells, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Aster Blast, Balloonier, Boom!, Chicken, Cooltris, Gem Drop, Mah Jongg, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: SIFE (Super-IRG Font Editor), File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
mailto:omc@io.com
http://www.io.com/~omc/
Developer: The Assassin - projected release date is January 1999

Orphaned Computers & Game Systems
c/o Adam Trionfo & Chris Federico
4321 Montgomery NE Apt 339
Albuquerque, NM 87109
USA
mailto:chris@abq.com
mailto:adam@thuntek.net
Publisher: Orphaned Computers & Game Systems ($1.00 per issue)

Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153 (from the USA: 011-44-1785-241153)
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual,
10th Anniversary Demo, Mini Office II, Transdisk IV
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave
Montreal QC H4V 2B2
Canada
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
mailto:74030.2020@compuserve.com
mailto:potterj@real3d.com
mailto:jdpotter@worldnet.att.net
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, SAM (Screen Aided Management) 80 column Desktop System, SAM
Budget (spreadsheet), SAM Utilities 1, SAM Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649

mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
mailto:76702.1076@compuserve.com
Developer: BobTerm 1.22
(There's also a 1.23 that's specific to PC XFormer)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware, 800 XL-DJ

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html

Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Thomas Richter
mailto:thor@einstein.math.tu-berlin.de
http://www.math.tu-berlin.de/~thor/thor/
Developer: Atari800 Emulator for Unix, Amiga and MS-DOS, Version 0.9.2

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox, Mad editor.

Publisher: ATARIX - paper magazin in Slovak language

David Schmudde
mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fcao.htm
Publisher: Classic Atari OnLine (online magazine)

Bo Schreurs
mailto:stack@xs4all.nl
http://www.xs4all.nl/~stack/atarixle.html
Co-Vendor: the POOLDISK PD/freeware/shareware CD-ROM (1.0),
POOLDISK TOO (Release date: Oct.24,98.)
Developer: DIR2ATR, XDIRLIST, ATR2XFD, XFD2ATR, XDIR v07.02.00

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
Co-Vendor: the POOLDISK PD/freeware/shareware CD-ROM (1.0)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS 2.6

Ken Siders
mailto:ksiders@columbus.nospam.rr.com (remove nospam to reply)
http://atari8bit.home.ml.org
Developer: Utilities: ATRUTILS.ZIP (PC utilities), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Programming: KAsm65 V2.51, KLink65 1.51, KEdit. Games: Burger Boy, PacMunch Jr,
Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
SKR. POCZT. 16
02-100 WARSZAWA 119
POLAND
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.online.de/home/sintech/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box
interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK Atari (print magazine)
See: Revista STAK Atari

Petr Stehlik
mailto:stehlik@cas3.zlin.vutbr.cz
http://cas3.zlin.vutbr.cz/~stehlik/
Developer: MS-DOS port of Atari800 emulator 0.9.6,
Atari800/Falcon v0.8.9 (Falcon030)

SteveR's Classic Cartridges (Steve Reed)
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://woodland.net/wdm/STeves/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg

Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Vendor/Developer: education related

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
See: Kaiser Soft

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson

P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator, several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.16, APE ProSystem 1.16, APE Warp+ OS, Imagic 1.06

TWAUG (Tyne & Wear Atari User Group)
J. Matthewson
80 George Road
Wallsend, Tyne & Wear
NE28 6BU
United Kingdom
tel: (0191)-2710086 (? --not updated with address)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:amg@zetnet.co.uk (Max Gerum)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson (book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50

Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (612) 462-2500 24 Hours
FAX: (612) 449-0488
BBS: (612) 462-3680
Vendor: new/used hardware, new/used software
Developer: (all ROM carts) MYDOS, Rocks, Amazemaze, Hearts,
Montana Solitaire, Checkers, Jailbreak, Ricochet, Sharp Shooter, My Jong,
Paddle Wars

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:VideoGameAdvantage@DittosRush.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA

tel: (412) 7841-2241 5pm-8pm eastern time only
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
mailto:chasm@earthling.net (Charles Marslett)
mailto:chasm@bix.com (Charles Marslett)
mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Z Systems
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

2896. Re: XF551 Repair problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <36198F88.817A4713@postoffice.pacbell.net>
Source record: 59489

If you look closely at the 8040/8050 site on the PCB you will see a jumper for the type of CPU. One way is 8040 and the other is 8050 - it is marked on the board. It switches pin 7 so look around there.

The whole XF551 is a piece of junk - good luck.

Bob

Louis wrote:

> I'm trying to make a functional XF from some other XF parts.
>
> I have have two different processors, the 8040 and the 8050. What is
> the difference. Because when i try to place a 8040 in a board where a
> 8050 was, the drive won't function.
>
> Are there other problems with the XF, or are there parts that quickly
> broke?
>
> Louis

2897. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <6v91t8bul1@news.netvision.net.il>
Source record: 59613

I have heard of several versions for the Transkey...
and rad some reviews...

the reson it disappeard fast is that it wasn't that good

Nir Dary
ndary@bigfoot.com

Jon Melbo wrote in message <3617b5cd.74801334@news.pressenter.com>...
>On Sun, 4 Oct 1998 13:45:59 +0200, "Nir Dary" <ndary@bigfoot.com>
>wrote:
>
>>
>>Does anyone knows how to connect an IBM keyboard to the
>>atari 8 bit machine???
>
>There once was a product called the Transkey which did this... but I
>hear it is no longer available. Could be wrong though.
>

2898. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <6v91vd$c0l$1@news.netvision.net.il>
Source record: 59614

i have tried to find the article in the abbuc site,
where is it posted?, is it in german??

Nir Dary
ndary@bigfoot.com

John Maris wrote in message <01bdeff7$180fef60$b1e79fc2@john---gijs>...
>
>Go to the ABBUC internetsite, they published an article about connecting an
>IBM keyboard to your Atari 8-bit computer. It's easy to do
>
>Nir Dary <ndary@bigfoot.com> schreef in artikel
><6v7t72fob1@news.netvision.net.il>...
>>
>> Does anyone knows how to connect an IBM keyboard to the
>> atari 8 bit machine???
>>
>> Nir Dary
>> ndary@bigfoot.com
>>
>>
>>

2899. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6v933c$kll@freenet-news.carleton.ca>
Source record: 59615

"Nir Dary" (ndary@bigfoot.com) writes:
> I have heard of several versions for the Transkey...
> and rad some reviews...
>
> the reson it disappeard fast is that it wasn't that good

What kind of features do you think a pc->atari keyboard insterface
should have? I have such a project finished here waiting for me to get
enough time to publish it, but I needs some features. Right now it just
does a couple keyboard layouts, function keys, and some macros.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2900. Re: what is the cp/m8000?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdf017$3747ac40$d436e6d0@none>
Source record: 59616

That would be the ATR 8000 made by SWP. It was a interface made for
the Atari that gave the Atari new features like:
- parallel printer port with a 64K print spooler
- RS232 port
- the ability to run CPM software
- ability to hook up four regular floppy drives (5 1/4 or 8 inch)

Also, there were enhancements for the ATR 8000. A adapter called
Co-power 88. It was a IBM PC XT on a board that mounted inside the
interface. You could have up to 288K of memory and be able to run
IBM PC software or CPM-86 software.

Another enhancement was a SASI hard drive interface (pre-SCSI). This
allowed you to connect a hard drive to your Atari 800. At the time, there
was only one other (that I know of) hard drive interface for the 800, the
Corvus hard drive interface. That interface used the joystick ports to
communicate to the hard drive.

SWP also made a ATR 8500 interface. It was one that mounted inside
a floopy drive case and had the same basic features of the ATR 8000
but in a more compact version. This one didn't go far since SWP went
out of business shortly after they introduced them.

Hope this answers your question. And by the way, great find. You should
try your best to get the stuff.

--
****
Glenn Bruner Email: brunergs@pcisys.net
Visit my web page of images of rare Atari items
http://www.pcisys.net/~brunergs/Atari/main.html
****

John Haggerty <smile4@voicenet.com> wrote in article
<JnPR1.1556$7Q6.10010267@news2.voicenet.com>...
> This guy also has several cp/m8000 devices, whatever they are...this is
all
> inlcuded in his deal to me
>
>
>

2901. Re: I found a Mother Lode in NJ

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981005001841.20362.00011047@ng87.aol.com>
Source record: 59617

Hi John,

Call me tomorrow at work: 212-325-7075, I live in Staten Island and not only would I be in on the deal, but I would come out and meet you to split up the stuff, if you've already bought the stuff, let me know, perhaps I can buy some stuff from you and you can recoup your expenses, either way, give me a call. thanks.

Curt

2902. Re: I found a Mother Lode in NJ

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981005002021.20362.00011050@ng87.aol.com>
Source record: 59618

John,

BTW, if your looking for a 3 way split, then I'd be more then happy to buy 2/3's of it and you buy the other 1/3, again, let me know, give me a call tomorrow at work: 212-325-7075 and I'll meet you out at this guys house and we'll split it all up and make out.

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

2903. Re: what is the cp/m8000?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981005002224.20362.00011051@ng87.aol.com>
Source record: 59619

John,

He's probably referring to ATR-8000 boxes, they are wonderful little interface boxes and if they have 64K of ram, they can work as CP/M systems (CP/M was a competing OS back in the early 80's to DOS, DOS won of course :), they can connect to an Atari computer and can be used as a printer, modem, floppy interface box.

Curt

goto: www.atari/nu/atr8000.html

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

2904. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981005005624.20362.00011069@ng87.aol.com>
Source record: 59620

Steve,

I think thats all thats really needed, keep it REALLY simple and just keep it down a simple interface board for the systems. Just ensure that the arrow keys work like the Atari CTRL+up, down, left, right and that the CTRL + ALT + DEL works like RESET (IF possible) and that you have OPTION, SELECT, START mapped to perhaps F10, F11, F12 (since F1, F2, F3 are used for CTRL+1, CTRL+2, CTRL+3 functions)

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

2905. Re: Atari 8-bit Pictures

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981005005855.20362.00011070@ng87.aol.com>
Source record: 59621

www.atari.nu

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

2906. NEW GAMES for JAGUAR Petition

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: mwcarter@my-dejanews.com
Message-ID: <6v9p3tlss1@nnrp1.dejanews.com>
Source record: 59622

Hello. As you all probably know, there is a rekindled interest in the Jaguar due to games in development such as Battlesphere, PROTECTOR, Gorf 2000, *NEXT* and the Age of Darkness. Other games, such as SkyHammer, Soul Star, Hyper Force, etc. rest in a state of limbo as they are completed, but publishers, such as Telegames and ICD may not feel the effort is worth the risk involved.

Enter the NEW GAMES FOR JAGUAR Petition.

The first Jaguar Games Petition (thanks to Steve Scavone) was an intregal part in letting Telegames know that they was an interest in further Jag publishing, and as a result, we have Zero 5, Iron Soldier 2 (CD and Ltd. Cart. Edition), WORMS (Ltd.), Towers II, World Tour Racing and Breakout 2000. ICD also got into the act with Aircars.

The problem is, that was then. Now we need to let the prospective publishers know that the interest is still there, the user base is still there, the MONEY is still there. Want to let publishers and developers know this? "SIGN" the Petition.

Just go to:

http://home.sprynet.com/sprynet/mwcarter/petition.htm

Or if you don't want the hassle, just send an e-mail to:

jaguar_games@nextgenfan.com

Including the following information:

Subject: New Jaguar Games

Body:
YES!
Your Name
Location

Thanks for your time, and let's get this moving.

Marshall W. Carter
mwcarter@sprynet.com
iron_soldier@nextgenfan.com

The JAGUAR'S Lair
http://home.sprynet.com/sprynet/mwcarter/marsjag.htm

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2907. About ANG Software...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19981005061259.04330.00020423@ngol01.aol.com>
Source record: 59623

> Hello Bertrand M.
> For about 10 years ago I started in the Atari 8 bit scene The Pokey Foundation. I > worked for free for about 5 years. After these 4 years I decided to get some money > for my work. I started ANG Software. Almost 5 years ago I had a very bad
> car-accident. My wife is still home because of this accident. That year was very
> difficult for me and my family. A lot of things went wrong, like the things I had to do > for ANG Software. Fred Meijer took over my work and tried to re-organize the mess > I had created that year. Some packages are not send to the 'owners' I'm very sorry > about that, but I'm not a thief! If you tell me how you have payed and what you have > ordered, maybe we can work it out.
>
> John "not a thief" Maris
>
> JMouchmino <jmouchmino@aol.com> schreef in artikel
> <19980927054348.08203.00005873@ngol06.aol.com>...
> ANG Software is the Dutch company who screwed several people three to four
> years ago, not fulfilling orders and not wanting to reimburse the canceled issues of > Best Of Pokey diskmag.
> I just hope Louis has nothing to do with John "Thief" Maris, the former owner.
> No other comment...
>
> Bertrand M. (LEXX)

Having a car accident and suffering an emotional shock is one thing.
Constantly lying on the phone, not answering letters, being obscene and DELIBERATELY screwing people (in short, being a parasite) has nothing to do with what happened to you before.
Just a reminder: you also got some very bad publicity in Top Magazin and The Grim Reaper (two Atari diskmags) confirming my statement.
The rest of my answer is in your mailbox.

Bertrand M. (LEXX)

2908. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <6va979eno1@guardian.matra.co.uk>
Source record: 59624

In Airplane, the air-traffic controllers were playing that old Basketball game that came with my XL if I remember rightly.

Trystan

2909. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <3618bb79.3045357@news.demon.nl>
Source record: 59625

Look at http://home.t-online.de/home/wburger/bauplan.htm , there are
are Buildplans, but i think you have to order them from abbuc.

Write to Wolfgang Burger and ask him!

Louis

On Sun, 4 Oct 1998 13:45:59 +0200, "Nir Dary" <ndary@bigfoot.com>
wrote:

>
>Does anyone knows how to connect an IBM keyboard to the
>atari 8 bit machine???
>
>Nir Dary
>ndary@bigfoot.com
>

2910. LOUSY GAME ENDINGS: Was (Re: master of the lamps question..)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <3618CD81.31BA5E11@mitre.org>
Source record: 59626

Oh, the "cheese screen" is what Computer Gaming World calls the little
fanfare at the end of completing a game. I guess it refers to a mouse
making it through the maze and getting to the cheese :)

Alot of those old games had good endings, but a couple were real
disappointments. What were some that you remember?

My personal worst was:

Attack at EP-CYG-4: After you wiped the planet clean, the game just kept
going, nothing left to shoot. Supposedly, you just traveled eons
through space, saved the planet Earth, and wiped out an alien
civilization! You think they would at least say you finished it :)

--Steve

Paul Irvine wrote:
>
> The other Day Steve Johnson <scjohnson@remove_bigfoot.com> wrote:
>
> >Yep, did finish Shamus. Proudest moment of my young life :)
> >Thank you, Yogi!!! I finally can tell someone who cares (maybe...)
> >
> >Can't remember what the "cheese screen" was, but it was worth the
> >trouble. I don't think I have the reflexes now to do it again... ah,
> >youth!
> >
> :)
>
> God I found Shamus 1 & 2 tough...these days even more so :)
>
> Whats this "cheese" screen ??, I remember the big cheese screen in Alley
> cat but thats all. But then again I found Spelunker and doing the
> complete Jumpman levels a tad tough.
> --
> Paul..
>
> Looking for a C64 game, util or Emulator?
>
> then read the FAQ at www.dellos.demon.co.uk
>
> ICQ No: 105793

2911. Re: Different versions of Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <3619d23d.360214@207.97.159.250>
Source record: 59627

On 4 Oct 1998 10:53:20 GMT, procyon@hector.asc.upenn.edu (Jacobi of
Ware) wrote:

> I've been playing Bounty Bob strikes back on Atari800Win and
>Virtual Super System. Are the 5200 and disk versions supposed to be
>different? Because on the 5200 version I play on VSS has two little
>platform on th upper left part of the screen just right of the elevator,
>and they're made of two floor segments, which makes for relatively easy
>jumping. But on the computer version, those two platforms are made of
>just one floor segment each, and I can't possibly determine a way to reach
>the higher of the two! Is this supposed to be this way? Because it seems
>near impossible to pull off. Is there another disk version of the game
>floating around that corresponds to my 5200 version? If anyone knows,
>please let me know.
>
On the computer version at least you can stop in mid jump by pressing
the joystick another direction.

2912. Re: master of the lamps question..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <3618d17d.167993@207.97.159.250>
Source record: 59628

On 3 Oct 1998 15:24:02 GMT, "Gareee" <gareee@worldnet.att.net> wrote:

>I remember beating spelunker.. VERY happy times indeed! gonna have to try
>that again!!
>
>Kinda funny how something liek that can be more fun then a 400 meg new
>game.. ;))
>
>I'm really curious about muntezuma's return.. I beat the versions on the old
>atari, and they guy who wrote them was a kid back then.. wonder if he had
>anything to do with the new versions??
>
Supossedly he does. I remember he asked for a copy of the original to
include with the new version, he wanted an emulated one but without
the roms on it to include for nostalgic purposes. Sadly, the new
version is simply dukenukem 3d style game.

2913. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6val61$l06@dailyplanet.wam.umd.edu>
Source record: 59629

I just thought of another indirect one, although I might be wrong. In STAR TREK III, listen to the chirping sound when the communicators are activated. It sounds suspiciously like the fast clicking of an Atari 800 when the keyboard is used.

2914. Re: top 10 atari 800 games... (okay...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <6vamdm$5vp$1@flood.xnet.com>
Source record: 59630

Jack H. Lee <eplicon@wam.umd.edu> wrote:

: In the final scene with the girlfriend, you do the opposite of what you
: would with the enemies. You stand upright and run into her waiting arms
: for the soap opera finale.

Hmmm. I don't know if I've ever run at her...

: BTW, I don't know if this is true or not, but I heard that in the Apple
: version, if you approached the girl in attack position, she gave you a low
: blow (as opposed to a kick to the head on the Atari).

I believe it was a good old kick to the face in the 64 version.

: Speaking of which, wasn't there some kind of commercial cheat program that
: gave you unlimited lives/power for different games? I wonder if Karateka
: was one of them, and if so, during the that last phase, would you die or
: would the game freeze up when she hit you?

My guess is that it just calls the "die" routine when she hits you rather
than it being a "very high energy hit." As I recall, health arrows
disappear once you've reached her.

--
Jason Compton jcompton@xnet.com
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/

2915. Important message from Swozniak@aol.com

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19981005110824.06997.00006580@ng111.aol.com>
Source record: 59631

Dear Friends...

Due to an oversight on my part, my AOL account was invalid for about the last 5 days. Everything is back in order now. If you are currently involved in a transaction or trade with me, just be patient and I'll get in touch with you about it within the next 48 hours. Sorry for the inconvenience. Talk to you soon. :)

-Scott Wozniak

2916. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <6vaqlrivo1@news.netvision.net.il>
Source record: 59632

It would be nice to have all the Atari 8 bit keys,
including Reset, Option, Select, Start & Help...

the Extra Numlock keys can Simulate the Primary Joystick
movment for Single game player....

beside this i can't think now on anything else...

Nir Dary
ndary@bigfoot.com

Steven J. Tucker wrote in message <6v933c$kll@freenet-news.carleton.ca>...
>
>"Nir Dary" (ndary@bigfoot.com) writes:
>> I have heard of several versions for the Transkey...
>> and rad some reviews...
>>
>> the reson it disappeard fast is that it wasn't that good
>
>What kind of features do you think a pc->atari keyboard insterface
> should have? I have such a project finished here waiting for me to get
> enough time to publish it, but I needs some features. Right now it just
> does a couple keyboard layouts, function keys, and some macros.
>
>Steve
>--
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
> * * * Ape Homepage: http://www.nacs.net/~classics * *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
Lines !!

2917. Re: Grog's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <6vaohu$kbh@news2.tds.net>
Source record: 59633

On 1998-09-29 brenner@biochem.mpg.de(MarkusBrenner) said:
br>In article <6t1ago$5f1@news2.tds.net>, schoedel@ny.tds.net wrote:
br>> EU>> I'm looking for an old Sierra game called Grog's Revenge.
br>>It was EU>>a sequel to BC:Quest For Tires. Has anybody ever
br>>seen a copy of EU>>this game?
br>>Sure, go ahead. Break my widdle heart. <sniff> Oh well, I had a
br>>feeling it was another case of vaporware.
br>I have no idea if you can live with the idea of emulating a
br>Commodore 64, but if you do you can play it on PC64, CCS64 or
br>probably any other C64 emu as well. The game is readily available
br>on a disk image for that platform. (I even own the acutal game disk
br>:)
br>cheers,
br>-markus
br>----
br>Markus Brenner -==(UDIC)==- no matter how - how hard you
br>try \\// in your own life, and through the years
br>Minstrel Dragon (\/) with every up - must come a
br>down \/ enjoy the laughter and the tears
br>of happiness (Roger Taylor)
br>Lord High Mucketty-muck of the UDIC Greybeards (tm)
br>email: brenner@biochem.mpg.de * WWW: http://www.biochem.mpg.
br>de/~brenner/

Sure, I can deal with a C64 emulator. The C64 was a good machine. Where can I find an emulator and the Grog disk image?

Michael Schoedel, Atari Nut!

Terror: A female Klingon with PMS.

Net-Tamer V 1.11.1 - Test Drive

2918. Re: 800xl with stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <tL7S1.21$L4.1036356@newsfeed.avtel.net>
Source record: 59634

Will you part with the 800XL and 1050 drive separately? If so, you got a sale. Also, can you give me an idea of the programs you have?

Reply by email (take the 9's outta my address).

Thanks!

William Shieh wrote in message <3617ECFB.199551EF@pol.net>...
>hi everyone:
>anyone interested in buying the following, preferably as whole sets?
>
>Atari 800xl
>Happy 1050 drive
>1027 printer
>1030 modem
>approx. 150-200 disks of games/programs

2919. Re: Grog's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: brenner@biochem.mpg.de
Message-ID: <6vb1ko$5mc$1@fu-berlin.de>
Source record: 59635

In article <6vaohu$kbh@news2.tds.net>, schoedel@ny.tds.net wrote:
> br>I have no idea if you can live with the idea of emulating a
> br>Commodore 64, but if you do you can play it on PC64, CCS64 or
> br>probably any other C64 emu as well. The game is readily available
> br>on a disk image for that platform. (I even own the acutal game disk
> br>:)
>
>Sure, I can deal with a C64 emulator. The C64 was a good machine. Where
>can I find an emulator and the Grog disk image?

Probably the best emulator is CCS64. A *fast* and free emulator is PC64 DOS
(not supported any more, but should be good enough for BC's quest for tires
and Grog's revenge. Also runs under windows).

Get the latest beta version of CCS64 from
http://www.computerbrains.com/ccs64down.htm

As for PC64, do a websearch on Alta Vista.

As for games:

ftp://arnold.c64.org/pub/games
http://www.geocities.com/SiliconValley/Vista/3468/c64index.htm
http://ltd.simplenet.com/c64/found.html

good luck,

-markus

Markus Brenner -==(UDIC)==- no matter how - how hard you try
\\// in your own life, and through the years
Minstrel Dragon (\/) with every up - must come a down
\/ enjoy the laughter and the tears
of happiness (Roger Taylor)
Lord High Mucketty-muck of the UDIC Greybeards (tm)
email: brenner@biochem.mpg.de * WWW: http://www.biochem.mpg.de/~brenner/

2920. Sales & Trades Comments

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: Tim Denning <Arma@halt.demon.co.uk>
Message-ID: <nl14$GALnRG2Ewnf@halt.demon.co.uk>
Source record: 59636

Just a little idea would ppl who post things for sale or trade put the country they are trading / selling from into the subject line of the post i.e. UK or US etc. etc. , it makes looking for stuff alot easier. I see the ebay auction thing at least most of the time does this is and all credit due them :)

Thanks :)

--
Tim Denning

2921. XF551 Repair problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-05 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <361921f2.7501883@news.demon.nl>
Source record: 59637

I'm trying to make a functional XF from some other XF parts.

I have have two different processors, the 8040 and the 8050. What is the difference. Because when i try to place a 8040 in a board where a 8050 was, the drive won't function.

Are there other problems with the XF, or are there parts that quickly broke?

Louis

2922. Re: XF551 Repair problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdf0cd$d04fe220$5a68cad0@none>
Source record: 59490

Go to the below links to see the pinouts:

For the 8040
http://www.mitronet.com/chipdir/giicm/8040.txt

For the 8050
http://www.mitronet.com/chipdir/giicm/8050.txt

They look the same on a pin out scheme. I did as good
of search for them but can up with nothing.

The only thing I can think of is maybe there's a difference
with one having more bytes of RAM than the other. Or
maybe you have variations that don't use external ROM.

Are you using the actual National Semiconductor chip?

--
****
Glenn Bruner Email: brunergs@pcisys.net
Visit my web page of images of rare Atari items
http://www.pcisys.net/~brunergs/Atari/main.html
****

Louis <bytecat@hempseed.com> wrote in article
<361921f2.7501883@news.demon.nl>...
> I'm trying to make a functional XF from some other XF parts.
>
> I have have two different processors, the 8040 and the 8050. What is
> the difference. Because when i try to place a 8040 in a board where a
> 8050 was, the drive won't function.
>
> Are there other problems with the XF, or are there parts that quickly
> broke?
>
> Louis
>
>

2923. Lousy Game Endings

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6vc2b7$2m3@dailyplanet.wam.umd.edu>
Source record: 59491

Stephen C. Johnson (sjohnson@mitre.org) wrote:

: A lot of those old games had good endings, but a couple were real
: disappointments. What were some that you remember?

For me, it has got to be Hardball, because I pitched a no-hitter in late 1986. It wasn't a perfect game, because I had to intentionally walk a couple of sluggers to maintain the no-no. I remember sweating bullets as the game progressed and was lucky on a great outfield catch and a very close double-play ball. For all my efforts, the game just ended normally. No congratulations, no celebration! I wish programmers had taken that into consideration. Many games were like that, it seems.

Incidentally, the pitcher I used was Tommy Euler. He was a longtime favorite of mine out of the bullpen, and that day I decided to use him as a starter. It paid off, eh? Another game that I had similar frustrations with was Earl Weaver Baseball II on the PC. I managed the game and got a no-hitter, but all I got was the proverbial "game over" once again...

2924. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: idavis@my-dejanews.com
Message-ID: <6vc0rl$uv3$1@nnrp1.dejanews.com>
Source record: 59492

Steve, This may be totally opposite of your project, but since it is atari and pc keyboard related, how hard would it be to connect an atari joystick to the pc keyboard. Does any of your project encompass this kind of modification. I think it would be great for the emulators, which I use in conjunction with my real 800, and it might even be helpful with the atari. Maybe it could be a way to get 4 joysticks on an 800xl, two in the joystick ports, and 2 hooked to the keyboard. I think some games would have to be modified to handle keyboard(joystick) input, but anything's possible. Right??

Isaac Davis
indavis@juno.com

> Steven J. Tucker wrote in message <6v933c$kll@freenet-news.carleton.ca>...
> >
> >"Nir Dary" (ndary@bigfoot.com) writes:
> >> I have heard of several versions for the Transkey...
> >> and rad some reviews...
> >>
> >> the reson it disappeard fast is that it wasn't that good
> >
> >What kind of features do you think a pc->atari keyboard insterface
> > should have? I have such a project finished here waiting for me to get
> > enough time to publish it, but I needs some features. Right now it just
> > does a couple keyboard layouts, function keys, and some macros.
> >
> >Steve
> >--
> > * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
> *
> > * * * Turn your 8-bit Atari into a powerhouse with APE! * *
> *
> > * * * Ape Homepage: http://www.nacs.net/~classics * *
> *
> > !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
> Lines !!
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2925. JAM with PAL XL?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19981006010212.11771.00007284@ng-fa1.aol.com>
Source record: 59493

Has anyone tryed to use the JAM with an XL/E that has an ANTIC PAL chip?
Im wondering if the VGA monitor would roll? out of controll?
All my machines have the ANTIC pal and the Super Video upgrade and Im going to
get a few of thes JAM devices but Im concerned about Pal compatiblilty?

2926. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6vchhs$o4h@freenet-news.carleton.ca>
Source record: 59494

(idavis@my-dejanews.com) writes:
> Steve, This may be totally opposite of your project, but since it is atari
> and pc keyboard related, how hard would it be to connect an atari joystick to
> the pc keyboard. Does any of your project encompass this kind of
> modification. I think it would be great for the emulators, which I use in
> conjunction with my real 800, and it might even be helpful with the atari.
> Maybe it could be a way to get 4 joysticks on an 800xl, two in the joystick
> ports, and 2 hooked to the keyboard. I think some games would have to be
> modified to handle keyboard(joystick) input, but anything's possible. Right??

If you mean have a joystick send keystrokes to a PC so an emulator would think
your pressing keys, its possible. One approach would be to just open up
a keyboard and wire the joystick to short the key-switches for each of the
keys you want, and let the keyboard do the work.

Otherwise you would need to rig a keyboard encoder to a joystick to make the
PC think the joystick is a keyboard. This could easily be accomplished
with a single PIC-like device, havent tried it though. You would lose
the keyboard itself w/ this method.

Personally I would just open a keyboard and make the required connections,
that way you at least get to use the keyboard as well.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2927. Atari Phazer Guns + Software For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: John Thackeray <Tradingpost@btinternet.com>
Message-ID: <6vd71f$i3h$1@mendelevium.btinternet.com>
Source record: 59495
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

Together with a selection of software

John Thackeray
Trading Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel/Fax 01952 462135
http://www.btwebworld.com/tradingpost

2928. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: idavis@my-dejanews.com
Message-ID: <6vddp3stn1@nnrp1.dejanews.com>
Source record: 59496

In article <6vchhs$o4h@freenet-news.carleton.ca>,
ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:
> (idavis@my-dejanews.com) writes:
> > Steve, This may be totally opposite of your project, but since it is atari
> > and pc keyboard related, how hard would it be to connect an atari joystick to
> > the pc keyboard. Does any of your project encompass this kind of
> > modification. I think it would be great for the emulators, which I use in
> > conjunction with my real 800, and it might even be helpful with the atari.
> > Maybe it could be a way to get 4 joysticks on an 800xl, two in the joystick
> > ports, and 2 hooked to the keyboard. I think some games would have to be
> > modified to handle keyboard(joystick) input, but anything's possible. Right??
>
> If you mean have a joystick send keystrokes to a PC so an emulator would think
> your pressing keys, its possible. One approach would be to just open up
> a keyboard and wire the joystick to short the key-switches for each of the
> keys you want, and let the keyboard do the work.
>
> Otherwise you would need to rig a keyboard encoder to a joystick to make the
> PC think the joystick is a keyboard. This could easily be accomplished
> with a single PIC-like device, havent tried it though. You would lose
> the keyboard itself w/ this method.
>
> Personally I would just open a keyboard and make the required connections,
> that way you at least get to use the keyboard as well.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
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> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!
>

Yes, that's what I meant. I might just try wiring in a db9 connector so that
I can plug in the joystick whenever I want to. Off topic, but any word on
using PRO images with the emulators?

Isaac Davis
indavis@juno.com

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2929. Seeking Atari 800XL and drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <_8rS1.48$L4.1653439@newsfeed.avtel.net>
Source record: 59497

I'm looking to buy an Atari 800XL with 1050 Disk Drive. Anyone selling,
please reply to mchandle@earthlink999.net without the 9's (no spam).

Thanks!

2930. Re: XF551 Repair problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <361a6222.4815736@news.demon.nl>
Source record: 59498

>The whole XF551 is a piece of junk - good luck.

I found the jumper, and you're right. The PCB is even worse than a
130XE!

2931. Re: XF551 Repair problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <361a627e.4908409@news.demon.nl>
Source record: 59499

>Are you using the actual National Semiconductor chip?

I don't know what you meen by that. I use a Intel chip...

Louis

2932. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <361b797b.277582@news.demon.nl>
Source record: 59500

>What kind of features do you think a pc->atari keyboard insterface
> should have? I have such a project finished here waiting for me to get
> enough time to publish it, but I needs some features. Right now it just
> does a couple keyboard layouts, function keys, and some macros.
>
>Steve

I don't think it has to be all that big. Isn't it better to do it with
hardware? Instead of using an interface wich requires a special
driver?
Programs that boots from disk don't load that driver, so you're
keyboard is useless.

Louis

2933. Re: CTH Website

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <6ve7hq$5j4$1@nnrp1.dejanews.com>
Source record: 59501

Hi Alan,

I've just created a new executable and placed it in the usual place. I ripped out the event handler for the comm device, and replaced it with a new routine. Give it a try if you like, and let me know how it works.

Thanks,
Tom

In article <361776FB.BB83D98C@erols.com>,
Alan Sharkis <asharkis@erols.com> wrote:
> Tom, anything new on the proxy server program?
>
> Tom_Hunt@my-dejanews.com wrote:
> >
> > This is just a reminder that if you have trouble accessing-
> > http://CloserToHome.dyn.ml.org/index.html ,
> >
> > you can try the following-
> > http://cth.tzo.com/index.html , or
> > http://cth.detour.net/index.html
> >
> > The same thing goes for the ftp URL.
> >
> > -----------== Posted via Deja News, The Discussion Network ==----------
> > http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2934. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdf174$def8f580$3a68cad0@none>
Source record: 59502

Nick Kennedy <nkennedy@cswnet.com> wrote in article
<6v5efa$7ha$1@news.csw.net>...
> Regarding a recent question on this subject--
>
> I actually like AMAC, the Atari assembler on disk. I don't think it
stayed
> on the market long because it got killed by the M65 cartridge. It was
slow
> and had real annoying and clunky copy protection. The good news:
>

I personally tried to use Atari's Macro Assembler with DOS 2.5. The
assembler
would refuse to run under DOS 2.5. I had to stick with DOS 2.0S. I guess
that
might have been why they never updated or continued to support it.

Glenn Bruner
brunergs@pcisys.net

2935. NEED ATARI Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: bielarcz@uiuc.edu
Message-ID: <361a94d1.117321377@news.cso.uiuc.edu>
Source record: 59503

Does anyone have an old atari joystick or know of a place where i can
buy one???

2936. FS: Atari original disks @ $3

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <361AD754.982FB98@adelphia.net>
Source record: 59504

Here they are folks:

Star Raiders II
Fight Night
DropZone
Music Construction Set
Speed King
ElektraGlide
KikStart
Flip and Flop
Chop Suey
Antic Sept. 1989
Antic PD025 (1030/835 Telecomm disk)
Antic Vol. 5 no. 1 Anniversary issue

Or the whole deal for $30 with free shipping.
Individual disks, please add $1 shipping.

Email DavidNewman@adelphia.net if interested.
Thanks!

2937. NTSC Xenophobe wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <361AD9B7.749@pilot.msu.edu>
Source record: 59505
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I'm looking for a NTSC copy of Xenophobe. I have a PAL one and I'm
tired of not being able to play it! If anyone has one for trade, E-Mail
me! I have a list of items I might trade at:

http://pilot.msu.edu/user/reicher6/atari.htm

Tempest

P.S. If I get an NTSC one I will trade my PAL version

P.P.S. If you dont know what NTSC and PAL are ask me.

2938. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-06 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <6vfi05$t61$1@news.csw.net>
Source record: 59506

Alan Sharkis wrote in message <36177636.E402E11E@erols.com>...
>Hello Nick! Could you please tell us the latest version number of
>SIO2PC? And could you please comment on using the cable as an RVertor
>for 19.2Kbps access? Thanks.
>

It's 4.19, which I just did. A couple of fixes for stuff identifed by Bo and Ernest Schruers, the CD Pooldisk guys. The last one I actually put out was 4.17. I'll be getting 4.19 out pretty quick. I don't currently have a web site or FTP site, so I can email it to you if you'd like.

Let me show how out of touch I am: I don't know what RVertor is.

Nick

2939. Re: Turbo 816

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <361C2DE4.ABEBE5F6@net66.com>
Source record: 59438

LWhite6497 wrote:
>
> What ever happened to...
> Anybody know whatever became of the Turbo 816?
> Did it work well? Just faded away from lack of
> user interest, or? I always wondered since the
> "Sweet 16" was essentially the same product (I think).
> Did DataQue (can't remember his name) ever
> sell the rights?

I'd be interested myself - I bought one of the early ones. Worked pretty
well, and had some nice utility stuff in ROM, too.

I suppose I ought to re-install the sucker - see if it still works...

Mark Statzer

--
Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

2940. WTB: Dragon's Eye, AI catalog, Synapse posters

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: mgfrank@my-dejanews.com
Message-ID: <6vegbi$id9$1@nnrp1.dejanews.com>
Source record: 59507

I'd like to buy the following items:

* Dragon's Eye by Epyx, original, preferably boxed
* Adventure International catalog
* Synapse posters, if they exist. Drelbs or Necromancer would be ideal.

If you've got any of these items for sale, let me know, or put 'em on ebay
and let me know. :-)

Thanks!

--
Marc G. Frank
mgfrank@yahoo.com

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2941. UPDATED: World Of Atari Website

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: cyberroach@my-dejanews.com
Message-ID: <6vegm3ipk1@nnrp1.dejanews.com>
Source record: 59508
Cross-posted to: fr.comp.sys.atari,pl.comp.sys.atari,comp.sys.atari.8bit

```
Added new pictures, auction results, text and more, check it out:
http://members.xoom.com/doc_jike/index.htm

Thanks,
-CyRo

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
```

2942. Re: NEED ATARI Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <6vee7l$l09$1@news.campus.mci.net>
Source record: 59509

On 6 Oct 1998 22:08:43 G, Valerie Bielarczyk wrote:

->Does anyone have an old atari joystick or know of a place where i can
->buy one???

Hi Valerie...

Are you here in the US? If so, then a lot of dealers sell these joysticks,
even Amiga dealers. :-)

Ben Smith
Systems For Tomorrow
Chro-Magic

and I'm sure, many others... You can buy them used pretty cheap as well.

Hope this helps! See ya... ;-)

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2943. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6vegbf$euq@freenet-news.carleton.ca>
Source record: 59510

Louis (bytecat@hempseed.com) writes:
>>What kind of features do you think a pc->atari keyboard insterface
>> should have? I have such a project finished here waiting for me to get
>> enough time to publish it, but I needs some features. Right now it just
>> does a couple keyboard layouts, function keys, and some macros.
>>
>>Steve
>
> I don't think it has to be all that big. Isn't it better to do it with
> hardware? Instead of using an interface wich requires a special
> driver?
> Programs that boots from disk don't load that driver, so you're
> keyboard is useless.

My project uses an atmel microcontroller to talk to the PC keyboard and
interfaces to the scan circuit on the Atari side. It looks like the real
keyboard matrix to the pokey, so its compatible with everything. The original
keyboard can still be used as well since both circuits are normally open.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2944. this blows

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: jason@disavowed.broken.net
Message-ID: <6veiqh$91g$5@jabbering.broken.net>
Source record: 59511

```
this completely blows...
it blows more than a leaf blower
yah, it blows.
ok. i am blown
```

2945. ATR --> Programs!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981007014403.5450A-100000@halifax.chebucto.ns.ca>
Source record: 59512

How can you convert .atr files into regular 8 bit programs? I have an
Atari 400 with no software but have found some .atr files in an archive.
Is there a utility to convert these? Can this be done on a PC?

Thanks...

2946. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdf1b0$ebd53ac0$da374382@vidar>
Source record: 59513

Could be the copy protection. When I bought mine, I hacked it and it runs
fine under DOS 2.5. I think Spartados X refuse to run it though!

GSB <brunergs@pcisys.net> wrote in article
<01bdf174$def8f580$3a68cad0@none>...
>
>
> Nick Kennedy <nkennedy@cswnet.com> wrote in article
> <6v5efa$7ha$1@news.csw.net>...
> > Regarding a recent question on this subject--
> >
> > I actually like AMAC, the Atari assembler on disk. I don't think it
> stayed
> > on the market long because it got killed by the M65 cartridge. It was
> slow
> > and had real annoying and clunky copy protection. The good news:
> >
>
> I personally tried to use Atari's Macro Assembler with DOS 2.5. The
> assembler
> would refuse to run under DOS 2.5. I had to stick with DOS 2.0S. I
guess
> that
> might have been why they never updated or continued to support it.
>
> Glenn Bruner
> brunergs@pcisys.net
>

2947. emulator PC Xformer and Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: semecky@saul-is.cz
Message-ID: <6vf4q4$2da$1@nnrp1.dejanews.com>
Source record: 59514

Where I will find any documentations for these emulators ?
Who can Me help ?

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2948. Re: Copier

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <361B1168.D457C6A5@ix.netcom.com>
Source record: 59515

Umm...

Because all these companies are long dead and can't replace my fifteen
year old floppies when they fail?

Just a thought...

Jeff

OSon wrote:

> On Sun, 27 Sep 1998 00:24:03 GMT, bytecat@hempseed.com (Louis) wrote:
>
> >Hi,
> >
> >I looking for a good copier that can copy protected disks.
> >I preffer programs that do not require a Happy/Speedy, but otherwise
> >i'll be happy also.
> >
> >Louis
> >
>
> Why do you want to copy protected disks???
>
> OSon

2949. Re: UPDATED: World Of Atari Website

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981007051949.02006.00006698@ng28.aol.com>
Source record: 59516

Really cool! I can't wait until the next
WOA - sure hope there is another.

There is also a link at this site to "I.C. When"
which appears to contain a whole book. Has
anybody D/L the chapters? Is there an
easier way?

Larry

2950. Re: XF551 Repair problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981007052817.02006.00006702@ng28.aol.com>
Source record: 59517

>>The whole XF551 is a piece of junk - good luck.
>
>I found the jumper, and you're right. The PCB is even worse than a 130XE!
>
FWIW, I have 3 551's that work flawlessly.
I have a 130/320 XE that has worked
flawlessly since about '85 or so. I certainly
understand the issue of the thin traces, etc.,
but Atari didn't design this line with hacking
in mind. The keyboards, however...
Larry

2951. Turbo 816

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981007055719.02006.00006707@ng28.aol.com>
Source record: 59518

What ever happened to...
Anybody know whatever became of the Turbo 816?
Did it work well? Just faded away from lack of
user interest, or? I always wondered since the
"Sweet 16" was essentially the same product (I think).
Did DataQue (can't remember his name) ever
sell the rights?

Likewise, has anybody heard of the ABC compiler
author recently? Jeff Goldberg, I think.
Larry

2952. Re: NEED ATARI Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6vfrqb$2t2$1@nnrp1.dejanews.com>
Source record: 59519

In article <361a94d1.117321377@news.cso.uiuc.edu>,
Valerie Bielarczyk wrote:
> Does anyone have an old atari joystick or know of a place where i can
> buy one???

If you are just looking for something to work in an atari you can use a sega genesis joystick. One of my favorite's to use is the sega master system control stick. There are places on the web when you can buy old atari sticks and replacement parts.

Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2953. Re: ATR --> Programs!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6vfrvm$36v$1@nnrp1.dejanews.com>
Source record: 59520

In article <Pine.GSO.3.95.iB1.0.981007014403.5450A-
100000@halifax.chebucto.ns.ca>,
Tony Cianfaglione <ab616@chebucto.ns.ca> wrote:
>
> How can you convert .atr files into regular 8 bit programs? I have an
> Atari 400 with no software but have found some .atr files in an archive.
> Is there a utility to convert these? Can this be done on a PC?
>
> Thanks...

Try the APE homepage. Everything you need to hook a PC up to an ATARI
http://www.nacs.net/~classics/

Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2954. FS: Xetec Graphix AT Printer Interface (U.S.)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <01bdf1f0$e73817e0$9d184d0c@sheldon>
Source record: 59521

For Sale: Xetec Graphix AT Printer Interface for Atari 8-bit computers,
complete with original packaging and Instruction Manual. $5 plus shipping.
Reply in Email to:

s.winick@worldnet.att.net

Sheldon

2955. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <361B69F2.A1D5D846@erols.com>
Source record: 59522

I'd like to receive 4.19 when it's ready. Thanks!

About the RVerter -- It was a commercial product that built an RS-232 interface into a cable (with no "box" in the middle of the cable.) I think the company also produced a similar printer interface. Many clone designs for the RS-232 version have come out, and some of the guys here have been saying that a modified SIO2PC cable would also work.

Nick Kennedy wrote:
>
> Alan Sharkis wrote in message <36177636.E402E11E@erols.com>...
> >Hello Nick! Could you please tell us the latest version number of
> >SIO2PC? And could you please comment on using the cable as an RVertor
> >for 19.2Kbps access? Thanks.
> >
>
> It's 4.19, which I just did. A couple of fixes for stuff identifed by Bo
> and Ernest Schruers, the CD Pooldisk guys. The last one I actually put out
> was 4.17. I'll be getting 4.19 out pretty quick. I don't currently have a
> web site or FTP site, so I can email it to you if you'd like.
>
> Let me show how out of touch I am: I don't know what RVertor is.
>
> Nick

2956. Re: XF551 Repair problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <361B6AD9.7CD1A8CD@erols.com>
Source record: 59523

Yeah, I'll say!

I never had trace or pad problems with the keyboard on my 130XE, but the spacebar would "jump out" almost constantly until the entire assembly was replaced. And talk about mushy feel! The Best kit helped a little, but it's still somewhat like typing on a pillow. My XF551 has also served me very well. But I never disconnect the SIO cable from it!

LWhite6497 wrote:
>
> >>The whole XF551 is a piece of junk - good luck.
> >
> >I found the jumper, and you're right. The PCB is even worse than a 130XE!
> >
> FWIW, I have 3 551's that work flawlessly.
> I have a 130/320 XE that has worked
> flawlessly since about '85 or so. I certainly
> understand the issue of the thin traces, etc.,
> but Atari didn't design this line with hacking
> in mind. The keyboards, however...
> Larry

2957. Re: this blows

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <361B6EB1.C1BAB7B6@mitre.org>
Source record: 59524

Okay, do we have any other entries for the Haiku contest? :)

Jason Matthews wrote:
>
> this completely blows...
> it blows more than a leaf blower
> yah, it blows.
> ok. i am blown

2958. Announcing The Atari 8-bit Computer WebRing

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y1zokzdrr.fsf@co.umist.ac.uk>
Source record: 59525

Hi all,
The Atari 8-bit Computer WebRing is finally here, and ready to go.
All it needs now is for some more people with Atari 8-bit related
webpages to join. Joining instructions can be found at

http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

but basically what you have to do to join is fill out the form at the
above page, put one of the available webring links on your page (go
take a look at:
http://www.geocities.com/SiliconValley/Lakes/7953/a8wrlink.html), and
give me a day (or two) to add you page to the ring. And that's it.

To qualify all you need is a webpage with Atari 8-bit content, be it
emulators or the real thing, again, there's more info on the page
above. So come on then, all that's stopping this webring from taking
off is your contribution =)

For those of you that don't know what a webring is, it is also
explained on the above page, but basically, its a way of linking
together related webpages (in this case pages about the Atari 8bit).
The idea is that the first page in the ring links to the second, the
second to the third, the third to the fourth, and so on, with the last
linking back to the first. By joining the ring you webpage will be
easier to find by people browsing the web. You only have to find one
page in the ring to be able to jump all the rest. Pages in the ring
have some HTML code (which is provided for you) which automatically
does the linking between pages, so once the HTML link is on your page, you
don't have to worry about updating it.

Any questions, just mail me at the address below.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

2959. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ysoh0fnut.fsf@co.umist.ac.uk>
Source record: 59526

"GSB" <brunergs@pcisys.net> writes:
> I personally tried to use Atari's Macro Assembler with DOS 2.5. The
> assembler
> would refuse to run under DOS 2.5. I had to stick with DOS 2.0S. I guess
> that
> might have been why they never updated or continued to support it.

It should work just fine in DOS 2.5, as long as you remove the copy
protection. It works well with MyDos. I have had some problems with
it and TextPro though. If the last thing I do in TextPro is a save,
then exit to Dos, run AMAC and try to assemble something, using a real
disk drive, it will give a disk error. Try to assemble the same file a
second time and it all works OK. It also works fine if the last thing
I do in TextPro isn't a save. It will also work fine with a ramdisk.

Has anyone else come across this problem? I'm guessing it's got
something to do with the disk I/O buffers. Either the TextPro save
isn't cleaning up properly after itself, or AMAC doesn't initialise
something properly at start up. I haven't tried increasing the number
of buffers yet, that might be worth a go.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

2960. Re: this blows

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36227818.7954658@news.demon.co.uk>
Source record: 59527

The other Day jason@disavowed.broken.net (Jason Matthews) wrote:

>this completely blows...
>it blows more than a leaf blower
>yah, it blows.
>ok. i am blown
>

Positive proof that sniffing old 8bit disks can cause mind bending side
effects.
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2961. Re: emulator PC Xformer and Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36237890.8075182@news.demon.co.uk>
Source record: 59528

The other Day semecky@saul-is.cz wrote:

>Where I will find any documentations for these emulators ?
>Who can Me help ?

Pass on PC Xformer but what do you want to know about Atari800win that's
not in the read me's...

Ask away...I should be able to answer most bits ???
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2962. Re: Copier

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6vg7np$t94$1@pale-rider.INS.CWRU.Edu>
Source record: 59529

(Wants to copy copy protected disks.)
There's a basic explanation how to back-up your software in
the FAQ.
The FAQ says use Happy/Archiver, or cracking software like
Chipmunk or Black Patch, or use the APE PRO system.
Russ

2963. Re: what is the cp/m8000?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <361bb677.0@news.iglou.com>
Source record: 59530

On 1998-10-04 smile4@voicenet.com said:
>This guy also has several cp/m8000 devices, whatever they are...
>this is all inlcuded in his deal to me

Perhaps these are ATR-8000s? This was a board that had a Z-80 CPU and floppy disk controller. It could control up to 4 floppy drives for the Atari, or it could run CP/M using an Atari or a standard serial terminal. There was an optional hard-disk board and even an optional 8088 board that could run MS-DOS. If he really has several of those, with or without the add-on boards, you could easily sell them on the net.

Net-Tamer V 1.08X - Test Drive

2964. FS: Some Hard and Software (ANG)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <361cd243.3295653@news.demon.nl>
Source record: 59531

Hi here is the long awaiting list,

HARDWARE

Deluxe Joystick CX24 $5 24 New In Box
Deluxe Joystick CX24 $3 48 New No Box
Keyboard Controller CX50 $10 6 New Slightly damaged
Box
Numerical Keypad CX85 $8 1 New In Box (no
original disk)
Numerical Keypad CX85 $5 1 Used No Box (incl.
copied disk)
80 Column video contr. XEP80 $20 5 New In Box
80 Column video contr. XEP80 $10 1 Used No Box (no disk,
no adapter, no cables)
Trak-Ball CX80 $5 2 Used No Box
Wico Command Control (No Atari) $3 2 Used No Box
Cassette Recorder 1010 $1 2 Used No Box
Cassette Recorder XC12 $5 11 New In Box
Cassette Recorder XC12 $2 2 Used No Box
Microprint Centronics Interface $6 24 New No Box
SIO Cable $3
Computer/TV Cable $3

SOFTWARE (Cartridges)

IKARI (7800) $5 23
Meltdown(7800) Req. Lightgun $5 26
Sentinel (7800) Req. Lightgun $5 32
SportPack (2600) $8 3
Soccer
Tennis
Centipede

Thunderfox $5 24
Star Raiders $5 17
Desert Falcon $5 26
Donkey Kong Jr. $5 18
Crossbow Req. Lightgun $5 20
Barnyard Blaster Req. Lightgun $5 28
Rescue on Fractulus $5 26
Pole Position $5 17
Joust $8 15 (2 small
boxes, 13 large boxes)
Into the Eagles Nest $5 59
Loderunner $5 89

Tennis $5 58 No Box
Blue Max $10 2

SynCalc $5 10
Synfile+ $5 7

SOFTWARE (Disc)

MegaMagazine 1 $4
MegaMagazine 2 $4
MegaMagazine 3 $4
MegaMagazine 4 $4
MegaMagazine 5 $4
MegaMagazine 6 $4
MegaMagazine 7 $4
Tanks $4
Tron $4
SOS Saturn $4
Axilox $4
Sexversie $4
Thinker $4
Simple Minds (featuring ME) $4
Battle Ships $4
T34, the battle $4
Soundtracker Player $4
Special Forces $4
Technus $4
Mines $4
Bank Bang! $4
Dark Abys $4

Shipping Unregistered $10
Shipping Registered (Recommended) $15

If you want the order some of these products, send me a message with what you want, and send money through mail.

For some products we don't have many of them.
I will reserve the products in order of date.
So it depends on how fast you're sending me the message.

When i receive an order i will reserve the things that you have selected.
But I must receive the money before 23 October.
This is because we are going to take these products to the JHV and sell it there.

So you have approx. 2 weeks to send me money. I only except cash, no cheque or VISA or what so ever.
ONLY cash, i recommend you to send me the money with registered mail.

Louis van Eijk

If you have any comment or question: bytecat@hempseed.com

2965. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdf23b$4677f1e0$2468cad0@none>
Source record: 59532

Vidar "Hawk" Olavesen <olavese@online.no> wrote in article
<01bdf1b0$ebd53ac0$da374382@vidar>...
> Could be the copy protection. When I bought mine, I hacked it and it runs
> fine under DOS 2.5. I think Spartados X refuse to run it though!
>

I never thought there would be copy protection on it. I just assumed since
it
was a early Atari computer product that they never updated it and drop
support for it.

Do you still have any info on what you did to patch it?

--
****
Glenn Bruner Email: brunergs@pcisys.net
Visit my web page of images of rare Atari items
http://www.pcisys.net/~brunergs/Atari/
****

2966. Stella Release 1.0

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: bwmott@unity.ncsu.edu
Message-ID: <6vgobiprj1@uni00nw.unity.ncsu.edu>
Source record: 59533

```
================================================================================

SSSS tt lll lll
SS SS tt ll ll
SS tttttt eeee ll ll aaaa
SSSS tt ee ee ll ll aa
SS tt eeeeee ll ll aaaaa -- "An Atari 2600 VCS Emulator"
SS SS tt ee ll ll aa aa
SSSS ttt eeeee llll llll aaaaa

================================================================================
Release 1.0 for DOS, Linux, and Unix
================================================================================

The Atari 2600 Video Computer System (VCS), introduced in 1977, was the most
popular home video game system of the early 1980's. Now you can enjoy all of
your favorite Atari 2600 games on your PC thanks to Stella!

Stella is a multi-platform Atari 2600 VCS emulator written in C++. Stella
allows you to play most of the games written for the Atari 2600 including
Supercharger games.

This is the 1.0 release of Stella for DOS, Linux, and Unix. Distributions
for other operating systems will appear as they become available. The three
distributions currently available are:

* Binary distribution for Linux (stella-1.0-linux.tar.gz)

* Binary distribution for DOS (st10.zip)

* Source code distribution for Unix and DOS (stella-1.0-src.tar.gz)

A few 2600 ROM images, BIN files, are included with these distributions.
BEYOND THESE FILES NONE OF THE DISTRIBUTIONS CONTAIN ANY 2600 ROM IMAGES.
PLEASE DON'T WRITE ASKING FOR ROMS BECAUSE THEY ARE COPYRIGHTED! If you
own any of the Atari 2600 Action Packs by Activision you can use the ROM
images from it with Stella.

New in this Release
==================

* Supports Robot Tank and Decathlon

* Supports Joystick, Keyboard, Booster Grip, and Indy 500 Driving
controllers

* DOS version supports 320x200 and 320x240 graphics modes

* Preliminary support for Chris Wilkson's Megacart bank-switching scheme
```

* Improved graphics emulation (TIA)

* Improved timer emulation (6532 PIA)

* Improved CPU emulation (6502)

* Improved Supercharger support

Distribution Site
=================

The Stella distributions can be obtained from the Stella home page at:

http://www.classicgaming.com/stella/

If for some reason you are unable to connect to this page please try
again later.

Contacts
========

If you have any questions regarding Stella send mail to:

Bradford W. Mott (bwmott@acm.org)

Have Fun!

--

Bradford W. Mott (bwmott@acm.org) Computer Science Department
http://www4.ncsu.edu/~bwmott/www North Carolina State University
----

2967. Re: XF551 Repair problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <361BE5DC.451ACF11@sisna.com>
Source record: 59534

Some how I missed the original post. What is the problem with the XF551
either reply here or e-mail.

bob

2968. Re: XF551 Repair problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <361BE661.5A748403@sisna.com>
Source record: 59535

Thank you for clearing up my question! You are right, nice drive but could have been constructed much better!

another bob

2969. FS: a bunch 'o stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: Constance Merritt <conniemerr@earthlink.net>
Message-ID: <6vh8boroo1@fir.prod.itd.earthlink.net>
Source record: 59536

Hiya Folks. I'm so glad I found this newsgroup.

This may be another "mother lode", if anyone is interested. Over the years I've collected four complete 800 systems and one 800XL, including disk drives (4 810, 1 1050), three printers (Atari 825, Epson MX-80, and Legend 880), two 850's, two modems (one 830, one Anchor), lots of joysticks, paddles and whatever. And an absolute shitload of software. All of this stuff actually works, I checked it myself. I also have some original brochures and literature.

My original 800 was a great system, I actually used it to maintain a mailing list for a newsletter and made some good money with it. Alas, I am a Macintosh person now (from one outcast platform to another).

I'd like to part with all of this stuff in one fell swoop, and will entertain any reasonable offer.

I'm just outside Philadelphia, PA.

Write me at ConnieMerr@earthlink.com.

Thanks,
Connie

2970. Atari Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-07 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <6vha4k$2k9$1@ramp2.tir.com>
Source record: 59537

```
Description Condition Price
Atari 800XL & 1050 Drive w/ TV Adaptor & Power Supplies $ 90.00
Atari 1200XL & 1050 Drive w/ TV Adaptor & Power Supplies $ 85.00
Atari Joystick $ 2.00
SVI Quickshot I Joystick $ 3.00
Atari BASIC Cart. $ 3.00
Atari Donkey Kong Cart. $ 3.00
Atari Pac-Man Cart. $ 3.00
Atari Pole Position Cart. $ 3.00
Atari Star Raiders Cart. $ 3.00
Big Five Miner 2049'er $ 3.00
Electronic Arts One On One Disk w/instructions $ 5.00
Parker Brothers Popeye Cart. w/box & docs $ 5.00
Sega Buck Rogers Cart. (does not seem to work) $ .50
Sega Congo Bongo Cart. $ 3.00
Thorm EMI Submarine Commander Cart. $ 3.00

Buyer pays shipping costs.
--
*** The Collectaholic's Page - http://www.tir.com/~mkusz/

*** Sports Memorabilia, Non-Sports Cards & Other Collectibles
```

2971. **Help Atari PC3 Hardisk**

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-08 00:00:00 UTC
From: bob <bob@cap.com>
Message-ID: <6vh0da$9hs@news.usq.edu.au>
Source record: 59439

I need some tecnical info on the hardrive that comes with the PC3.
Also does anybody know what other sorts of hardrives are compatible with
this system.

2972. Long Time A8 User (and good games)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-08 00:00:00 UTC
From: ecncomr@socal.com
Message-ID: <6vhqeo$sp7@enews2.newsguy.com>
Source record: 59440

On 29 Sep 1998 22:03:14 , "VonRichter" wrote:

>another game me and my friends enjoyed was 'Bombs', but it didnt exist on
>Atari until I translated the BASIC program over from Apple (there's also an
>IBM qbasic version called Gorillas). Two castles. Each one would take turns
>entering canon angle and velocity and shooting at each other...never really
>distributed beyond my high school...If I ever get AnaDisk to dump it to PC
>then I'll post it somewhere...

Actually, there is a game written for the A8s that's exactly like this. I
can't remember the name at the moment (Devil's Mountain?), but it was one of
those type-in BASIC programs from Compute! magazine. I can remember my friend
and I taking turns entering all those lines of code (tons of DATA statements!)
for a few days, and of course, ending up with lot's of errors! :^)
But eventually, we got it working, and it was a very entertaining game!

I still have it packed away with my 800XL too. I could upload it to an FTP
site as soon as I figure out the best way to transfer this stuff to my
Falcon's hard drive...

And I recently took out the old 800XL and Percom Data floppy drive that I
originally bought back in 1983, and it all still works. Of course, I had made
backups of just about everything back in 1991 (as I had the 8-bit set up for a
while then), and when I re-packed it away, I made sure those floppies stayed
dry and clean.

Anyway, I've got a ton of stuff that I'd like to transfer to my Falcon for
upload to ftp (and just for safe keeping). And I'd also like to transfer
quite a few Text Wizard word processing files as well.

By the way, I used to have quite the A8 collection (several 800XLs, a 130XE,
800, Happy 810s and 1050s, Rana 1000s, 1025 and Axiom printers, etc.), but now
it's just the 800XL (actually 2, but one is dead), 1 Percom drive, 1 SX-212
modem, a few bits and pieces, and tons of software. And no, I'm not selling
any of it! :^P

I also have a somewhat large collection of ORIGINAL programs that I created
back in the early/mid eighties. A lot of little games and demos and such -
some of them quite enjoyable if I do say so myself! I'd love to share these
with the A8 crowd here as well. Again, I just need to transfer the files to
my Falcon. I know I could do this with term programs/modems, I just need to
set aside the time to do it. And it will be soon, as the first major hurdle
has already been crossed - which was digging the 8-bit stuff out of my
parent's garage! (and while I was there, I also revisited my Intellivision
and ColecoVision collections).

Anyway, it's probably in the FAQ, but when I do get the files onto my Falcon,
what are some good FTP sites to upload Atari 8-bit software to?

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California
_/ Home of NURVIS MUSIC

* SPAM ALERT! (Replace "ecncomr" with "Nurmix" to email)

2973. Re: Atari Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-08 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <361ff80a.3689126@news.demon.co.uk>
Source record: 59441

The other Day "Mark H. Kusz" <mkusz@tir.com> wrote:

>Description Condition Price
>Atari 800XL & 1050 Drive w/ TV Adaptor & Power Supplies $ 90.00
>Atari 1200XL & 1050 Drive w/ TV Adaptor & Power Supplies $ 85.00

<sfx of jaw thudding to floor>

I'm off for a lie down after seeing those prices!!
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2974. Miscellaneous stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-08 00:00:00 UTC
From: Eric Sokolowsky <esok@seal.cs.byu.edu>
Message-ID: <Pine.SGI.3.94.981008160259.24897E-100000@seal.cs.byu.edu>
Source record: 59442

I have the following for sale:

Atari XDM811 printer (I'm not entirely sure that's the correct model number)
$15 + shipping

This is a daisy-wheel printer made for Atari that replaced the 1027. It
uses a more standard typewriter ribbon that should still be available
at office supply stores. It comes with a partially-used ribbon. It worked
when I plugged it in a few months ago.

Atari Speed Reading - cassettes and workbook
$5 + shipping

Atari 1027 Power supply and manual
$5 + shipping

This brick is the nonstandard one used for the 1027. I no longer have
the printer and so no longer need the power supply or manual.

Please e-mail me offers.
esok@cs.byu.edu

2975. FS: Bundles of software/hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-08 00:00:00 UTC
From: Larry Richardson <lizr@cyou.com>
Message-ID: <361D4CA2.643842C2@cyou.com>
Source record: 59443

I am getting rid of some Atari 8-bit software. To avoid having to deal with many trips to
the postoffice to send out single items, I am bundling the software into 4 packages. I was
asking $25 for each bundle (this price includes shipping cost), but since that didn't seem to stir up any interest, I am knocking it down to $20... which still includes shipping. If they don't sell at that price, I know a good landfill that will gladly take them! :-)

Bundle #1
Atari BASIC Book (Albrecht, Finkel, and Brown)
Atari Basic Ref. Manual
Atari Basic Cart
Microsoft Basic (Box/Docs)
Microprint Printer Interface
Flight Simulator II (Box/Docs)
Scenery Disk 5 (Box/Docs)
Star Scenry Disk - San Fran and Bay Area (Box/Docs)

Bundle #2
Star Fleet I (Box/Docs)
Animation Station (Drawing Pad/Box/Docs)
Decision in the Desert
Ghost Hunter (Cassette) - (Box/Docs)
Ninja (Box/Docs)
LA Swat/Panther
Tobot/Bros (Box/Docs)

Bundle #3
Drag (Box/Docs)
F-15 Strike Eagle (Box/Docs)
Access Triple Pack - Raid over Moscow, Beach Head, and Beach Head II (Box/Docs)
Party Quiz - 4 player trivia (Controller/Box/Docs)
Graphix AT - Printer Interface (Docs)
Centipede Cart
Galaxian Cart

Bundle #4
Gauntlet (Box/Docs)
TrailBlazer (Box/Docs)
Infiltrator (Box/Docs)
Run for the Money (Box/Docs)
Super Huey (Box/Docs)
Meltdown (Box/Docs)

Elektraglide (Box/Docs)
Temple of Apshai (Box/Docs)
Orbit - A Trip to the Moon (Box/Docs)

Larry Richardson
lizr@cyou.com

2976. Antiquity?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-08 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <361D552A.F49FFB01@sisna.com>
Source record: 59444

1 Atari 800, 48k stock, with Basic Cartridge, power supply gurnateed 30 days +, $20.00 price includes shipping due to the weight.

1 Atari 810 Disk Drive, stock, comes with power supply, and sio cable $15.00 shipping includes.

1 Rana Disk Drive. comes with power supply and sio cable $15.00 shipped, this drive is the only disk drive that will format a disk without a computer being attached. It has all the features, single density, density and 1/2, and double density. It does have a Mech, that will not run all of the Atari Programs, like flight simulator ii and heavy protected stuff but generally it is/was a good drive.

XM301 Direct Connect modem (300 baud) with box and instructions, make offer..some BBS's still accept this baud rate, Mine does!

bob

2977. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-08 00:00:00 UTC
From: HCRBurk@t-online.de
Message-ID: <6vh1dk$m9a$1@news02.btx.dtag.de>
Source record: 59445

Look simply onto the page: http://members.aol.com/MacFalkner/index.html (it is German).
The best solution which is to be inserted simply also.

2978. AtariAmp Winamp skin now on website

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: Itay <itayc@hotspam.com>
Message-ID: <361D4CCE.ABF896C5@hotspam.com>
Source record: 59446

Hi,

My AtariAmp skin for Winamp (the Windows 95 Mp3 music player) is now available on
their website, at http://winamp.com/htdocs/Computer-1.html . The version online is newer
and nicer-looking than anything I sent anyone, so it's worth a look even if you've already
got it.

Most of the text and character graphics were done using Atari800Win and messing
around in text mode.

It got a 4-star rating, despite the relatively dull looks (ie nothing 3D, shaded, etc)!

-itay
--
- Itay Chamiel - itayc at hotmail dot com - Change spam to mail when replying!

2979. bounty bob strikes back..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6vjnp1$k1l@bgtnsc02.worldnet.att.net>
Source record: 59447

Ok I finally found the pattern to get through the first screen without loosing a man... now for screen two.. ;))

btw some of the platforms on screen two(up at the top) are a tad garbled.. anyone else see the same thing??

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

2980. Re: AtariAmp Winamp skin now on website

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6vjtqi$o6l$1@pale-rider.INS.CWRU.Edu>
Source record: 59448

Itay.
good to see you.
And I sorta don't know what you're talking about, sorta think
I do.
I didn't go to your site. I went to the winamp.com site.
I saw your 'skin' listed. I pointed and clicked and did
all sorts of stuff. I guess your AtariAmp WinAmp Skin is
a 'snapshot' of some A8 screen, complete with sound and
A8 graphics.
The thing is, I don't want to download WinAmp. Its a
MP3 video and audio player I guess (am I right?).
I download stuff, get near the end of an hour and 10 minutes
of download and my ISP, or the site, hangs me up. Too slow
at 14.4k. OR, I get real audio, real video, real olfaction,
real feel or whatever, and in two weeks it says 'register
and pay or this junk won't work and your stuck with it
sitting there on your hard drive forever.'
I dunno Itay.
Russ

2981. An awesome TRANSLATOR

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <361d8334.39762429@news.pressenter.com>
Source record: 59449

Hi all. I finally found the most awesome 'xl translator' in my old collection of stuff. It was written by a guy named Tim Patrick (The Happy Hacker). It is a load file solution so is more convenient. It even lets you run 400/800 only cassettes and cartridges!! Yeah. I remember running the Demon Attack cartridge with it on my 800XL. It works!

2982. Atari 800xl,130xe,1050 drive & tape drive problem

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: sven6@my-dejanews.com
Message-ID: <6vjt5i$n0d$1@nnrp1.dejanews.com>
Source record: 59450

I don't know what happened to my 800xl & 130xe. When I turn on my 130xe, all it shows is a white screen, the power light is still on though. When I turn on my 800xl, only a blank screen is shown, even though the power light is on.

I have three 1050 drives, one of them is broken. I also have an datasette, but the play button doesn't work, I don't know if the Record button works.

What are the causes of these problems and how can I fix these problems, if I can't fix them, who can I send them to so they can get fix. Please e-mail me?

Plus, does anyone have a disk for the 850?

------== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum

2983. Atari DOS 2.5+

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <361e8676.40597068@news.pressenter.com>
Source record: 59451

Oh yeah, also have a modifiedDOS 2.5, called 2.5+ also by Tim Patrick.
It lets you have Happy ultraspeed and stuff in a better way or
something. Let me know if ya want it.

2984. Link more than two XLs

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: bbuehrig@hannover.sgh-net.de
Message-ID: <361dba06.1692282@news.hannover.sgh-net.de>
Source record: 59452

Hi folks!

A friend of mine and me we want to program a game. The clue is, we want to make a multilink-game. We want to link more than two ataris together. Has anyone an idea for realise thid idea?

We don't want using very much new hardware. We wanted to it only with a cable... if it's working...

The first idea was to do it via SIO. Is there any possibility (we don't worked out the idea...)

The second idea was to do it via Joyports. But on an XL you only have two!!! And you can switch both to sending or to receiving... And you must link all XLs in a WebRing... Perhaps it is too slow.

Has anyone experiences with that kind of problem? Perhaps you can do it via the Card-Port?

I'm glad about some hints!

Bye

OSon ####
bizarre arts ## AMIGA 1230/50/34/580
morons / HAR ## ATARI 130XE/1Mb/4 OS/Gumby
ICQ 19640932 ## bbuehrig@hannover.sgh-net.de
################ ##############################

2985. New Atari User (Page 6)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981009065224.29642.00008555@ng02.aol.com>
Source record: 59453

```
The last issue I've received is May/June (98).
Has anybody received a later one?
Larry
```

2986. Re: Link more than two XLs

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y1zohgblj.fsf@co.umist.ac.uk>
Source record: 59454

bbuehrig@hannover.sgh-net.de (OSon) writes:
> Hi folks!
>
> A friend of mine and me we want to program a game. The clue is, we
> want to make a multilink-game. We want to link more than two ataris
> together. Has anyone an idea for realise thid idea?
>
> We don't want using very much new hardware. We wanted to it only with
> a cable... if it's working...
>
> The first idea was to do it via SIO. Is there any possibility (we
> don't worked out the idea...)
Hi there,
You might want to look into the Game Link II, which connect
computers via the SIO port. You can find some more info at:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm#ogl2

Also, there was some discussion about the Game Link II a while back on
this news group. You'll be able to find those messages if you go to
deja news:

http://www.dejanews.com/home_ps.shtml

and do a search for GameLink in comp.sys.atari.8bit over the last
couple of years.

Hope that helps some.
--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

2987. disks with menus for loading binary files..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6vlbra$2qs@bgtnsc01.worldnet.att.net>
Source record: 59455

I have a few of these, and Paul Invine mentioned that they might work with sio turned off.. does anoynoe know a good web source for some of these that work with the latest win-atari??

I knwo some games were only available that way, and it's much icer to be able to play games on a menu system like that .. I remember haveing all the donkey kong games that way, as well as the synapse games and such.. and I had a disk with miner and bounty bob that way...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

2988. *** Warning...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.981009071726.23918A-100000@fissure.scar>
Source record: 59456

On Fri, 2 Oct 1998, The Watcher wrote:

> ATARI Equipment, MUST SELL!!!
>
> ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
> connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
> or best offer. These SELL AT Video 61 for $49.95 used.
>
> ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
> manual, power supply, connecting cables, oil, original cost $399.95.
> Also have a non-working 1027, can be fixed at any Atari service center,
> both printers cost new $399.95 each, asking $100.00 for both of them.
> Again, these sell, each $49.95 at Video 61.
>
> ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
> good condition, like new, supports single and dual density modes,
> includes power supply, original cost $179.95, asking $75.00. These
> sell at Video 61 for $74.95, same price.
>
> ATARI 800XL upgraded to 256K memory, will run most 130XE specific
> programs, already wired for Turbo-816 installation, just need to
> re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
> cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
> 256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for
> $59.95.
>
> Supra External 2400 Baud Modem, includes powewr supply, no manual,
> Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00
>
> MUST SELL, will consider any reasonable offers on this equipment.
>
> Send orders to:
>
> STARFLEET SOFTWARE Company
> 1037 West Leafland Avenue
> Decatur, Illinois 62522-1537
>
> Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
> BADLY someone has to have one, or a trak double-sided slave drive.
> MAKE OFFERS!!
>
> As Per US Code, Title 47, Chapter 5, Subchapter II 227
> Unsolicited commercial advertising is NOT Welcome here

To EVERYONE reading this usenet site! Beware of this guy and his company. He has cheated people in this message base. Most of us already know this guy from past experiences. This is a friendly warning to unsuspecting buyers who may not have
heard of Terry Ortman, AKA The Watcher, AKA Starfleet Software, AKA whatever.....

Everytime I see that Atari 400 for sale regular price $599 or whatever, I will post this warning again. I am sure the people who have been cheated before would have been thankful that one of us posted a warning in advance!

Alan
University of Toronto
Computer Science, Management and Economics

2989. I got a message with a bad email adress

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <361e5733.852427@news.demon.nl>
Source record: 59457

A guy named Terrence Hedrick wrote me a email.
I wanted to reply on your message but my mail server says that the
email adress is wrong. Could you send me the right one!

Louis van Eijk
bytecat@hempseed.com

2990. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <6vlke2$1n@news2.tds.net>
Source record: 59458

Nick, could you email me a copy of 4.19 as well, please. Thanks.

Michael Schoedel, Atari Nut!

If at first you don't succeed, destroy all evidence that you tried.

Net-Tamer V 1.11.1 - Test Drive

2991. Re: disks with menus for loading binary files..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3629566f.9493142@news.demon.co.uk>
Source record: 59459

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>I have a few of these, and Paul Invine mentioned that they might work with
>sio turned off.. does anoynoe know a good web source for some of these that
>work with the latest win-atari??

Oops...I'm in there again..
>
>I knwo some games were only available that way, and it's much icer to be
>able to play games on a menu system like that .. I remember haveing all the
>donkey kong games that way, as well as the synapse games and such.. and I
>had a disk with miner and bounty bob that way...
>
Have you never grabbed the 1meg menu disks that Yogi had up with 30+
games on each. They are all menus that run off a small menu.atr boot
file in df0: and the big image in df1:

There are 22 of these disks with LOADS on..(no pun intended)

url for mirror is :-

http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/BINARIES/

Grab the menu.atr from the utilities drawer...

BTW, has anyone ever got Slime or Race in Space to work on Atari800win.
Tried everything and kind of hoping I might just have missed something
???

>
>Gary Tabar Jr,
>@ Da Mouzzz...
>EMAIL: gareeeNOSPAM@worldnet.att.net
>INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
>HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
>Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
>http://www.fortunecity.com/tattooine/ellison/86/index.html
>
>

--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

2992. Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: Phil Trostel <ptros@denver.net>
Message-ID: <361e6869.0@bowtie>
Source record: 59460

Does anyone know where I can get comprehensive documentation on Atari Basic? Commands, functions, etc. I have a couple of old books that touch on it but nothing substantial. Any help would be greatly appreciated.

Thanks
Phil

2993. Atari 8-bit Meeting

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: Joe Kennedy <jsk@home.com>
Message-ID: <2qwT1.276$DD4.950680@news.rdc1.nj.home.com>
Source record: 59461

One of the biggest, if not the biggest, Atari 8-bit meetings will take place in two weeks on Saturday October 24th in Herten, Germany.

If you're interested in attending check out the following:

http://atari-computer.com/abbuc/jhv.htm

Regards,
Joe Kennedy

2994. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-09 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981009191220.16965.00009448@ng41.aol.com>
Source record: 59462

>Does anyone know where I can get comprehensive documentation on Atari Basic?

Lots of info available. I still believe that one
of the best references/tutorials is "Your
Atari Computer" by Lon Poole, et.al.
They are very available. The Atari Basic
Source Book is probably overkill for 99.9%
of users, but contains a wealth of in-depth
knowledge. (Bill Wilkinson in Compute! Books) The XL Users Guide by Weber
Systems is also pretty good. Many books written about Atari Basic - most are
quite
introductory. I wonder if any texts were
ever written about Turbo Basic? And Atari
Microsoft Basic? Check with Ben at Bravo
Sierra Computers. He posts an ad. here about
every week or so. He has quite a few books.
Larry White

2995. Re: disks with menus for loading binary files..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6vmiu9$6a4@bgtnsc01.worldnet.att.net>
Source record: 59463

nope never heard of that till now.. but will of course do that now!! thanks
again, Paul!! (what would this ng be without you?? ;))
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <3629566f.9493142@news.demon.co.uk>...
>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>>I have a few of these, and Paul Invine mentioned that they might work with
>>sio turned off.. does anoynoe know a good web source for some of these
that
>>work with the latest win-atari??
>
>Oops...I'm in there again..
>>
>>I knwo some games were only available that way, and it's much icer to be
>>able to play games on a menu system like that .. I remember haveing all
the
>>donkey kong games that way, as well as the synapse games and such.. and I
>>had a disk with miner and bounty bob that way...
>>
>Have you never grabbed the 1meg menu disks that Yogi had up with 30+
>games on each. They are all menus that run off a small menu.atr boot
>file in df0: and the big image in df1:
>
>There are 22 of these disks with LOADS on..(no pun intended)
>
>url for mirror is :-
>
>http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/BINARIES/
>
>Grab the menu.atr from the utilities drawer...
>
>BTW, has anyone ever got Slime or Race in Space to work on Atari800win.
>Tried everything and kind of hoping I might just have missed something
>???
>
>
>>

>>Gary Tabar Jr,
>>@ Da Mouzzz...
>>EMAIL: gareeeNOSPAM@worldnet.att.net
>>INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
>>HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
>>Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
>>http://www.fortunecity.com/tattooine/ellison/86/index.html
>>
>>
>
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

2996. Auction of Atari 400/800 programming books on E-bay

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: Mike S <chessasaur@home.com>
Message-ID: <361ED06D.57F33170@home.com>
Source record: 59464

Please see my auction on E-bay of my collection of programming books for
the Atari 400/800 computer.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=34917005

Thanks!

Mike :)

2997. CX22 Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: classics@nacs.net
Message-ID: <6vmm9opcb1@nnrp1.dejanews.com>
Source record: 59465

Does the CX22 produce quadrature output like a mouse? Anyone have a pinout available?

Steve

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2998. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdf42b$6c7dd980$ec07cccf@none>
Source record: 59466

Just saw one tonight. Sci-Fi channel was playing Child's Play 3.
There was this young kid who was in a military school chow-hall
who was playing a hand held game system. I recognized it as a
Lynx but wasn't quite sure (could've been a Game Gear). But when
me and my son heard the sound effects, that confirmed it. You
could hear him playing Gates of Zendocon and he was playing the
first level.

It's amazing how your mind just tunes into things like that!!

--
****
Glenn Bruner Email: brunergs@pcisys.net
Visit my web page of images of rare Atari items
http://www.pcisys.net/~brunergs/Atari/
****

Rex Dart: Eskimo Spy <mrscott@www.vinylsaurus.com> wrote in article
<361148F7.6FBCCB97@www.vinylsaurus.com>...
> John Vogel wrote:
> >
> > Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
> > : Louis <bytecat@hempseed.com> wrote in article
> > : > And were there more movies or programs that was sponsored by Atari?
> > :
> > : Sponsored ? Don't know, but D.A.R.Y.L., T2, Driving Academy, The Last
> > : Starfighter amongst more, had Atari's in them. Oh, and one of my
faves,
> > : Blade Runner!
> >
> > Also, Airplane! (Basketball)
>
>
> There was a terrible Italian monster movie called "Devilfish" (recently
> shown on Mystery Science Theater 3000) where one of the characters can
> be seen playing a game on the 2600. I couldn't place the game but it
> looked similar to Crash Dive from 20th Century Fox. Also, the graphics
> for the sonar scanner in the movie looked pretty Atari-esque as well.
> Basically a ship straight out of Air Sea Battle floating on top of some
> blue stuff, and there was a white blob floating up towards it (I think
> Crow said it looked like the thing that comes out of the Wizard of Id's
> cauldron :)
>

2999. Re: disks with menus for loading binary files..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <361f35dc.158034@news.demon.co.uk>
Source record: 59467

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>nope never heard of that till now.. but will of course do that now!! thanks
>again, Paul!! (what would this ng be without you?? ;))

Ermm...One person less I guess ;)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3000. Re: AtariAmp Winamp skin now on website

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <6vnmf6nul1@kohl.informatik.uni-bremen.de>
Source record: 59468

James R. Gilbert wrote in message <6vjtqi$o6l$1@pale-rider.INS.CWRU.Edu>...
>The thing is, I don't want to download WinAmp. Its a
>MP3 video and audio player I guess (am I right?).

It's just an audio player.

>real feel or whatever, and in two weeks it says 'register
>and pay or this junk won't work and your stuck with it
>sitting there on your hard drive forever.'

It won't do that. It is Shareware, but without ANY nags or cripples. I
registered it, though, it's worth the $10.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

3001. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_908025112@rtfm.mit.edu>
Source record: 59469
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: September 26, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

3002. menu disks and the yogi mirror

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6vns8s$p9e@bgtnsc02.worldnet.att.net>
Source record: 59470

Ok I found what ya were talking about, paul.. now where would images 11-22 be?? (they weren't on the mirror you listed)

I'm snagging them now, too see what's what..

--
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

3003. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6vo0ld$rf0$1@alexander.INS.CWRU.Edu>
Source record: 59471

The 'Newbie FAQ' by Bill Kendrick has a pretty thourough
explanation of Atari BASIC. See the 'Welcome to comp.sys.atari.8bit'
msg, posted weekly, about where to get the FAQs for this
newsgroup.
Russ

3004. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <361F8CF2.CE4DE9F2@nh.ultranet.com>
Source record: 59472

HCRBurk wrote:

> Look simply onto the page: http://members.aol.com/MacFalkner/index.html (it
> is German).
> The best solution which is to be inserted simply also.

This is *great*, however like you pointed out, it's in German, is there a
translation in the works???

--
B r i a n S t u r k E.E./Soft Eng.
http://www.nh.ultranet.com/~bsturk

"Whatever happened to Pong??!" Frank Black
"HOL, The Hardware Obstruction Layer" The NTChrist

3005. Re: menu disks and the yogi mirror

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36238ac4.2934817@news.demon.co.uk>
Source record: 59473

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>Ok I found what ya were talking about, paul.. now where would images 11-22
>be?? (they weren't on the mirror you listed)

Eh...will look again...I will let you know!

>I'm snagging them now, too see what's what..

1 to 10 are very good...
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3006. WTB: ATARI 822 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <6voc7f$10m$1@platane.wanadoo.fr>
Source record: 59474

make offers

3007. Re: New Atari User (Page 6)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1010981501200001@macmcurrent.library.carleton.edu>
Source record: 59475

In article <19981009065224.29642.00008555@ng02.aol.com>,
lwhite6497@aol.com (LWhite6497) wrote:

>The last issue I've received is May/June (98).
>Has anybody received a later one?

Same here..

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3008. For Sale: Complete 800 Setup

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981010170956.02286.00008635@ng27.aol.com>
Source record: 59476

Beginners Set-up:

1 - Atari 800 48K power and composite cable
Atari Basic, AtariWriter and several game carts
1 - Atari 850 Interface with SIO & 1 ICD Modem Cable
1 - Atari 1050 Disk Drive
1 - Atari XEP 80 Parallel/80 Column video interface w/drivers
1 - Composite Monitor

Whole set-up $100 firm plus shipping, continental US only

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

3009. FS: ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981010171109.02286.00008636@ng27.aol.com>
Source record: 59477

For Sale:

1 ATR-8000 Interface with Slave Drive
includes 80 column driver disk.

$75.00 plus shipping, continental US only

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

3010. FS: Atari 850's and PR: Connections

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981010171303.02286.00008638@ng27.aol.com>
Source record: 59478

For Sale:

Atari 850's, includes power, SIO and Modem cable

$15 each

ICD PR: Connection's, include modem cable (built in SIO and doesnt need power)

$10 each

Plus shipping, continental US only

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

3011. For Sale: Composite Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981010171437.02286.00008639@ng27.aol.com>
Source record: 59479

For Sale:

1 Amdek Color Composite monitor
$25

1 Apple II Color Composite monitor (no audio)
$20

both have excellent picture quality

plus shipping, continental US only

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

3012. FS: Atari 410 & 1010 boxed

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981010171814.02286.00008640@ng27.aol.com>
Source record: 59480

FS: Atari 410 tape recorder in original box, box in excellent condition

$15

FS: Atari 1010 tape recorders in BRAND NEW, SEALED boxes!!!

$20 each

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

3013. The 9th Adventurers Convention (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: Larry Horsfield <Alaric@larryhorsfield.demon.co.uk>
Message-ID: <FFmxasADy7H2Ewpn@larryhorsfield.demon.co.uk>
Source record: 59481

Any adventure fans in this NG, please read on:

This is the final reminder about the 9th Adventurers Convention, being held in Birmingham (UK) in two weeks time.

The event is being held on Saturday, 24th October, in the Ariel Suite of the Royal Angus Thistle Hotel, St. Chad`s, Birmingham B4, which at the end of the A38M and easy to get to from all parts of the country. It runs from 9am to around 6pm and covers all formats from Spectrums to PC`s. Tables are available if you wish to bring along your own computer(s) and we actively encourage this as we depend on those attending to bring their computers, so the more the merrier! If you wish to bring hardware and/or software to sell you are more than welcome to, but no pirated software please!

The event attracts adventure enthusiasts from all over the UK, including Northern Ireland, and the atmosphere is very friendly and informal. Many of us stay overnight at the hotel and the evenings can be just as lively and interesting as the convention itself! We have yet to welcome anyone from outside the UK, but we live hope!

During the day we have the popular "Megapoints" competition running. In this the contestants get 20 minutes playing time at a specially written Spectrum text adventure, with the object of scoring as many points as possible in the alloted time. There are usually cash prizes and special certificates for the 3 highest scores. The adventure this year has been written by Ulsterman Jon Scott, author of various Spectrum text adventures published by Zenobi Software.

Tickets are available at 6 ukp per person from the address below, or you may pay at the door on the day if you wish.

Vicky Jackson, 128 Merton Hall Road, Wimbledon, London, SW19 3PZ

Please make cheques/PO`s payable to V. Jackson

* * * * * * * *

HOTEL ACCOMMODATION:

The Royal Angus Thistle Hotel has special room rates for those attending the Convention. These include full English breakfast and are as follows:

Single Room: 37.50 ukp per night.

Double/Twin: 32.50 per person, per night.

Please contact the hotel to book your accommodation, NOT the convention organisers. The address and phone number are:

Royal Angus Thistle Hotel, St.Chad`s, Queensway, Birmingham, B4 6HY

Telephone: 0121-236-4211

Don`t forget to inform the hotel you are attending the Adventurers Convention, otherwise you will be charged the normal room rates!

If you have any queries about the Convention, or would like to reserve tables for your hard/software, please contact me at the email address below.

Hope to see you in Brum on the 24th!

Larry Horsfield

alaric@larryhorsfield.demon.co.uk

3014. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36208bee.1330103@news.pressenter.com>
Source record: 59482

Oh yeah, the group I mentioned is alt.binaries.comp.atari8bit

3015. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36219159.2716845@news.pressenter.com>
Source record: 59483

On Sat, 10 Oct 1998 12:36:02 -0400, Brian Sturk
<bsturk@nh.ultranet.com> wrote:

>HCRBurk wrote:
>
>> Look simply onto the page: http://members.aol.com/MacFalkner/index.html (it
>> is German).
>> The best solution which is to be inserted simply also.
>
>This is *great*, however like you pointed out, it's in German, is there a
>translation in the works???

I tried a translation engine but it broke. Maybe it it will be up
later or maybe it just can't do that page.

3016. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <361f8b7b.1214719@news.pressenter.com>
Source record: 59484

On 9 Oct 1998 18:25:06 GMT, schoedel@ny.tds.net wrote:

>Nick, could you email me a copy of 4.19 as well, please. Thanks.
>
>Michael Schoedel, Atari Nut!
>
>If at first you don't succeed, destroy all evidence that you tried.
>
>Net-Tamer V 1.11.1 - Test Drive

Me too! Hey, how about posting it to the binary group? That way we
could all get it with only one uploading.

3017. Re: *** Warning...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36201F3D.1E969A4B@sisna.com>
Source record: 59485

Thank you for your efforts, yes everyone knows of this person/product that has been arround for any time at all. A 400 computer with docs would cost about $20.00 maximum including shipping and handling in todays market.

I have a 400 with 48K upgraded, and an upgraded keyboard that will go for $25.00 including shipping and basic cartridge. So when somone comes off with the original price of $499.00..who cares we all know it will never sell at anywhere near this price..now if he lowers it to $5.00 plus s/h then the comunity needs to be warned!..But thank you for your efforts as I am sure there are a few new users in the area that do not konw what he is/does.

bob

3018. ANG soft/hardware sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-10 00:00:00 UTC
From: mathy@nomai.world
Message-ID: <176d177b@becotel.demon.nl>
Source record: 59486

Howdy Louis

(Let's do this in English)

I read you message about the stuff ANG is selling. Do you guys still have replacement/spare parts for the eight bit Atari?

I might need the co61618 chip real soon. This is the MMU (memory management Unit). Please don't mistake it for the co25953 (the XE gate array/PAL), or te Freddy chip.

I might also need a PIA.

Please answer here or at nisse-ma AT reze-1.rz.rwth-aachen.de (as soon as possible, PLEASE???)

CU Mathy Van.Nisselroy

3019. Atari XEGS and 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: Mennie-Mail <camennie@cantor.math.uwaterloo.ca>
Message-ID: <Pine.ULT.3.91.981010232609.23205A-100000@cantor.math.uwaterloo.ca>
Source record: 59338

I just picked up an XEGS and was wondering if there was any hack
that'd let it play 2600 carts? I don't know much about the system, so
hopefully this isn't too dumb a question :). thanks a lot!

3020. FS: Ultima 1,2 and 3 (Complete and Near Mint condition)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: chlam@hknet.com
Message-ID: <36233b89.5243370@news.hknet.com>
Source record: 59339

Hi,

I have the following software for sale:

1, Ultima I (1986 remake edition)(for 256k IBM PC/Tandy)
Complete with five coin of realm, a 5.25" disk, Player reference card,
manual and 4 cardboard map. (all in near mint condition)

2, Ultima II (small grey box edition, for Atart ST computers)
Complete with 3.5" disk, 21 page manual and cloth map (also near mint
condition)

3, Ultima III (for IBM PC/PC jr/Tandy)
Complete with Player reference card, 1 5.25" disk, the book of amber
runes, the ancient liturgy of truth, the book of play, a large cloth
map and "Secrets of Sosaria" paper advertisment. (all near mint
condition)

If anyone interested, please give me a offer, thanks.

Regards,
Samson Lam

3021. ATTENTION!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <362245fc.40555229@news.pressenter.com>
Source record: 59340

Just a reminder to all you Atari 8-biters out there.... be sure to
keep an eye on alt.binaries.comp.atari8bit

I have been posting some goodies in there ya just might want!

3022. Re: Atari XEGS and 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3623468e.40701226@news.pressenter.com>
Source record: 59341

On Sun, 11 Oct 1998 03:27:16 GMT, Mennie-Mail
<camennie@cantor.math.uwaterloo.ca> wrote:

> I just picked up an XEGS and was wondering if there was any hack
>that'd let it play 2600 carts? I don't know much about the system, so
>hopefully this isn't too dumb a question :). thanks a lot!

No, I'm afraid that is not possible. A 2600 will play 2600 carts of
course, or any of those clones that were made of it. Also, an Atari
7800 game system will play 2600 carts as well. Not sure if it
requires a special adapter though. But no, an XE game system will not
do 2600 carts, but WILL do carts for the XL/XE line of Atari computers
and most carts made for the 400/800 Atari computers.

3023. Re: WTB: Dragon's Eye, AI catalog, Synapse posters

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: pcerra.bounce@pacificnet.net
Message-ID: <36205d8f.937902@news.dsp.com>
Source record: 59342

On Wed, 07 Oct 1998 01:32:34 GMT, mgfrank@my-dejanews.com wrote:

>I'd like to buy the following items:
>
>* Dragon's Eye by Epyx, original, preferably boxed
[snip]

Wow! I've been thinking about this game lately. Does anyone have an .atr file of this one? I've been looking for it at various ATP sites and simply cannot find it. Can anyone help me out? Thanks in advance... even if you've SEEN it somewhere online, that would be nice to know.

-Paul (remove .bounce to reply)

3024. 1050 Schematic

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: Lou Pirog <lpirog@home.com>
Message-ID: <3620AA52.5F52C77E@home.com>
Source record: 59343

My 1050 drive stopped working. The power light comes on, but there is no sound of the head moving. I noticed a component on the circuit board was burned: It looks like a resistor, but the label calls it L6. Can anyone tell me what this part s/b or where I can get a schematic?

Thanks,

Lou Pirog
lpirog@home.com

3025. Re: ATTENTION!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3620A73D.9F826C83@erols.com>
Source record: 59344

I've been watching, and have most of what you posted, but others may not. Guys, Jon had been generous and his posts are definitely to be tried. In fact, the more that gets posted, the less spam we are likely to see in that ng.

Jon Melbo wrote:
>
> Just a reminder to all you Atari 8-biters out there.... be sure to
> keep an eye on alt.binaries.comp.atari8bit
>
> I have been posting some goodies in there ya just might want!

3026. Help: Atari PC3

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: bob <bob@cap.com>
Message-ID: <6vq96s$k9a@news.usq.edu.au>
Source record: 59345

Can Any one tell me what sort of hard drives are comaptible with the Atari PC3, or where to get one, thanks in advance.

tpd@bigpond.com

3027. Re: ATTENTION!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <362ea73a.5921954@news.demon.co.uk>
Source record: 59346

The other Day jmelbo@pressenter.com (Jon Melbo) wrote:

>Just a reminder to all you Atari 8-biters out there.... be sure to
>keep an eye on alt.binaries.comp.atari8bit
>
>I have been posting some goodies in there ya just might want!

Thanks Jon...subscribed this morning :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3028. 1050 Speedy

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981011090803.06470.00009465@ng07.aol.com>
Source record: 59347

I just visited a web site that contained a whole 1050 Speedy mini-manual in German. It evidently was sold by the Compy Shop. It had a schematic and it looks like it is a modification to a stock 1050 that still uses the 6507, rather than a 6502 as used in Happy's. Anybody know anything about this device/upgrade?
I'm always curious about A8 hardware upgrades.
Larry White

3029. Re: Atari XEGS and 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981011092131.06470.00009471@ng07.aol.com>
Source record: 59348

>I just picked up an XEGS and was wondering if there was any hack
>>that'd let it play 2600 carts?

Likewise, I've never heard of any A8
emulators to play 2600 games. But I wonder
if anyone is aware of any technical reasons
that would make it difficult or impossible to
do a 2600 emulator to play the Rom images?
Any thoughts?
Larry

3030. WTB: ATARI 8 bits items

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <6vqeb7$55s$4@platane.wanadoo.fr>
Source record: 59349

```
-815 drive
-1450 xld
-atari 822 printer
-atari 1035 modem
-atari misc items: pens , banners, covers , sticks .....
```

3031. wtb: ATARI calculators: see models

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <6vqebj$55s$8@platane.wanadoo.fr>
Source record: 59350

-cc90r
-cc91b
-cc91r
-CC91g
-cc92
-cc170
-cc180
-cc181
-db2100r
-db2200
-db2400
-db2500
-dmp 2003
-s300 or st300
-s310 or st310

3032. Re: *** Warning...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: belthasar@scbbs.bungi.com.nospam
Message-ID: <908121744.1@scbbs.bungi.com.NOSPAM>
Source record: 59351

94> Everytime I see that Atari 400 for sale regular price $599 or
whatever, I
94> will post this warning again. I am sure the people who have been
cheated
94> before would have been thankful that one of us posted a warning
in
94> advance!

Is it my imagination or has that message been being posted on a
regular basis
since about 3-4 years ago?

Christopher Friend
Sysop, Realm of Eternal Darkness BBS
(508)278-4044 === 2400-14400bps / 24hrs a day

3033. Help: Atari 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: Gareth Horton <gaf@gafshouse.u-net.com>
Message-ID: <3620EB38.MD-0.182.gaf@gafshouse.u-net.com>
Source record: 59352

I've just got hold of an Atari 65XE computer along with a
XC12 tape deck, both are in perfect condition.

As i've never used an Atari of any description before i'm
really struggling to get any use out of it. Does anyone know if
the 65XE manual is available to download from the Internet? I
have various FAQs but none of them cover the 65XE in great detail.
Any help or suggestions would be much appreciated.

Gareth

gaf@gafshouse.u-net.com

3034. Re: ATTENTION!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3621e79b.724651@news.pressenter.com>
Source record: 59353

On Sun, 11 Oct 1998 12:55:00 GMT, mclane@dellos.demon.co.uk (Paul Irvine) wrote:

>The other Day jmelbo@pressenter.com (Jon Melbo) wrote:
>
>>Just a reminder to all you Atari 8-biters out there.... be sure to
>>keep an eye on alt.binaries.comp.atari8bit
>>
>>I have been posting some goodies in there ya just might want!
>
>Thanks Jon...subscribed this morning :)

No sweat. I kind of look at that group as the binaries companion to this group. Enjoy.

3035. Re: 1050 Schematic

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3622e822.859886@news.pressenter.com>
Source record: 59354

On Sun, 11 Oct 1998 12:39:42 GMT, Lou Pirog <lpirog@home.com> wrote:

>My 1050 drive stopped working. The power light comes on, but there is no
>sound of the head moving. I noticed a component on the circuit board was
>burned: It looks like a resistor, but the label calls it L6. Can anyone
>tell me what this part s/b or where I can get a schematic?

I have a similar symptom with one of my 1050's. When turned on the
power light comes on but the drive doesn't spin up. If I turn it off
and retry a couple of times it comes around for me.

I suppose one of these days it won't come around and will stay dead.

3036. Re: Atari XEGS and 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3620e5c4.254056@news.pressenter.com>
Source record: 59355

On 11 Oct 1998 13:21:31 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>
>>I just picked up an XEGS and was wondering if there was any hack
>>>that'd let it play 2600 carts?
>
>Likewise, I've never heard of any A8
>emulators to play 2600 games. But I wonder
>if anyone is aware of any technical reasons
>that would make it difficult or impossible to
>do a 2600 emulator to play the Rom images?
>Any thoughts?
>Larry

Larry, no one was talking about emualtors in this thread. The original poster wanted to know if an XE game system could play 2600 carts. As far as the emulator scene, there are 2600 emulators (I know of at least one called STELLA). There are emulators out there for a lot of machines now. Atari 8-bit, Atari ST, Apple II, Apple Mac, CBM 64, Atari 2600, Atari 5200, many arcade machines, etc.

3037. Re: Help: Atari PC3

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981011145725.06471.00010222@ng07.aol.com>
Source record: 59356

Hi Bob,

The PC-3 uses an MFM controller and came with a Seagate ST-225 40MB hard drive. You can buy standard ISA bus IDE controllers and then use many IDE hard drives, however be warned, most likely the BIOS on the Atari PC's is not going to like Hard Drives with more then 1023 cylinders so try to stick around the 1GB or small range, some hard drives come with LBA BIOS loaders so that you can go past the 1023 mark and use 2GB or higher hard drives.

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

3038. Re: WTB: ATARI 8 bits items

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981011145819.06471.00010223@ng07.aol.com>
Source record: 59357

Patrice,

There is no such thing as a 1035 modem, only an 835 and 1030 modem as well
as the XM301 modem.

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

3039. Re: ATTENTION!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <362b22c4.20647450@news.demon.co.uk>
Source record: 59358

The other Day jmelbo@pressenter.com (Jon Melbo) wrote:

>>>I have been posting some goodies in there ya just might want!
>>
>>Thanks Jon...subscribed this morning :)
>
>No sweat. I kind of look at that group as the binaries companion to
>this group. Enjoy.

Thanks, I will...Without opening the anti piracy debate up I hope that others see a chance to allow the games / utils to be archived for enjoyment (not profit)..

Good man Jon!
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3040. Seeking Atari 800 games and DOS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <36213E39.D22BB419@earthlink999.net>
Source record: 59359

My once huge collection of Atari games is lost and I need them back!
I'm willing to pay as much as $20 plus shipping costs to anyone who can
send me working copies of all their games and copies of DOS. Send me a
list of your games and which versions of DOS you have. The person with
the largest list gets the cash! Only paying $20 so disk copies are
perfect (so long as they work) no need for originals.

If you're interested, send mail to mchandle@earthlink999.net without the
999 (no spam). Thanks!

3041. Dead Keyboard on 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <36215ED1.B88D292@mitre.org>
Source record: 59360

My friend gave me his Atari 800, and it works great-- except the keyboard is dead. A couple random characters might show up if I pound on it long enough, but the characters don't correspond to the keys pressed. SysReset, Option, Select, and Start work fine, though.

Any troubleshooting tips would be appreciated.

Thanks,
Steve

3042. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPG.108b12932d2aff4a989681@news.supernews.com>
Source record: 59361

Actually, that's not true. I had a Transkey interface
and it was *great*. Best thing I ever installed in
my 800XL.

I ended-up selling my 800XL with Transkey installed
a few years ago. I would definitely try to get one
if I were you, though.

- Oscar

In article <6v91t8bul1@news.netvision.net.il>, ndary@bigfoot.com
says...
>
> I have heard of several versions for the Transkey...
> and rad some reviews...
>
> the reson it disappeard fast is that it wasn't that good

3043. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: HCRBurk@t-online.de
Message-ID: <6vp59u$pl8$1@news00.btx.dtag.de>
Source record: 59362

I also attempt myself once at translation.
There will then be results on the page of MacFalkner.

>Brian Sturk wrote:
>>This is *great*, however like you pointed out, it's in German, is there a
>>translation in the works???

3044. Re: Link more than two XLs

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-11 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <36201FCD.7A9EC854@worldnet.att.net>
Source record: 59487

OSon wrote:
>
> Hi folks!
>
> A friend of mine and me we want to program a game. The clue is, we
> want to make a multilink-game. We want to link more than two ataris
> together. Has anyone an idea for realise thid idea?

I'm one of the programmers on the GameLink II that R. J. Espino talks about. A simple cable (made of paper clips and rubber bands) works for two machines, using SIO. The concept should work up to 8 Ataris if active components are added to boost the signal levels (I have gotten three to work somewhat reliably without active components). I have posted source code (in Action!) and schematics on the Atari8-l mailing list (Bill Kendrick was going to use this to create new games - where the heck are you?). I can repeat them here if anyone is interested. The system works at least as fast as 32kbps.

Jeff Potter

3045. Re: how do you use this thing???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6vttv2$j5q$1@pale-rider.INS.CWRU.Edu>
Source record: 59288

```
(John asks about getting a directory from BASIC, etc.)
Most of those disks you have are probably boot disks. The
only way to run them is to insert disk, turn on computer
(hold OPTION if XL/XE). It will load and run from there.
If you have some binary/obj/com type stuff on disk to
run, some will run with the DOS L command, give the
filename.ext when prompted.
Some will not run from DOS utility menu, meaning the
programs conflict with DOS. Those must be loaded from
'special' boot loader disks.
But for browsing your disks, just to see what's on them
a simple BASIC program will do. (I'll probably mess this up.)
10 DIM A$(100)
20 CLOSE #1
30 OPEN #1,6,0,"D1:*.*"
40 INPUT #1,A$
50 ? A$
60 GOTO 40
save this to disk as SAVE "D:DIR.BAS".
then you can use it with:
RUN "D:DIR.BAS"
Russ
```

3046. Re: how do you use this thing???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <6vtud4$evo@dailyplanet.wam.umd.edu>
Source record: 59289

ANTIC featured a little program (I think from 1985) that allowed you to see a directory from DOS, without needing that MEM.SAV thing. I forgot which issue it was, but it was designed to be slick and convenient. Meaning, if you wanted to see the directory, you would type ENTER "D:DIR.BAS" and you'd get the contents. But since there were no line numbers to the program, it wouldn't conflict with anything you were working with. It was sort of like a batch file in that regard.

3047. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: "Tim J. Clevenger" <tim@clevenger.org>
Message-ID: <3622959D.1BA6EA9F@clevenger.org>
Source record: 59290

Mark Keates wrote:
>
> BTW: Win95 has the option to 'save to file' when printing. But how do
> you send the file to the printer at a later date?! Open a DOS box and
> redirect it to LPT1? Any ideas?

My Adobe Acrobat has problems crashing while trying to print to my laser printer. I redirect it to a file and it prints fine. I then open up a DOS box and use "COPY FILENAME.EXT LPTx /b" to print.

Regards,

Tim Clevenger

3048. Re: WTB: Dragon's Eye, AI catalog, Synapse posters

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6vrh9i$o0@bgtnsc01.worldnet.att.net>
Source record: 59363

I just loked (most of my stuff is up north) and only have morlock's tower,
armor assault, top dos, and my lightpen with the cartridge here.. 8((

oh and has anyone found links with the last 12 mega disk images on them?? I
only have 1-9...

(and they are no longer on yogi's..)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Cerra wrote in message <36205d8f.937902@news.dsp.com>...
>On Wed, 07 Oct 1998 01:32:34 GMT, mgfrank@my-dejanews.com wrote:
>
>>I'd like to buy the following items:
>>
>>* Dragon's Eye by Epyx, original, preferably boxed
>[snip]
>
>Wow! I've been thinking about this game lately. Does anyone have an
>.atr file of this one? I've been looking for it at various ATP sites
>and simply cannot find it. Can anyone help me out? Thanks in
>advance... even if you've SEEN it somewhere online, that would be nice
>to know.
>
>-Paul (remove .bounce to reply)
>

3049. Re: bounty bob strikes back..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: Gary Baszak <gbaszak@ix.netcom.removethis.com>
Message-ID: <01bdf578$bc842760$8cacb8cd@computer>
Source record: 59364

Screen two garbling confirmed.

Gareee <gareee@worldnet.att.net> wrote in article
<6vjnp1$k1l@bgtnsc02.worldnet.att.net>...
> Ok I finally found the pattern to get through the first screen without
> loosing a man... now for screen two.. ;))
>
> btw some of the platforms on screen two(up at the top) are a tad
garbled..
> anyone else see the same thing??
>
>
> Gary Tabar Jr,
> @ Da Mouzzz...
> EMAIL: gareeeNOSPAM@worldnet.att.net
> INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
> HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
> Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
> http://www.fortunecity.com/tattooine/ellison/86/index.html
>
>
>
>

3050. how do you use this thing???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <X9dU1.2501$av1.5522941@nnrp1.ptd.net>
Source record: 59365

How do you get a listing of a Floppy in BASIC(so you can know what games to run) or do I have to load DOS first and then run them...I have so much to learn about this thing
I have lots of floppies with games like miner 2049er, zaxxon2, digdug2, etc...I presume these are machine code games, not basic...I do not know how to run them

Also, I have an 800 OS card with an OMNION by Davis young installed in the A401 socket. The soldering wore off the wires and I need to replace the A401 chip...any help here?

thanks, John

PS if anyone has an ATARI hardware, Software, or Documentation wish list, I can probably fill it...though the hardware I have is more standard, the software and documentation is extensive...yard sale find

3051. Re: bounty bob strikes back..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <6vs0og$gjs@bgtnsc02.worldnet.att.net>
Source record: 59366

yeah and something I forgot.. holding down the button a bit THEN moving the
stick makes him jump further!!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Gary Baszak wrote in message <01bdf578$bc842760$8cacb8cd@computer>...
> Screen two garbling confirmed.
>
>
>Gareee <gareee@worldnet.att.net> wrote in article
><6vjnp1$k1l@bgtnsc02.worldnet.att.net>...
>> Ok I finally found the pattern to get through the first screen without
>> loosing a man... now for screen two.. ;))
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>> btw some of the platforms on screen two(up at the top) are a tad
>garbled..
>> anyone else see the same thing??
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>>
>> Gary Tabar Jr,
>> @ Da Mouzzz...
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>> INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
>> HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
>> Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
>> http://www.fortunecity.com/tattooine/ellison/86/index.html
>>
>>
>>
>>

3052. Re: ATTENTION!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36218a8e.42446235@news.pressenter.com>
Source record: 59367

On Sun, 11 Oct 1998 21:42:34 GMT, mclane@dellos.demon.co.uk (Paul
Irvine) wrote:

>The other Day jmelbo@pressenter.com (Jon Melbo) wrote:
>
>>>>I have been posting some goodies in there ya just might want!
>>>
>>>Thanks Jon...subscribed this morning :)
>>
>>No sweat. I kind of look at that group as the binaries companion to
>>this group. Enjoy.
>
>Thanks, I will...Without opening the anti piracy debate up I hope that
>others see a chance to allow the games / utils to be archived for
>enjoyment (not profit)..

I'm with you there in your thinking, however, so far all I have put in
there is either PD, SW, or FW.

3053. Re: WTB: ATARI 8 bits items

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36228b26.42597877@news.pressenter.com>
Source record: 59368

On 11 Oct 1998 18:58:19 GMT, cvendel@aol.com (Cvendel) wrote:

> There is no such thing as a 1035 modem, only an 835 and 1030 modem as well
>as the XM301 modem.
>
>Curt

Pardon me Curt but... you forgot the 830 modem. Most people remember
the 830 but not the 835 but anyways... I have never heard of a 1035
either.

3054. Re: 1050 Schematic

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: bbuehrig@hannover.sgh-net.de
Message-ID: <36219a7c.1290284@news.hannover.sgh-net.de>
Source record: 59369

On Sun, 11 Oct 1998 12:39:42 GMT, Lou Pirog <lpirog@home.com> wrote:

>My 1050 drive stopped working. The power light comes on, but there is no
>sound of the head moving. I noticed a component on the circuit board was
>burned: It looks like a resistor, but the label calls it L6. Can anyone
>tell me what this part s/b or where I can get a schematic?
>
>Thanks,
>
>Lou Pirog
>lpirog@home.com
>

I'm shure you can get a shematic at the ABBUC. But I think you must be
a member of it. Try to contact Wolfgang Burger (wburger@t-online.de).
The ABBUC has a repairing-service, too.

OSon ####
bizarre arts ## AMIGA 1230/50/34/580
morons / HAR ## ATARI 130XE/1Mb/4 OS/Gumby
ICQ 19640932 ## bbuehrig@hannover.sgh-net.de
################ ##################################

3055. Re: CX22 Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: bbuehrig@hannover.sgh-net.de
Message-ID: <3621302d.4090700@news.hannover.sgh-net.de>
Source record: 59370

On Sat, 10 Oct 1998 04:03:04 GMT, classics@nacs.net (Steven J Tucker)
wrote:

>Does the CX22 produce quadrature output like a mouse? Anyone have a pinout
>available?
>
>Steve
>
>------------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Yes, it's like a mouse but it's incomptible to ST and AMIGA-Mouse. But
it has two modes: the Trackball-Mode, which is like a mouse, and the
Joystick-mode, so you can play games, that requires a Joystick, with
the trackball!

CU

OSon ####
bizarre arts ## AMIGA 1230/50/34/580
morons / HAR ## ATARI 130XE/1Mb/4 OS/Gumby
ICQ 19640932 ## bbuehrig@hannover.sgh-net.de
################ ##############################

3056. Search for Internet-adresses

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: bbuehrig@hannover.sgh-net.de
Message-ID: <36219b16.1444184@news.hannover.sgh-net.de>
Source record: 59371

Hello!

I've decided to work out a ATARI-8-bit-Internet-list of any http, ftp,
gopher, telnet,... adresses about the atari-8-bit. Please send me some
that you know. I have soon many but perhaps you know more than me.

Many thanks.

OSon ####
bizarre arts ## AMIGA 1230/50/34/580
morons / HAR ## ATARI 130XE/1Mb/4 OS/Gumby
ICQ 19640932 ## bbuehrig@hannover.sgh-net.de
################ ##################################

3057. Re: Link more than two XLs

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: bbuehrig@hannover.sgh-net.de
Message-ID: <3621969d.298951@news.hannover.sgh-net.de>
Source record: 59372

On 11 Oct 1998 03:02:36 GMT, Jeff Potter <jdpotter@worldnet.att.net>
wrote:

>I'm one of the programmers on the GameLink II that R. J. Espino talks about. A
>simple cable (made of paper clips and rubber bands) works for two machines,
>using SIO. The concept should work up to 8 Ataris if active components are
>added to boost the signal levels (I have gotten three to work somewhat reliably
>without active components). I have posted source code (in Action!) and
>schematics on the Atari8-l mailing list (Bill Kendrick was going to use this to
>create new games - where the heck are you?). I can repeat them here if anyone
>is interested. The system works at least as fast as 32kbps.
>
>Jeff Potter

Oh, yes. I'm would be glad if you repeat it here. Perhaps we decide
for SIO. But we don't wanted to use a GameLink for much money. But
yours is very fast, isn't it?

In the moment we will try it via the Joyports. I thought you cann only
switch Port 1 und 2 to Output or Input. (I don't know why I thought
it...) But you can switch each byte to output or input. So, in Port 1
is the Joystick and in Port 2 the multilink-cable. You have a
2-bit-send- and a 2-bit receive line. In the moment it's all theory
but I hope the speed is OK for our project.

We are two guys of the HAR. Do you know them? It's an ABBUC Regional
Group from Hannover. I found it for five years (I think). One of our
members is Stefan Dorndorf who reworks his QMEG and now the QMEG+ 4.0
is out. It's very great.

Creature XL and me wanted to program a game. We've released some demos
but they aren't really great. The most are pre-releases. They all are
planned as megademos but the time was too short to release the whole
demo on for example the JHV. We wanted to program a JHV-Demo last year
but we only had done three parts. And they aren't linked... I hope the
game will be released.

I would be glad if you could be repeat the stuff about the GameLink
II. Is it freeware? I never heard about this before. I think more
people are interested in it. I could translate it in German and
released it in the ABBUC-magazine and it gets popular.

Thanks for all your great PMs about this subject.

CU

OSon ####
bizarre arts ## AMIGA 1230/50/34/580
morons / HAR ## ATARI 130XE/1Mb/4 OS/Gumby
ICQ 19640932 ## bbuehrig@hannover.sgh-net.de
################ ##################################

3058. Re: Atari XEGS and 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981012011750.14578.00009868@ng-fa2.aol.com>
Source record: 59373

>Larry, no one was talking about emualtors in this thread. The
>original poster wanted to know if an XE game system could play 2600
>carts.

Understood. Just a question. PC Emulators
for 2600's are very large, and must be run on
powerful PC's to work well. But the A8 would
seem to be similar enough to the 2600 that it
might be possible. That's just my speculation,
however.
Larry

3059. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: Andre Bullock <avb6567@worldnet.att.net>
Message-ID: <3621961E.1C33@worldnet.att.net>
Source record: 59374

I espically agree on Your Atari Computer, not only does it cover the
BASIC and the DOS commands it gets into some of the machine details and
is very well written. Later printings include an appendix on the 'XL'
models.

AB

LWhite6497 wrote:
>
> >Does anyone know where I can get comprehensive documentation on Atari Basic?
>
> Lots of info available. I still believe that one
> of the best references/tutorials is "Your
> Atari Computer" by Lon Poole, et.al.
> They are very available. The Atari Basic
> Source Book is probably overkill for 99.9%
> of users, but contains a wealth of in-depth
> knowledge. (Bill Wilkinson in Compute! Books) The XL Users Guide by Weber
> Systems is also pretty good. Many books written about Atari Basic - most are
> quite
> introductory. I wonder if any texts were
> ever written about Turbo Basic? And Atari
> Microsoft Basic? Check with Ben at Bravo
> Sierra Computers. He posts an ad. here about
> every week or so. He has quite a few books.
> Larry White

3060. FA: Atari 400 with manual and 2 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <6vs3ec$5us$4@geraldo.cc.utexas.edu>
Source record: 59375
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.8bit

Minimum bid is $1, no reserve. For a picture, please follow this URL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=35306724

This is an Atari 400, the first in the line of Atari's 8-bit computers. This unit has been tested and works, including all the keys. Included is the power supply, video cable (hardwired), owners manual (original binding is gone, but all pages are intact), and 2 cartridges: Missile Command and Star Raiders.

--
Alex Bilstein
BA in Art History, University of Texas
Check out my Atari 2600 Nexus:
http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/index.html

3061. Antic & Gita schematics?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: "Remigiusz (RZoG) Rychlewski" <rzog@kki.net.pl>
Message-ID: <3621A555.232441E1@kki.net.pl>
Source record: 59376

If someone have a schematisc of Antic & Gita Atari chips please
let me know abaut it.
I saw schematics of Antic very very very long time ago in "Atari
Services Manual".

Please help!!!
I have only block diagram of Pokey.
I will know what is realy in the rest of Atari chips.

3062. Re: 1050 Schematic

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: mbenedet@mosquitonet.com
Message-ID: <cHhU1.1773$ob4.4243@newsfeed.slurp.net>
Source record: 59377

Lou,

Sams Computerfacts lists L6 as an RF choke, no value or part number is given. It stops RF from going back into the power supply. Check it with an ohm meter to see if it survived (should have a low ohm reading). Check C43, a 47uf cap if it's shorted then that's the problem. It's a decoupling cap used to pass RF to ground to help keep the RF out of the power supply. If it's not that then Q6 is the most likely cause. It's a TIP110. Replace it with an NTE261, ECG261, SK3180/263 (RCA) or 121-Z9085 (Zenith).
Good luck.

On 11 Oct 1998 12:39:42 , Lou Pirog wrote:
>My 1050 drive stopped working. The power light comes on, but there is no
>sound of the head moving. I noticed a component on the circuit board was
>burned: It looks like a resistor, but the label calls it L6. Can anyone
>tell me what this part s/b or where I can get a schematic?
>
>Thanks,
>
>Lou Pirog
>lpirog@home.com
>
>.

Mitch
mbenedet@mosquitonet.com

3063. Re: connecting an IBM keborad to the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19981012031111.06051.00003672@ngol03.aol.com>
Source record: 59378

look at: http://members.aol.com/MacFalkner

there are some infos about the AKI Atari-Keyboard-Interface,

NOW english document version is available !

if anybody can help me with a better translation please contact me!

test the AKI !

Andrï¿½ Bertram
macfalkner@aol.com

3064. Re: Search for Internet-adresses

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y90imjbo8.fsf@co.umist.ac.uk>
Source record: 59379

bbuehrig@hannover.sgh-net.de (OSon) writes:
> Hello!
>
> I've decided to work out a ATARI-8-bit-Internet-list of any http, ftp,
> gopher, telnet,... adresses about the atari-8-bit. Please send me some
> that you know. I have soon many but perhaps you know more than me.

Go take a look at my web pages (addresses in my .sig). There's over
200 links there to atari 8 related pages and sites. If you find any
links that are out of date, then let me know, and I'll update them.
Also if you know of any sites that I don't then I'd appreciate it if
you let me know too =)

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3065. APE and SIO2PC problem with IBM PS/2 mod 70

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6vsvu5mv1@nnrp1.dejanews.com>
Source record: 59380

Hello. Anybody have any insight as to why an SIO2PC setup would work perfectly on a pentium but not on a PS/2 mod 70 (386DX20) ? The only difference I can see is the pentium has a DB9 and the 386 a DB25. I have tested the 386 with a modem and a term program running with the atari plugged in and booted shows the SIO boot characters. But both APE116 and SIO2PC show no activity. I know this is probably something small but having a 3 week old baby with his wonderful sleep patterns has caused my brain to um, something :) Any help would be appreciated. Thanks Mark

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3066. Re: ATR --> Programs!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19981012120045.06053.00003760@ngol03.aol.com>
Source record: 59381

try the ATARI-filelister at

http://members.aol.com/macfalkner

with this tool you can browse ATR files on your PC (WIN 9x) and export files binary or with ATARI-ASCII -> ASCII convert.

please send an e-mail to the autor, its beta-test version, he's waiting for resonance.

bye, Andrï¿½

3067. Swozniak@aol.com e-mail problems...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19981012124120.08225.00000145@ng103.aol.com>
Source record: 59382

I've been having problems for the last week or so with my AOL account. E-mails to me keep bouncing and nobody at AOL is exactly sure what the problem is. I'm trying to fix this as quickly as I can and apologize for the inconvenience. If your e-mail to me bounces, just try again the next day. Thanks. :)

-Scott Wozniak

3068. Re: Amac and Mac65 absolute mode commands

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: Eric Sokolowsky <esok@seal.cs.byu.edu>
Message-ID: <Pine.SGI.3.94.981012125821.4197C-100000@seal.cs.byu.edu>
Source record: 59383

On 2 Oct 1998, Raphael James Espino wrote:

> danver@halcyon.com writes:
>
> As an aside, I was looking through the Amac executable for clues, and
> came across a few interesting bits and pieces, such as the REAL4 and
> REAL8 commands. Amac has the REAL6 command to produce numbers in
> floating point format (even though it is slightly broken). So why the
> 6? Why not just REAL? Apparently Atari had originally planned REAL4
> and REAL8 commands (presumably 4 and 8 byte versions of floating point
> numbers) but then took them out. They've left the names in the code,
> but they can't be used from the assembler.

I would guess that REAL6 is used because Atari's floating point number
format uses 6 bytes, and code for manipulating those kind of numbers
is already built in to the OS, and Amac would have to add only minimal
support code. This is only a guess.

3069. ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <YFsU1.2624$av1.5939321@nnrp1.ptd.net>
Source record: 59384

Not that I would sell it, but what is an ATR8000 worth with 256k ram and the co-power 88 installed? On the bottom of the machine is says 8088/256k...I assume this is inside the box

thanks

3070. Re: Dead Keyboard on 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: sanskrit <sanskrit@usa.net>
Message-ID: <36218C92.3F1228D9@usa.net>
Source record: 59385

Hi,

This problem commonly occurs when sections of the printer circuit board underneath
the keyboard get damaged or worn out over time. This happened to me once on an Atari
8bit machine. I simply took it apart, and using a continuity tester (or a simple meter) checked various parts of the board until I found 2 spots where the line was electrically
broken. Be aware that the the naked eye, the circuit can often appear uncut ! I then
got some liquid metal contact stuff ! (you can find this in automotive stores to fix cut
rear window defoggers) and the key board worked great ! Keep in mind, however, that
in your case, there is a possibility that it's something electronic ?

Goodluck.

Stephen C. Johnson wrote:

> My friend gave me his Atari 800, and it works great-- except the
> keyboard is dead. A couple random characters might show up if I pound
> on it long enough, but the characters don't correspond to the keys
> pressed. SysReset, Option, Select, and Start work fine, though.
>
> Any troubleshooting tips would be appreciated.
>
> Thanks,
> Steve

3071. Re: how do you use this thing???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3622726e.461734@news.pressenter.com>
Source record: 59386

On Mon, 12 Oct 1998 01:44:23 GMT, "John" <smile@ptdprolog.net> wrote:

>How do you get a listing of a Floppy in BASIC(so you can know what games to
>run) or do I have to load DOS first and then run them...I have so much to
>learn about this thing

Okay... first of all there is no directory capability from Atari
BASIC. There are 3rd party BASICs out there that support that, as
well as utilities which give the capability to Atari BASIC. Without
these solutions, you must go to dos to use a directory function.
Simply enter the command "DOS" from within BASIC and you will go to
DOS. What you get when you get into DOS is entirely dependent upon
what DOS you are using. Atari DOS 2.x takes you to the disk utility
package and menu. Item A is directory listing. Item B is run
cartridge (usually BASIC). To run a BASIC program from BASIC use the
command "RUN "Dx:PROGRAM.BAS"" where x is the drive number.
Similarily you could use "LOAD" instead of "RUN" and it would simply
load the program. Once LOADed, you could LIST it or RUN it. I'm sure
you know some BASIC commands like these. Atari BASIC files usually
have an extension of .BAS.

To run machine executable files (.OBJ .BIN .EXE .COM) usually, use the
L option from DOS. You may have to disable the BASIC to run some of
these. But then, some of them require BASIC be present even though
you don't run it from there because some routines are accessed by the
program. Then some machine code programs don't care at all if BASIC
is enabled or disabled on the machine.

>I have lots of floppies with games like miner 2049er, zaxxon2, digdug2,
>etc...I presume these are machine code games, not basic...I do not know how
>to run them
>
>Also, I have an 800 OS card with an OMNION by Davis young installed in the
>A401 socket. The soldering wore off the wires and I need to replace the
>A401 chip...any help here?
>
>thanks, John
>
>PS if anyone has an ATARI hardware, Software, or Documentation wish list, I
>can probably fill it...though the hardware I have is more standard, the
>software and documentation is extensive...yard sale find
>

3072. Re: how do you use this thing???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-12 00:00:00 UTC
From: "Tim J. Clevenger" <tim@clevenger.org>
Message-ID: <36227928.96460077@clevenger.org>
Source record: 59387

My BASIC's a little rusty, so correct me if I'm wrong on this one:

```
10 DIM A$(40)
20 OPEN #1,6,0,"D:*.*"
30 TRAP 50
40 INPUT#1,A$:PRINT A$: GOTO 40
50 CLOSE #1
```

Jon Melbo wrote:
>
> On Mon, 12 Oct 1998 01:44:23 GMT, "John" <smile@ptdprolog.net> wrote:
>
> >How do you get a listing of a Floppy in BASIC(so you can know what games to
> >run) or do I have to load DOS first and then run them...I have so much to
> >learn about this thing
>
> Okay... first of all there is no directory capability from Atari
> BASIC. There are 3rd party BASICs out there that support that, as
> well as utilities which give the capability to Atari BASIC. Without
> these solutions, you must go to dos to use a directory function.
> Simply enter the command "DOS" from within BASIC and you will go to
> DOS. What you get when you get into DOS is entirely dependent upon
> what DOS you are using. Atari DOS 2.x takes you to the disk utility
> package and menu. Item A is directory listing. Item B is run
> cartridge (usually BASIC). To run a BASIC program from BASIC use the
> command "RUN "Dx:PROGRAM.BAS"" where x is the drive number.
> Similarily you could use "LOAD" instead of "RUN" and it would simply
> load the program. Once LOADed, you could LIST it or RUN it. I'm sure
> you know some BASIC commands like these. Atari BASIC files usually
> have an extension of .BAS.
>
> To run machine executable files (.OBJ .BIN .EXE .COM) usually, use the
> L option from DOS. You may have to disable the BASIC to run some of
> these. But then, some of them require BASIC be present even though
> you don't run it from there because some routines are accessed by the
> program. Then some machine code programs don't care at all if BASIC
> is enabled or disabled on the machine.
>
> >I have lots of floppies with games like miner 2049er, zaxxon2, digdug2,
> >etc...I presume these are machine code games, not basic...I do not know how
> >to run them
> >
> >Also, I have an 800 OS card with an OMNION by Davis young installed in the
> >A401 socket. The soldering wore off the wires and I need to replace the
> >A401 chip...any help here?

> >
> >thanks, John
> >
> >PS if anyone has an ATARI hardware, Software, or Documentation wish list, I
> >can probably fill it...though the hardware I have is more standard, the
> >software and documentation is extensive...yard sale find
> >

3073. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: Mark Keates <Mark@mkeates.force9.net>
Message-ID: <3622915E.E3043732@mkeates.force9.net>
Source record: 59291

I used to use the MadMac cross assembler on an Atari ST to write things for the XL. The resulting binary could then be chucked (by printing it!) across using an ST parallel port to XL serial ports cable.

The assembler itself wasn't to bad (I think it had local labels for example) and of course quicker for development. I haven't tried this from DOS yet using another assembler and printing the file, but I think there should be no problems here. If I can get CC65 working then I might try it again (there were a few assumptions about the size of pointers that needs to be ironed out when compiling on a PC).

BTW: Win95 has the option to 'save to file' when printing. But how do you send the file to the printer at a later date?! Open a DOS box and redirect it to LPT1? Any ideas?

Mark.

3074. Re: CX22 Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6vu8qj$ab3$1@supernews.com>
Source record: 59292

Steven J Tucker (classics@nacs.net) wrote:
: Does the CX22 produce quadrature output like a mouse? Anyone have a pinout
: available?

The connector looking toward the computer is:

1 2 3 4 5
6 7 8 9

the CX22 pinout is:

1 Up/X Direction
2 Down/X Motion
3 Left/Y Direction
4 Right/Y Motion
5 NC
6 Trigger Buttons
7 +5VDC
8 Ground
9 NC

Steve

3075. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3622ad93.5729126@news.pressenter.com>
Source record: 59293

On Tue, 13 Oct 1998 00:31:42 +0100, Mark Keates
<Mark@mkeates.force9.net> wrote:

>BTW: Win95 has the option to 'save to file' when printing. But how do
>you send the file to the printer at a later date?! Open a DOS box and
>redirect it to LPT1? Any ideas?

How about dragging the file to the printer's icon in the systray?
Maybe that would work?

3076. Re: how do you use this thing???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3623ae39.5895324@news.pressenter.com>
Source record: 59294

On Mon, 12 Oct 1998 14:48:24 -0700, "Tim J. Clevenger"
<tim@clevenger.org> wrote:

>My BASIC's a little rusty, so correct me if I'm wrong on this one:
>
>10 DIM A$(40)
>20 OPEN #1,6,0,"D:*.*"
>30 TRAP 50
>40 INPUT#1,A$:PRINT A$: GOTO 40
>50 CLOSE #1
>
>Jon Melbo wrote:
>> Okay... first of all there is no directory capability from Atari
>> BASIC. There are 3rd party BASICs out there that support that, as
>> well as utilities which give the capability to Atari BASIC. Without
>> these solutions, you must go to dos to use a directory function.

Yeah that will work, but that is actually a small program to do it and
not an immediate mode command. I give you credit for pointing it out
but I chose not to mention it because I feared it would be
uneccessarily complicated for such a novice.

3077. Re: Help: Atari 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6vubharel1@supernews.com>
Source record: 59295

Gareth Horton (gaf@gafshouse.u-net.com) wrote:
: I've just got hold of an Atari 65XE computer along with a
: XC12 tape deck, both are in perfect condition.

: As i've never used an Atari of any description before i'm
: really struggling to get any use out of it. Does anyone know if
: the 65XE manual is available to download from the Internet? I
: have various FAQs but none of them cover the 65XE in great detail.
: Any help or suggestions would be much appreciated.

: Gareth

Try Best Electronics (US) at 408-243-6950. They list a 65XE manual with BASIC reference (CB101701) and XC12 schematic (CB102965) in their catalog.

Atari BASIC, which is built into your 65XE, is rather generic and if you know anything about BASIC can probably get some commands to work. You might know how to print to the screen or make math calculations. Immediate mode is where you type a command like PRINT 4+3 [RETURN] and the computer will return 7. If you use a line number (programmed or deferred mode) like 100 PRINT 4+3 [RETURN] then type RUN [RETURN] the computer will print 7.

To save a BASIC program type CSAVE [RETURN]. The speaker should beep twice. Press the PLAY and RECORD buttons on the tape unit and tap the RETURN key. The BASIC program should save to the cassette. To reload it, type NEW [RETURN] to erase the program from memory. Cue the tape to the _exact_ beginning. Press the PLAY button. Type CLOAD [RETURN]. The speaker should beep once. Tap RETURN and the program should reload. The computer controls the cassette unit motor, starting and stopping it at the proper times. It's also possible to run commercially written programs (machine language) from cassette, and use special educational tapes that incorporate both the data and audio tracks from a cassette. Ask Best about this.

Steve

3078. Re: Atari XEGS and 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdf662$990c7400$6d68cad0@none>
Source record: 59296

Jon Melbo <jmelbo@pressenter.com> wrote in article
<3623468e.40701226@news.pressenter.com>...
> On Sun, 11 Oct 1998 03:27:16 GMT, Mennie-Mail
> <camennie@cantor.math.uwaterloo.ca> wrote:
>
> > I just picked up an XEGS and was wondering if there was any hack
> >that'd let it play 2600 carts? I don't know much about the system, so
> >hopefully this isn't too dumb a question :). thanks a lot!
>
> No, I'm afraid that is not possible. A 2600 will play 2600 carts of
> course, or any of those clones that were made of it. Also, an Atari
> 7800 game system will play 2600 carts as well. Not sure if it
> requires a special adapter though. But no, an XE game system will not
> do 2600 carts, but WILL do carts for the XL/XE line of Atari computers
> and most carts made for the 400/800 Atari computers.
>
The 7800 doesn't require any special adapter. It has both a 2600 TIA chip
and a Maria chip. When you first power on a 7800, it first checks the
contents
of the cartridge. The 7800 software requires the code to be encrypted. If
the
code does not pass decryption, the 7800 assumes the cartridge is a 2600
game and operates in the 2600 mode.

It's interesting to note that in the 7800 mode the 2600 TIA chip is used
to generate all game sounds.

Jerry Jessop, if I remember right, made reference to some engineering
that was being done to incorporate a 2600 TIA chip into a computer
setup. But at the time, GCC was also doing the 7800 and they manage
to win that battle. But Jerry can explain it better than me.

Or you can get the World of Atari video and hear Jerry talk about.

--
****
Glenn Bruner Email: brunergs@pcisys.net
Visit my web page of images of rare Atari items
http://www.pcisys.net/~brunergs/Atari/
****

3079. Re: Dead Keyboard on 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981013010613.29036.00000499@ng42.aol.com>
Source record: 59297

Steve,

Do you get sound??? The only reason I ask is the keyboard and sound are
both controlled by the POKEY chip (POTentiometer KEYboard).

If not, the chips on the keyboard are probably flaking out and you need to
replace the keyboard. (The Reset, Option, Select and Start and directly
connected to the power board and are not part of the keyboard itself.

B&C Computervisions Atari Sales & Service has replacements: 530-295-9270

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

3080. Re: WTB: ATARI 8 bits items

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981013010727.29036.00000500@ng42.aol.com>
Source record: 59298

Well,

If ya really want to correct me, you can throw in the SX212 modem too :)

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

3081. Re: how do you use this thing???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: bbuehrig@hannover.sgh-net.de
Message-ID: <36234226.14080188@news.hannover.sgh-net.de>
Source record: 59299

On 12 Oct 1998 21:56:50 GMT, cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>
>(John asks about getting a directory from BASIC, etc.)
>Most of those disks you have are probably boot disks. The
>only way to run them is to insert disk, turn on computer
>(hold OPTION if XL/XE). It will load and run from there.
>If you have some binary/obj/com type stuff on disk to
>run, some will run with the DOS L command, give the
>filename.ext when prompted.
>Some will not run from DOS utility menu, meaning the
>programs conflict with DOS. Those must be loaded from
>'special' boot loader disks.
>But for browsing your disks, just to see what's on them
>a simple BASIC program will do. (I'll probably mess this up.)
>10 DIM A$(100)
>20 CLOSE #1
>30 OPEN #1,6,0,"D1:*.*"
>40 INPUT #1,A$
>50 ? A$
>60 GOTO 40
>save this to disk as SAVE "D:DIR.BAS".
>then you can use it with:
>RUN "D:DIR.BAS"
>Russ

Be attention with this little program. It ends with an ERROR! But it works!

CU

OSon ####
bizarre arts ## AMIGA 1230/50/34/580
morons / HAR ## ATARI 130XE/1Mb/4 OS/Gumby
ICQ 19640932 ## bbuehrig@hannover.sgh-net.de
################ ##############################

3082. Re: 1050 Schematic

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <36233FFD.A1A3068E@ix.netcom.com>
Source record: 59300

Lou Pirog wrote:
>
> My 1050 drive stopped working. The power light comes on, but there is no
> sound of the head moving. I noticed a component on the circuit board was
> burned: It looks like a resistor, but the label calls it L6. Can anyone
> tell me what this part s/b or where I can get a schematic?
>
> Thanks,
>
> Lou Pirog
> lpirog@home.com

I have a working 1050 and a meter that reads inductors directly. As soon
as I get the 1050 apart I'll read it and get back to you on it's value.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3083. Re: how do you use this thing???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: belthasar@scbbs.bungi.com.nospam
Message-ID: <908280111.1@scbbs.bungi.com.NOSPAM>
Source record: 59301

```
j(> Okay... first of all there is no directory capability from Atari
j(> BASIC. There are 3rd party BASICs out there that support that,
as
j(> well as utilities which give the capability to Atari BASIC.
Without
j(> these solutions, you must go to dos to use a directory function.
j(> Simply enter the command "DOS" from within BASIC and you will go
to
j(> DOS. What you get when you get into DOS is entirely dependent
upon
j(> what DOS you are using. Atari DOS 2.x takes you to the disk
utility
j(> package and menu. Item A is directory listing. Item B is run
j(> cartridge (usually BASIC). To run a BASIC program from BASIC use
the
j(> command "RUN "Dx:PROGRAM.BAS"" where x is the drive number.
j(> Similarily you could use "LOAD" instead of "RUN" and it would
simply
j(> load the program. Once LOADed, you could LIST it or RUN it. I'm
sure
j(> you know some BASIC commands like these. Atari BASIC files
usually
j(> have an extension of .BAS.

Wrong, A simple program will do the trick

10 DIM A$(20)
20 OPEN #1,6,0,"D:*.*"
30 FOR I=1 TO 64
40 TRAP 100
50 INPUT #1,A$:? A$
60 NEXT I
100 END

---------------------------------------------------------------
Christopher Friend
Sysop, Realm of Eternal Darkness BBS
(508)278-4044 === 2400-14400bps / 24hrs a day
```

3084. Re: Amac and Mac65 absolute mode commands

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y4st8ty43.fsf@co.umist.ac.uk>
Source record: 59302

Eric Sokolowsky <esok@seal.cs.byu.edu> writes:

> On 2 Oct 1998, Raphael James Espino wrote:
>
> > danver@halcyon.com writes:
> >
> > floating point format (even though it is slightly broken). So why the
> > 6? Why not just REAL? Apparently Atari had originally planned REAL4
> > and REAL8 commands (presumably 4 and 8 byte versions of floating point
> > numbers) but then took them out. They've left the names in the code,
> > but they can't be used from the assembler.
> I would guess that REAL6 is used because Atari's floating point number
> format uses 6 bytes, and code for manipulating those kind of numbers
> is already built in to the OS, and Amac would have to add only minimal
> support code. This is only a guess.

Yup, sounds about right. Makes you wonder what the REAL4 and REAL8
were originally intended for though. Given that the OS doesn't
support these formats, then they wouldn't be of much use. I guess the
REAL4 could just be a cut down version of REAL6, with 4 digits less.
But REAL8? Makes me wonder if Atari had plans at some point to have
floating point routines with different amounts of precision.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
---------- Join The Atari 8-bit Computer WebRing at: ----------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3085. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y3e8stw73.fsf@co.umist.ac.uk>
Source record: 59303

Mark Keates <Mark@mkeates.force9.net> writes:
> The assembler itself wasn't to bad (I think it had local labels for
> example) and of course quicker for development. I haven't tried this
> from DOS yet using another assembler and printing the file, but I think
> there should be no problems here. If I can get CC65 working then I might
> try it again (there were a few assumptions about the size of pointers
> that needs to be ironed out when compiling on a PC).

CC65 also has a few other quirks here and there that you have to look
out for (and might even be worth fixing). Such as it will happily
take a function returning a value with no return statement at the end
and cause your computer to crash when the executable is run. That's
one easy to make mistake. And having a 256 byte local variable limit,
but letting you create more than 256 bytes of local variables. If you
use macros you also have to be careful not to exceed their maximum
length. You can get CC65 to produce working code, you just have to be
careful with it. It'd be nice to see some of those bugs fixed.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3086. 800 OS (SO...?) card

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <K2JU1.3266$av1.6362780@nnrp1.ptd.net>
Source record: 59304

I have an Atari 800

There is a card inside with OS (or SO...?) #CO12989 rev. E. There are, among others, three ROM chips labelled A401, A402, and A403. The A401 chip has been removed and replaced with a mini-card called an "OMNION by David Young". It put two toggle switches on the top of the 800 (one of my XLs also has this "feature") This mini-card has stopped working and I would like to replace it with the regular A401 ROM chip for the OS (or SO) #CO12989 rev. E card.

Any help would be greatly appreciated ..... :)

if anyone in the NE Pennsylvania, NY, NJ area would like a copy of some games, DOS (many types), utilities, PLs (I have Deep Blue C, Turbo Pascal, Forth, Action!) let me know what you want and maybe we can meet up.

thanks muchly, John

P.S.

I just found a little chip which doesn't quite fit the above socket, but is interesting...

it is labelled an INTEL D27128, L5130303S
it is a 28 pin ROM chip (14 pins each side)...it has a sticker on the top with "80" on it
WOW!!! I just peeled the sticker back and you can look right into the silicon...?!

does anyone know what this is? ...J

3087. Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6vvrcpqop1@nnrp1.dejanews.com>
Source record: 59305

Anybody here from the atari days of 1986-87 in the Philadelphia area?
Just curious.

Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3088. Re: WTB: ATARI 8 bits items

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <6vvr7u$qk6$1@nnrp1.dejanews.com>
Source record: 59306

In article <36228b26.42597877@news.pressenter.com>,
jmelbo@pressenter.com (Jon Melbo) wrote:
> On 11 Oct 1998 18:58:19 GMT, cvendel@aol.com (Cvendel) wrote:
>
> > There is no such thing as a 1035 modem, only an 835 and 1030 modem as well
> >as the XM301 modem.
> >
> >Curt
>
> Pardon me Curt but... you forgot the 830 modem. Most people remember
> the 830 but not the 835 but anyways... I have never heard of a 1035
> either.

Wasn't the 830 an accoustic modem? Variable baud rate up to 300 :)
Wow
M

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3089. Atari 8-bit chat hosting on CTH

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <70015h$1he$1@nnrp1.dejanews.com>
Source record: 59307

CTH is hosting a chat for everyone interested in the Atari 8-bit line of computers. It begins 9:30 a.m. Washington D.C., 3:30 p.m. London, 4:30 p.m. Poland, 11:30 p.m. central Australia. Any web browser can access this chat, no special software required. Lynx users will want to choose the no frames option, all others should choose the frames option. Several discussion threads can take place at once by typing the name of the person you are replying to first. Like "Fred, where can I find the big cheese in Mercenary?", or "Tom, how do I implement a 'skip word' macro in Mac/65?".

Here's the URL for the chat.

http://cth.tzo.com/EveryChat/ChatWorld.html

But feel free to drop by anytime. There's no telling who might be on.

==========
http://cth.tzo.com/index.html
ftp://cth.tzo.com/ftp/pub
==========

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3090. Re: 800 OS (SO...?) card

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <362378a1.7419608@207.97.159.250>
Source record: 59308

On Tue, 13 Oct 1998 14:01:14 GMT, "John" <smile@ptdprolog.net> wrote:

>I have an Atari 800
>
>There is a card inside with OS (or SO...?) #CO12989 rev. E. There are,
>among others, three ROM chips labelled A401, A402, and A403. The A401 chip
>has been removed and replaced with a mini-card called an "OMNION by David
>Young". It put two toggle switches on the top of the 800 (one of my XLs
>also has this "feature") This mini-card has stopped working and I would like
>to replace it with the regular A401 ROM chip for the OS (or SO) #CO12989
>rev. E card.
>
The original Atari OS chip is installed on that omnimon card just pull
it off and put it in the socket.... if it doesnt work you're out of
luck, buy an 800 from someone on the net, they're cheap enough

scott

3091. Re: WTB: ATARI 8 bits items

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36237847.57629228@news.pressenter.com>
Source record: 59309

On Tue, 13 Oct 1998 15:22:38 GMT, 8bitz@my-dejanews.com wrote:

>In article <36228b26.42597877@news.pressenter.com>,
> jmelbo@pressenter.com (Jon Melbo) wrote:
>> On 11 Oct 1998 18:58:19 GMT, cvendel@aol.com (Cvendel) wrote:
>>
>> > There is no such thing as a 1035 modem, only an 835 and 1030 modem as well
>> >as the XM301 modem.
>> >
>> >Curt
>>
>> Pardon me Curt but... you forgot the 830 modem. Most people remember
>> the 830 but not the 835 but anyways... I have never heard of a 1035
>> either.
>
>Wasn't the 830 an accoustic modem? Variable baud rate up to 300 :)

Yes it was. The 835 was the direct connect version of the 830.

3092. WTB: Monitor Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <36238864.492F0ADB@mitre.org>
Source record: 59310

Looking for a cable to connect an Atari 800xl to a JAZZ device (I assume it is the same as the monitor cable :)

Anyone who is willing to sell, or knows of a source, please reply to: scjohnson@bigfoot.com

Thanks,
Steve

3093. Re: Atari XEGS and 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: mr_maddog@my-dejanews.com
Message-ID: <700dqp$gt1$1@nnrp1.dejanews.com>
Source record: 59311

In article <19981012011750.14578.00009868@ng-fa2.aol.com>,
lwhite6497@aol.com (LWhite6497) wrote:

> Understood. Just a question. PC Emulators
> for 2600's are very large, and must be run on
> powerful PC's to work well. But the A8 would
> seem to be similar enough to the 2600 that it
> might be possible. That's just my speculation,
> however.

I heard that someone (Nick B. I think) hacked a 2600 game like Combat to work on an A8. The 6502 CPU is compatible with the 6507 in the 2600 so you're half way there.

Then there's the thing about screen display, the 2600 draws the screen right on the TV using scanlines. This was done on the 8-bit by drawing in a section of memory and putting that on the screen. Not to mention little things like reading the controlers and sound.

If someone out there knows what I'm talking about and can fully explain the techinical details better, then please let us know... :)

Eric Noss
a.k.a
Mr. Maddog

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3094. Whither FlickerTerm?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <700e48$i3n$1@nnrp1.dejanews.com>
Source record: 59312

Thomas Drake recently sent me an email asking about FlickerTerm 80.
I thought the group might be interested in some of this stuff too...

>Whatever happened to FlickerTerm 80?

>What was the last release version?

>Are you planning on doing any more work on it?

Tom,

FlickerTerm fell victim to an unfortunate confluence of factors.
Any one by itself might not have stalled development, but together
they proved lethal. The factors were:

1) I got a job working with computers all day, which means I'm a
bit "computered out" by the time I get home.
2) Flick's code size had expanded to the point that I was going
to start needing the 8K of RAM under the MAC/65 cart, which would
mean a LOT of cartridge insert/remove hassle.
3) The two main things on my to-do list were a capture buffer, and
Xmodem, both of which are kind of scary considering the Atari's
non-concurrent I/O structure. Plus I'm still not quite sure what
the heck a CRC really is.

So, while it's not *impossible* that there'll be another major
update to FlickerTerm, it's not looking likely either.

The last version released was 0.51, I believe.

If anyone out there has an Xmodem CRC module they'd be willing to
donate, I'd certainly be willing to take a run at integrating it
into Flick (though 8-bit m/l tends to be heinously UNmodular...).

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today!
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
"Where do you want to play Atari today?"

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3095. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: Mark Keates <Mark@mkeates.force9.net>
Message-ID: <3623AC60.603FC68F@mkeates.force9.net>
Source record: 59313

The work the Commodore people have done with CC65 looks very good, like the ability for different target platforms, more standardised C etc. They did leave in the atari lib code but not worked on it, that's what I've started doing (using DJGPP). Once it can compile itself I'll be happy :-)

Mark.

Raphael James Espino wrote:

> Mark Keates <Mark@mkeates.force9.net> writes:
> > ... If I can get CC65 working then I might
> > try it again (there were a few assumptions about the size of pointers
> > that needs to be ironed out when compiling on a PC).
>
> CC65 also has a few other quirks here and there that you have to look
> out for (and might even be worth fixing). Such as it will happily
> take a function returning a value with no return statement at the end
> and cause your computer to crash when the executable is run. That's
> one easy to make mistake. And having a 256 byte local variable limit,
> but letting you create more than 256 bytes of local variables. If you
> use macros you also have to be careful not to exceed their maximum
> length. You can get CC65 to produce working code, you just have to be
> careful with it. It'd be nice to see some of those bugs fixed.
>
> --
> Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
> http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
> http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
> ----------------- Join The Atari 8-bit Computer WebRing at: -----------------
> ------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3096. Commodore 64 Chicago Expo -- Oct. 24

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <700afn$jc8@news.acns.nwu.edu>
Source record: 59314
Cross-posted to: chi.general,comp.sys.atari.8bit,comp.sys.apple2

A scant week remains.

****

CHICAGO EXPO
For the Commodore 64, Commodore 128,
and other Commodore Computers

Featuring MAURICE RANDALL and WHEELS 128!

* Meet various luminaries of the Commodore world
o The great Jim Butterfield will be present!

* See the latest developments in Commodore hardware and software
o Hard drives, memory, high speed modems, and SuperCPUs galore
o State of the art productivity, development, and demo software
o The latest in operating systems: Wheels 128!

* Find great deals on hardware and software

* Challenge someone to a game of Archon or MULE and be humbled

-Hosted by the-
SWRAP User Group, Inc.
(South West Regional Association of Programmers)

WHEN: Saturday, OCTOBER 24, 1998
9 AM - 5 PM
COST: $5.00 per household family
WHERE: Holiday Inn Conference Room
LANSING, ILLINOIS

DIRECTIONS: Lansing, Illinois is a southern suburb of
Chicago. Take Interstates 80/94 to Exit 161N, Torrence
Ave North. Turn left at the light by Checkers, then left
again and follow Frontage Rd to the hotel.

CONTACT: RANDY HARRIS c/o SWRAP
P.O. BOX 528232
CHICAGO IL 60652-8232
773-375-9017
E-MAIL: rharris1@genie.idt.net
WEB SITE: http://members.aol.com/rgharris/swrap.html

****

3097. WTD: Alley Cat

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: Richard OLIER <Richard.OLIER@_enlevez_ceci_hrnet.fr>
Message-ID: <01bdf6ee$805d7620$131f44c3@->
Source record: 59315

I'm searching the .ATR version of the famous Synapse game Alley Cat.
If you have the file or a link please contact me.
If you have the binary file, no problem for me... i can make the conversion
to .ATR file.
Thanks.

Remove _enlevez_ceci_ from my E-mail adress for any answer.
--

3098. New SIO2PC version 4.19 & New Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <700n3k$4qo$1@news.csw.net>
Source record: 59316

8-bit Users:

I've recently completed a couple of tweaks to SIO2PC and put out revision 4.19. I've also created a Web Site so I could put out SIO2PC for downloading. This is something I should have done five years ago, but ... oh well.

I'm a total neophyte to html and all things web related but I did a successful test download a few minutes ago and it worked. Cross your fingers. I hope to soon also post schematics for SIO2PC and 1050-2-PC, source code and shareware stuff by myself and others.

Regards,

Nick
(The SIO2PC guy)

http://www.cswnet.com/~nkennedy/Index.html

3099. Re: 800 OS (SO...?) card

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-13 00:00:00 UTC
From: Andreas Sons <dl8xas@v60.dl8xas.ampr.org>
Message-ID: <700je3$57k$3@v60.dl8xas.ampr.org>
Source record: 59317

John <smile@ptdprolog.net> wrote:

> [..]
> I just found a little chip which doesn't quite fit the above socket, but is
> interesting...
> it is labelled an INTEL D27128, L5130303S

Could be a 16 kb eprom.

> it is a 28 pin ROM chip (14 pins each side)...it has a sticker on the top
> with "80" on it
> WOW!!! I just peeled the sticker back and you can look right into the
> silicon...?!

One clue more that that's an eprom...

Be carefull, uv-light can erase the memory of this chip and normal light
have enough uv-light that it *could* erase parts of an eprom if it's
exposed to long. But don't ask me how much time "to long" is... :-)

Andreas

Andreas Sons | E-Mail: 3sons at informatik.uni-hamburg.de
Hamburg-Altona | WWW : http://www.asta.uni-hamburg.de/users/sons
Germany | AX.25 : DL8XAS @ DB0HHT.#HH.DL.EU
| HAM-IP: dl8xas@db0hhs.ampr.org

3100. Re: Movies Sponsored by Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: kgoundan@aol.com
Message-ID: <19981013212118.05267.00000250@ng-fc1.aol.com>
Source record: 59318

>In Airplane, the air-traffic controllers were playing that old Basketball
>game that came with my XL if I remember rightly.

In Airplane II, you can hear Atari disk drive beeping in the background.

3101. alleycay bin

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7013j4$l52@bgtnsc01.worldnet.att.net>
Source record: 59319

kinda hard to send it when the email address doesn't work!!
--
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

3102. Re: 800 OS (SO...?) card

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: belthasar@scbbs.bungi.com.nospam
Message-ID: <908337782.1@scbbs.bungi.com.NOSPAM>
Source record: 59320

"<> it is labelled an INTEL D27128, L5130303S
"<> it is a 28 pin ROM chip (14 pins each side)...it has a sticker on
the top
"<> with "80" on it
"<> WOW!!! I just peeled the sticker back and you can look right
into the
"<> silicon...?!
"<>
"<> does anyone know what this is? ...J

That probably was the OMNIROM EPROM. Now it's probably erased or
corrupt.
EPROM's are erased by shining UV light into that window....UV rays
are found in
sunlight. I learned the hard way too.

Christopher Friend
Sysop, Realm of Eternal Darkness BBS
(508)278-4044 === 2400-14400bps / 24hrs a day

3103. Re: Commodore 64 Chicago Expo -- Oct. 24

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: buggie@ben07.unm.edu
Message-ID: <701fhiutm4@lynx.unm.edu>
Source record: 59321
Cross-posted to: chi.general,comp.sys.atari.8bit,comp.sys.apple2

COST OF KANSASFEST VS. THE COMMODORE EQUIVALENT
==========

Hey, if COMMODORE-64 FEST costs only $5 bucks, why does Apple II
KansasFest cost HUNDREDS of dollars??? Its only $5.00 per HOUSEHOLD!

Steve Buggie

Stephen Judd (judd@merle.acns.nwu.edu) wrote:

: A scant week remains.

: **********

: CHICAGO EXPO
: For the Commodore 64, Commodore 128,
: and other Commodore Computers

: Featuring MAURICE RANDALL and WHEELS 128!

: * Meet various luminaries of the Commodore world
: o The great Jim Butterfield will be present!

: * See the latest developments in Commodore hardware and software
: o Hard drives, memory, high speed modems, and SuperCPUs galore
: o State of the art productivity, development, and demo software
: o The latest in operating systems: Wheels 128!

: * Find great deals on hardware and software

: * Challenge someone to a game of Archon or MULE and be humbled

: -Hosted by the-
: SWRAP User Group, Inc.
: (South West Regional Association of Programmers)

: WHEN: Saturday, OCTOBER 24, 1998
: 9 AM - 5 PM
: COST: $5.00 per household family
: WHERE: Holiday Inn Conference Room
: LANSING, ILLINOIS

: DIRECTIONS: Lansing, Illinois is a southern suburb of
: Chicago. Take Interstates 80/94 to Exit 161N, Torrence
: Ave North. Turn left at the light by Checkers, then left
: again and follow Frontage Rd to the hotel.

: CONTACT: RANDY HARRIS c/o SWRAP
: P.O. BOX 528232
: CHICAGO IL 60652-8232
: 773-375-9017
: E-MAIL: rharris1@genie.idt.net
: WEB SITE: http://members.aol.com/rgharris/swrap.html

: **********

3104. Re: Commodore 64 Chicago Expo -- Oct. 24

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: buggie@ben07.unm.edu
Message-ID: <701h9putm8@lynx.unm.edu>
Source record: 59322
Cross-posted to: chi.general,comp.sys.atari.8bit,comp.sys.apple2

Commodore Man,

Do you realize that October 24th is: (a) Zambian independance day, and
also (b) United Nations day? ;-) Steve Buggie

Stephen Judd (judd@merle.acns.nwu.edu) wrote:

: A scant week remains.

: **

: CHICAGO EXPO
: For the Commodore 64, Commodore 128,
: and other Commodore Computers

: Featuring MAURICE RANDALL and WHEELS 128!

: * Meet various luminaries of the Commodore world
: o The great Jim Butterfield will be present!

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: again and follow Frontage Rd to the hotel.

: CONTACT: RANDY HARRIS c/o SWRAP
: P.O. BOX 528232
: CHICAGO IL 60652-8232
: 773-375-9017

: E-MAIL: rharris1@genie.idt.net
: WEB SITE: http://members.aol.com/rgharris/swrap.html

: **********

3105. Books For Sale/Assembly

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: rjjones <rjjones@cellone.net>
Message-ID: <701hiu$7cs$1@news1.cellone.net>
Source record: 59323

I have a few excellent condition books on assembly language -part of a collection, which I have not used. If interested name some titles or request my titles.

3106. Re: CX22 Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <701nrrrfh1@nets3.rz.RWTH-Aachen.DE>
Source record: 59324

In article <6vu8qj$ab3$1@supernews.com>, swallace@home.dmv.com says...
>
>Steven J Tucker (classics@nacs.net) wrote:
>: Does the CX22 produce quadrature output like a mouse? Anyone have a pinout
>: available?
>
>The connector looking toward the computer is:
>
> 1 2 3 4 5
> 6 7 8 9
>
>the CX22 pinout is:
>
>1 Up/X Direction
>2 Down/X Motion
>3 Left/Y Direction
>4 Right/Y Motion
>5 NC
>6 Trigger Buttons
>7 +5VDC
>8 Ground
>9 NC
>
>Steve

The CX80 has the same pinout. Except for pin 9 maybe. Damb, I should know,
I'm trying to translate a Dutch magazine article into German about how to
convert a Trackball (CX80) into a mouse.

BTW there is also a CX53 trackball. It was intended for use with the 5200
computer. Isn't it nice how the first number after a letter tells you what
computer the hardware was intended for (it's the same for Cartridges btw).

CU Mathy Van Nisselroy

3107. FS: SIO2PC cables

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <701o3l$p0g$1@korweta.task.gda.pl>
Source record: 59325
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

I have only few more left, check it out:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=35760529

j131

3108. Text file

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <701p12rfh2@nets3.rz.RWTH-Aachen.DE>
Source record: 59326

Howdy Folks

Is John K. Picken still around here somewhere?

He once posted parts 2 and 3 of a textfile either here or on the USFnet (now called IMR I guess) concerning Cartridge control. Part 1 (which wasn't posted) containt stuff about extra RAm and PORTB.

John, If you are around, could you please post it/send it to me?

CU Mathy Van Nisselroy

3109. RAM under OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <701p78rfh3@nets3.rz.RWTH-Aachen.DE>
Source record: 59327

Howdy folks

Does anybody know if software exists that will change the status of RAM UNDER
the OS while a bank of extended memory is accessed (PB4 or PB5 or both are low)
?

CU Mathy Van Nisselroy

3110. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3624844A.FC26B85D@ix.netcom.com>
Source record: 59328

8bitz@my-dejanews.com wrote:
>
> Anybody here from the atari days of 1986-87 in the Philadelphia area?
> Just curious.
>
> Mark
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Mark,
Sure! I'm from Trenton. I've been into the 8-bit systems since 1982.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3111. Re: New SIO2PC version 4.19 & New Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <362486EB.CCE348A0@ix.netcom.com>
Source record: 59329

Nick Kennedy wrote:
>
> 8-bit Users:
>
> I've recently completed a couple of tweaks to SIO2PC and put out revision
> 4.19. I've also created a Web Site so I could put out SIO2PC for
> downloading. This is something I should have done five years ago, but ...
> oh well.
>
> I'm a total neophyte to html and all things web related but I did a
> successful test download a few minutes ago and it worked. Cross your
> fingers. I hope to soon also post schematics for SIO2PC and 1050-2-PC,
> source code and shareware stuff by myself and others.
>
> Regards,
>
> Nick
> (The SIO2PC guy)
>
> http://www.cswnet.com/~nkennedy/Index.html

Nick,
Does 1050-2pc work with any Atari drive or is it specific to the 1050?
Can it do both read and write operations?

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3112. Re: Best Atari Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yaf2znx78.fsf@co.umist.ac.uk>
Source record: 59330

Mark Keates <Mark@mkeates.force9.net> writes:

> The work the Commodore people have done with CC65 looks very good, like the
> ability for different target platforms, more standardised C etc. They did leave
> in the atari lib code but not worked on it, that's what I've started doing (using
> DJGPP). Once it can compile itself I'll be happy :-)
>
> Mark.

Cool! I'd like to see that when it's finished. Good luck with it =)

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3113. Re: New Atari User (Page 6)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: jaa1 <jaa1@ukc.ac.uk>
Message-ID: <3624B073.2E56@ukc.ac.uk>
Source record: 59331

I have phoned Page 6 Publishing and they have told me that New Atari
User is still going and that Issue 85 will appear soon.

3114. Re: Whither FlickerTerm?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3624BFFE.A724DB1D@erols.com>
Source record: 59332

halliwee@ts436.dyess.af.mil wrote:
>
> Thomas Drake recently sent me an email asking about FlickerTerm 80.
> I thought the group might be interested in some of this stuff too...

> FlickerTerm fell victim to an unfortunate confluence of factors.
> Any one by itself might not have stalled development, but together
> they proved lethal. The factors were:
>
> 1) I got a job working with computers all day, which means I'm a
> bit "computered out" by the time I get home.
> 2) Flick's code size had expanded to the point that I was going
> to start needing the 8K of RAM under the MAC/65 cart, which would
> mean a LOT of cartridge insert/remove hassle.
> 3) The two main things on my to-do list were a capture buffer, and
> Xmodem, both of which are kind of scary considering the Atari's
> non-concurrent I/O structure. Plus I'm still not quite sure what
> the heck a CRC really is.
>
> So, while it's not *impossible* that there'll be another major
> update to FlickerTerm, it's not looking likely either.
>
> The last version released was 0.51, I believe.
>
> If anyone out there has an Xmodem CRC module they'd be willing to
> donate, I'd certainly be willing to take a run at integrating it
> into Flick (though 8-bit m/l tends to be heinously UNmodular...).
>
Well, Clay, FlickerTerm has one advantage over Ice-T from the standpoint
of my setup. I run a null-modem cable to my PC and use it out of R2: on
the P: R:. Ice-T doesn't configure to R2:.

So why is this important? Well, Tom Hunt is developing that proxy
server ...

Let's put it this way. If the guys can figure out how to help Clay
integrate some transfer protocols into his program, and Itay can patch
Ice-T to provide a selectable R1:/R2:, we'd have the best of both
worlds!

3115. Re: New SIO2PC version 4.19 & New Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3624C18F.C5315942@erols.com>
Source record: 59333

Nice start, Nick. A couple of positive comments:

1. Emphasis on SIO2PC (where it should be)
2. Nice appearance at top of page

And then, a couple of suggestions:

1. A link to your e-mail would be very helpful.
2. In case some non-Atarian wanders in off a search engine,
or just at random, you might consider a fuller description
of
various items.
3. You need a fatter font near the bottom of the page. What you
have is hard to read against that background.

In any event, good luck with the page! It should start something _BIG!_

Alan

Nick Kennedy wrote:
>
> 8-bit Users:
>
> I've recently completed a couple of tweaks to SIO2PC and put out revision
> 4.19. I've also created a Web Site so I could put out SIO2PC for
> downloading. This is something I should have done five years ago, but ...
> oh well.
>
> I'm a total neophyte to html and all things web related but I did a
> successful test download a few minutes ago and it worked. Cross your
> fingers. I hope to soon also post schematics for SIO2PC and 1050-2-PC,
> source code and shareware stuff by myself and others.
>
> Regards,
>
> Nick
> (The SIO2PC guy)
>
> http://www.cswnet.com/~nkennedy/Index.html

3116. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <702l59$j5k$1@nnrp1.dejanews.com>
Source record: 59334

> > Anybody here from the atari days of 1986-87 in the Philadelphia area?
> > Just curious.
> > Mark
>
> Mark,
> Sure! I'm from Trenton. I've been into the 8-bit systems since 1982.

I got lucky when I bought my first 1030 modem in 1986. There was a kid in the store (EB exton square mall) that made me a copy of a wacko terminal program that had a list of 10 local bbs's. When I think of how much time I spent downloading programs over the next 2 years and compare that to downloading a 14 meg zip file crammed with atr's now on a T1 at work (78 seconds:) Sigh.. Do you by any chance have an old list of philly bbs's? Thanks Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3117. Re: 1050 Schematic

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <702l6h$k1t@news2.tds.net>
Source record: 59335

On 1998-10-11 lpirog@home.com said:
lp>My 1050 drive stopped working. The power light comes on, but there
lp>is no sound of the head moving. I noticed a component on the
lp>circuit board was burned: It looks like a resistor, but the label
lp>calls it L6. Can anyone tell me what this part s/b or where I can
lp>get a schematic?
lp>Thanks,
lp>Lou Pirog
lp>lpirog@home.com

Lou, I checked the SAMS manual, and L6 is an inductor, its function being an RF choke. No value was given for it. It should have colored bands, just like a resistor. It also appears that it should have 12 volts going through it, if that's any help.

Michael Schoedel, Atari Nut!

!@#$%*: the most widely used computer term worldwide.

Net-Tamer V 1.11.1 - Test Drive

3118. Re: APE and SIO2PC problem with IBM PS/2 mod 70

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <702l6l$k1t@news2.tds.net>
Source record: 59336

On 1998-10-12 8bitz@my-dejanews.com said:
8b>Hello. Anybody have any insight as to why an SIO2PC setup would work
8b>perfectly on a pentium but not on a PS/2 mod 70 (386DX20) ? The only
8b>difference I can see is the pentium has a DB9 and the 386 a DB25. I
8b>have tested the 386 with a modem and a term program running with
8b>the atari plugged in and booted shows the SIO boot characters. But
8b>both APE116 and SIO2PC show no activity. I know this is probably
8b>something small but having a 3 week old baby with his wonderful
8b>sleep patterns has caused my brain to um, something :) Any help
8b>would be appreciated. Thanks Mark

Are you running them in DOS or Windows? for the slower machines, you should only run those in DOS.

Michael Schoedel, Atari Nut!

REALITY.SYS corrupted- reboot Universe (Y/N)?

Net-Tamer V 1.11.1 - Test Drive

3119. Re: ATTENTION!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <702l6o$k1t@news2.tds.net>
Source record: 59337

On 1998-10-11 jmelbo@pressenter.com(JonMelbo) said:
jm>Just a reminder to all you Atari 8-biters out there.... be sure to
jm>keep an eye on alt.binaries.comp.atari8bit
jm>I have been posting some goodies in there ya just might want!

What news server carries that group? Mine doesn't have it.

Michael Schoedel, Atari Nut!

Net-Tamer V 1.11.1 - Test Drive

3120. Re: Atari 8-bit chat hosting on CTH

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <702l6q$k1t@news2.tds.net>
Source record: 59388

```
On 1998-10-13 Tom_Hunt@my-dejanews.com said:
To>CTH is hosting a chat for everyone interested in the Atari 8-bit
To>line of computers. It begins 9:30 a.m. Washington D.C., 3:30 p.m.
To>London, 4:30 p.m. Poland, 11:30 p.m. central Australia. Any web
To>browser can access this chat, no special software required. Lynx
To>users will want to choose the no frames option, all others should
To>choose the frames option. Several discussion threads can take
To>place at once by typing the name of the person you are replying to
To>first. Like "Fred, where can I find the big cheese in Mercenary?",
To>or "Tom, how do I implement a 'skip word' macro in Mac/65?".
To>Here's the URL for the chat.
To>http://cth.tzo.com/EveryChat/ChatWorld.html
To>But feel free to drop by anytime. There's no telling who might be
To>on.
To>==================
To>http://cth.tzo.com/index.html
To>ftp://cth.tzo.com/ftp/pub

What day of the week, Tom?

Michael Schoedel, Atari Nut!

Net-Tamer V 1.11.1 - Test Drive
```

3121. Re: Atari 8-bit chat hosting on CTH

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: "Tom Hunt Sr." <tomhuntNOSPAM@bright.net>
Message-ID: <702lrc$4j0$1@cletus.bright.net>
Source record: 59389

Oops, Saturday. ;-)

--

Delete "NOSPAM" from my email address if sending
me email.

schoedel@ny.tds.net wrote in message <702l6q$k1t@news2.tds.net>...
>
>
>
>What day of the week, Tom?
>
>Michael Schoedel, Atari Nut!
>
>Net-Tamer V 1.11.1 - Test Drive

3122. Picnic Paranoia

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: kisrael@allegro.cs.tufts.edu
Message-ID: <702s6fcme1@news3.tufts.edu>
Source record: 59390

Does anyone know where I could find a copy of Picnic Paranoia?

--
Kirk Israel - kisrael@cs.tufts.edu - http://www.alienbill.com
"Anything worth doing well is worth doing slowly." --Gypsy Rose Lee

3123. For Sale Atari 400 & 800 and parts

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: "David Colwell Sr." <dcolwell@together.net>
Message-ID: <3624F638.3C717D00@together.net>
Source record: 59391

1 each working 410 and 800, 810 drive, complete service department manuals plus spare parts for the 400 and 800 series. Make an offer.

dcolwell@together.net

3124. Re: New SIO2PC version 4.19 & New Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <7035pq$r6d$1@news.csw.net>
Source record: 59392

Robert S Ely wrote in message <362486EB.CCE348A0@ix.netcom.com>...

>
>Nick,
> Does 1050-2pc work with any Atari drive or is it specific to the 1050?
>Can it do both read and write operations?

Any Atari drive--any drive that responds to SIO bus commands, which should be any Atari drive.
It will write a disk image back to an atari drive. The 1050-2-PC software is actually a sub-menu of SIO2PC, but different hardware is needed.

Run SIO2PC, then choose menu options A, then D to see the sub-menu of functions.

Nick

3125. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: Stephen <sdl@zeusx.jersey.net>
Message-ID: <36252EB4.5A46@zeusx.jersey.net>
Source record: 59393

8bitz@my-dejanews.com wrote:
>
> Anybody here from the atari days of 1986-87 in the Philadelphia area?
> Just curious.
>
> Mark
>

Mark,

I go back a little further than that ('82 -'83
if memory serves correctly), but yeah!
I'm in New Jersey now. The Atari 800 was my 1st
computer.

Stephen
eM

--
To contact me, please remove the `x' from my e-mail address.

3126. FA - Atari XE Game system/Computer - SUPER COOL!!! - ends 10/16

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <362538c6.0@blushng.jps.net>
Source record: 59394

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=35464287

3127. Re: ATTENTION!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <362542B1.82E8189B@erols.com>
Source record: 59395

Erols, for one ...

I'm sure there are others, but not, as I remember it, AOL.

Take care.

Alan

schoedel@ny.tds.net wrote:
>
> On 1998-10-11 jmelbo@pressenter.com(JonMelbo) said:
> jm>Just a reminder to all you Atari 8-biters out there.... be sure to
> jm>keep an eye on alt.binaries.comp.atari8bit
> jm>I have been posting some goodies in there ya just might want!
>
> What news server carries that group? Mine doesn't have it.
>
> Michael Schoedel, Atari Nut!
>
> Net-Tamer V 1.11.1 - Test Drive

3128. Re: New SIO2PC version 4.19 & New Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: "Jonathan S. Gould" <outback@mhonline.net>
Message-ID: <36254477.EB6A2524@mhonline.net>
Source record: 59396

Nice page - one thing though...

In the web address in your newsgroup message. Change the "I" in Index.html to
a lowercase "i"...

Nick Kennedy wrote:

> 8-bit Users:
>
> I've recently completed a couple of tweaks to SIO2PC and put out revision
> 4.19. I've also created a Web Site so I could put out SIO2PC for
> downloading. This is something I should have done five years ago, but ...
> oh well.
>
> I'm a total neophyte to html and all things web related but I did a
> successful test download a few minutes ago and it worked. Cross your
> fingers. I hope to soon also post schematics for SIO2PC and 1050-2-PC,
> source code and shareware stuff by myself and others.
>
> Regards,
>
> Nick
> (The SIO2PC guy)
>
> http://www.cswnet.com/~nkennedy/Index.html

3129. FA: Atari 400/800 Temple of Apshai CIB Cassette $0.01

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: ebaked@webtv.net
Message-ID: <8985-36253E35-36@newsd-173.iap.bryant.webtv.net>
Source record: 59397

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=35850006

DUNJONQUEST
Temple of Apshai
Atari 400/800 32K
©1980 Automated Simulations, Inc./EPYX

This auction is for Dunjonquest - Temple of Apshai for the Atari 400/800 computers with 32K. This is the Cassette version of the game. This game is complete in the box. Includes Cassette with case, Original Box, Instruction Manual, EPYX Catalog with other Dunjonquest games, Loading Instruction Sheet, Tape Head Cleaning Sheet, Summary of Play card, and unused Warranty Card. Everything is in Excellent Condition except the Box Cover shows some wear on the corners. The Box has no dents or creases though. This game is untested.

This is a 3 Day Auction ending on Saturday 10-17-98. Bidding starts at $0.01 and there is no reserve price.

Please email me if you have any questions.

Thank You

eBaked

3130. Re: 800 OS (SO...?) card

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <36256BB4.FFA34EC9@net66.com>
Source record: 59398

John wrote:
>
> I have an Atari 800
>
> There is a card inside with OS (or SO...?) #CO12989 rev. E. There are,
> among others, three ROM chips labelled A401, A402, and A403. The A401 chip
> has been removed and replaced with a mini-card called an "OMNION by David
> Young". It put two toggle switches on the top of the 800 (one of my XLs
> also has this "feature") This mini-card has stopped working and I would like
> to replace it with the regular A401 ROM chip for the OS (or SO) #CO12989
> rev. E card.
>

If you want to return to the original, I'll swap ya the whole card - I
have 2 800's, and I used to like OMNIMON on the 800xl...

Mark Statzer
mstatz@net66.com

--
Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

3131. APX Insomnia

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: Steve Yates <yates@-NOSPAM-gte.net>
Message-ID: <70416f$973$1@news-1.news.gte.net>
Source record: 59399

Hey all, I've tried on-and-off for a few months to find someone with a copy of the Insomnia music editor program (preferably with manuals). Search engines gave me a lot of references to sleeping aids and clinics and such, but no leads to people with the old computer program.

Anybody happen to have a (probably dusty) copy someplace that they want to part with (or sell)? Or possibly suggestions on where to look? The closest I came was a now-defunct AOL account.

Thanks in advance. Feel free to send me direct e-mail (you need to edit out -NOSPAM- from my address).

Thanks again,
-Steve

3132. Re: Atari 8-bit Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-14 00:00:00 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <70432a$stu@apollo0.Stanford.EDU>
Source record: 59400

The binder and the whole aura of starting up that game is an
example of the power of packaging...it was mad, frightening, that
off-pitch music (first time I played it, I had volume at -maximum- and
almost had a heart attack). I still walk over to the wshelf there and
open up the binder and just smell the pages...brings it all back.
Never got far in the game, it seemed like, the manual, a manual for
"life", sort of, an alternative life that was always too complicated, but
still engrossing.
Yeah, it's all just about the packaging for that game ;-)
Anyone played the sequels on the ST?

3133. Who does the FSK in tape (atari1010)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: Adi Perry <adiperry@geocities.com>
Message-ID: <36266471.3E3E2A67@geocities.com>
Source record: 59238

Hello,

I know that the atari tape device (1010) record the data
in FSK modulation.
My question is who modulates/demodulates ?
Is it the atari or the tape ?

(in other words: is the mod/demod in the atari so I can
use 'regular' 'patched' tapes, or is it the 1010 itself?)

Thanks

3134. Re: ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36277460.3868011@news.pressenter.com>
Source record: 59239

On Thu, 15 Oct 1998 16:26:59 GMT, "John" <smile@ptdprolog.net> wrote:

>I have Original SpartaDOS floppies...just found 'em...version is not listed
>on the disk
>
>VINNIE5757 wrote in message <19981015103814.16987.00000952@ng95.aol.com>...
>>I am an avid fan of SpartaDOS-X... problem.. I have 1 cart and 3
>computers...
>>(400/800's... NO XL/XE)... is there a SpartaDOS out there, other than 1.1,
>>that's perhaps disk based??? I prefer not to buy carts... (not even sure if
>I
>>could find 'em..)..... Thanks....!
>>Vinnie
>
I have many SpartaDOS disk versions as well as my X cart. Much of the
disk based SD works with Atari800Win emulator too!

3135. Re: ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <362874ab.3942962@news.pressenter.com>
Source record: 59240

On 15 Oct 1998 20:13:02 GMT, vinnie5757@aol.com (VINNIE5757) wrote:

>3.2d... Maybe... that's it?!!!
>
>Thanks..
>vinnie

Check alt.binaries.comp.atari8bit for more SpartaDOS. These are ones
I know work with Atari800Win.

3136. Re: Who does the FSK in tape (atari1010)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36297743.4607598@news.pressenter.com>
Source record: 59241

On Thu, 15 Oct 1998 23:09:06 +0200, Adi Perry <adiperry@geocities.com>
wrote:

>Hello,
>
>I know that the atari tape device (1010) record the data
>in FSK modulation.
>My question is who modulates/demodulates ?
>Is it the atari or the tape ?
>
>(in other words: is the mod/demod in the atari so I can
>use 'regular' 'patched' tapes, or is it the 1010 itself?)
>
>Thanks

Good question, I too am curious of this.

3137. Re: Who does the FSK in tape (atari1010)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19981015183532.23891.00001379@ng25.aol.com>
Source record: 59242

```
>I know that the atari tape device (1010) record the data
>in FSK modulation.
>My question is who modulates/demodulates ?
>Is it the atari or the tape ?
>
>(in other words: is the mod/demod in the atari so I can
>use 'regular' 'patched' tapes, or is it the 1010 itself?)
>
```

The FSK mod/demod is in the 1010. There was an article in one of the electronics magazines (I believe Popular Electronics) on building a FSK mod/demod unit that allowed you to use a regular cassette recorder, and even included a circuit to connect a second recorder to make true dupes of the tapes. I have that issue around here somewhere, but I haven't looked at it in years. But I do remember it uses two Exar chips, the 2206 and 2211.

3138. Re: ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01bdf895$d6f15e40$1668cad0@none>
Source record: 59243

VINNIE5757 <vinnie5757@aol.com> wrote in article
<19981015103814.16987.00000952@ng95.aol.com>...
> I am an avid fan of SpartaDOS-X... problem.. I have 1 cart and 3
computers...
> (400/800's... NO XL/XE)... is there a SpartaDOS out there, other than
1.1,
> that's perhaps disk based??? I prefer not to buy carts... (not even sure
if I
> could find 'em..)..... Thanks....!
> Vinnie
>

I know you said you prefer not to buy carts...but B&C ComputerVisions
does have a Spartados on cartridge. Not SDX but another later version
of the 3.2 series. I don't know exactly if it will work on the 400/800,
but
it's worth visiting their web page to check it out.

http://www.myatari.com/

--
****
Glenn Bruner Email: brunergs@pcisys.net
Visit my web page of images of rare Atari items
http://www.pcisys.net/~brunergs/Atari/
****

3139. Black Rabbit - Atari disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <3626D398.7C3EF8E3@earthlink999.net>
Source record: 59244

I'm looking for an old disk copying utility for Atari called Black Rabbit. It used to work beautifully on my Atari 800XL, much faster than DOS. If anyone still has a copy of it and wouldn't mind shipping me a copy (I'd pay the cost, of course) I'd greatly appreciate it.

THanks!

Mike (mchandle@earthlink999.net - without the 999 ... no spam!)

3140. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <703e4j$84s@dailyplanet.wam.umd.edu>
Source record: 59401

```
: I go back a little further than that ('82 -'83
: if memory serves correctly), but yeah!
: I'm in New Jersey now. The Atari 800 was my 1st
: computer.
```

Somewhat like me -- the very first time I used an Atari computer was back in 1980 when I was living in NJ. I still remember that day clearly: It was at Paramus Park mall at the store Video Concepts. It was a newly opened store, and amongst the electronic gizmos, they had a 400 and 800 hooked-up. That was my gateway into computers, and I became hooked instantly. However, I didn't get an Atari 800 until 1983, by which point it cost "only" $500. Oh, those were the days!

3141. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <703eke$84s@dailyplanet.wam.umd.edu>
Source record: 59402

```
: I got lucky when I bought my first 1030 modem in 1986. There was a kid in the
: store (EB exton square mall) that made me a copy of a wacko terminal program
: that had a list of 10 local bbs's. When I think of how much time I spent
: downloading programs over the next 2 years and compare that to downloading a
: 14 meg zip file crammed with atr's now on a T1 at work (78 seconds:) Sigh..

Another great memory for me, too! My first modem was the XM-301, which I
bought in 1986. I longed planned to get on-line from the coverage Antic
magazine would give in their (usually) August issues. But at first I was
skeptical, since it seemed like the only options were the commercial
on-line services, which were really, really expensive back then.

I remember my early days of using BBSes and the like, how the biggest
files seemed to be like 32-60K (and how "long" it took for 300 baud!).
It took like an hour or more just for one measily compressed disk game or
utility. A year later I got an upgrade to the Avatex 1200HC w/P:R:
Connection, which I thought was REALLY fast at the time. And in 1990, I
got a Cardinal 2400 baud modem, which I thought was REALLY fast, too.
Oh, how times have changed! Alas, by 1991, I began phasing out my nearly
full-time Atari usage in favor of the PC for varying reasons (support,
speed, etc.)

I miss the old days of being on-line, because those were just relegated to
computer hobbyists like us who knew the meaning of responsibility and how
to post w/o attacking others. Today it's become a free-for-all, no thanks
to certain on-line services....
```

3142. Re: RAM under OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <36254a92.3385341@news.demon.nl>
Source record: 59403

I think there is an article of this subject on megamagazine.

>Howdy folks
>
>Does anybody know if software exists that will change the status of RAM UNDER
>the OS while a bank of extended memory is accessed (PB4 or PB5 or both are low)
>?
>
>CU Mathy Van Nisselroy

3143. Re: Whither FlickerTerm?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <703kri$72m$1@pale-rider.INS.CWRU.Edu>
Source record: 59404

```
(I sent 3 doozy msgs. to the e-mail address here, all 3 bounced.)
So, here's some code. It uses pre-done tables. It is probably
most efficient to calculate the tables first, and store them
somewhere, but that wouldn't help much. You'd still have to
use up 256*2=512 bytes for the table.)
Here's some Turbo Pascal 3.0 (very old version) for X-modem
crc16 (which is different from .arc crc16).
******************
program crc16(input,output);

var
filespec: packed array [1..100] of char;
filehandle: file of byte;
v: integer;
bytecnt: real;
crc: real;
hexout: packed array[0..4] of char;
const
crctab: array[0..255] of integer =
($0000,$1021,$2042,$3063,$4084,$50A5,$60C6,$70E7,
$8108,$9129,$A14A,$B16B,$C18C,$D1AD,$E1CE,$F1EF,
$1231,$0210,$3273,$2252,$52B5,$4294,$72F7,$62D6,
$9339,$8318,$B37B,$A35A,$D3BD,$C39C,$F3FF,$E3DE,
$2462,$3443,$0420,$1401,$64E6,$74C7,$44A4,$5485,
$A56A,$B54B,$8528,$9509,$E5EE,$F5CF,$C5AC,$D58D,
$3653,$2672,$1611,$0630,$76D7,$66F6,$5695,$46B4,
$B75B,$A77A,$9719,$8738,$F7DF,$E7FE,$D79D,$C7BC,
$48C4,$58E5,$6886,$78A7,$0840,$1861,$2802,$3823,
$C9CC,$D9ED,$E98E,$F9AF,$8948,$9969,$A90A,$B92B,
$5AF5,$4AD4,$7AB7,$6A96,$1A71,$0A50,$3A33,$2A12,
$DBFD,$CBDC,$FBBF,$EB9E,$9B79,$8B58,$BB3B,$AB1A,
$6CA6,$7C87,$4CE4,$5CC5,$2C22,$3C03,$0C60,$1C41,
$EDAE,$FD8F,$CDEC,$DDCD,$AD2A,$BD0B,$8D68,$9D49,
$7E97,$6EB6,$5ED5,$4EF4,$3E13,$2E32,$1E51,$0E70,
$FF9F,$EFBE,$DFDD,$CFFC,$BF1B,$AF3A,$9F59,$8F78,
$9188,$81A9,$B1CA,$A1EB,$D10C,$C12D,$F14E,$E16F,
$1080,$00A1,$30C2,$20E3,$5004,$4025,$7046,$6067,
$83B9,$9398,$A3FB,$B3DA,$C33D,$D31C,$E37F,$F35E,
$02B1,$1290,$22F3,$32D2,$4235,$5214,$6277,$7256,
$B5EA,$A5CB,$95A8,$8589,$F56E,$E54F,$D52C,$C50D,
$34E2,$24C3,$14A0,$0481,$7466,$6447,$5424,$4405,
$A7DB,$B7FA,$8799,$97B8,$E75F,$F77E,$C71D,$D73C,
$26D3,$36F2,$0691,$16B0,$6657,$7676,$4615,$5634,
$D94C,$C96D,$F90E,$E92F,$99C8,$89E9,$B98A,$A9AB,
```

```
$5844,$4865,$7806,$6827,$18C0,$08E1,$3882,$28A3,
$CB7D,$DB5C,$EB3F,$FB1E,$8BF9,$9BD8,$ABBB,$BB9A,
$4A75,$5A54,$6A37,$7A16,$0AF1,$1AD0,$2AB3,$3A92,
$FD2E,$ED0F,$DD6C,$CD4D,$BDAA,$AD8B,$9DE8,$8DC9,
$7C26,$6C07,$5C64,$4C45,$3CA2,$2C83,$1CE0,$0CC1,
$EF1F,$FF3E,$CF5D,$DF7C,$AF9B,$BFBA,$8FD9,$9FF8,
$6E17,$7E36,$4E55,$5E74,$2E93,$3EB2,$0ED1,$1EF0);

procedure docrc;

var
b: byte;
element: integer;
begin
bytecnt := 0;
v := $0;
assign(filehandle,filespec);
reset(filehandle);
while not eof (filehandle) do
begin
read(filehandle,b);
bytecnt := bytecnt + 1;
element := ((v shr 8) xor b) and $FF;
v := v shl 8;
v := v xor crctab[element];
end;
crc := v;
if crc < 0 then crc := 65536.0 + crc;
end;

procedure dectohex;

var cnt: integer;
temp: real;
digit: real;
place: integer;
hexchar: char;
begin

place := 4;
hexout := '$0000';
while crc > 0 do
begin
temp := crc;
digit := 0;
while temp <> 0 do
begin
temp := trunc(temp/16);
digit := crc-(temp*16);
if digit = 0 then hexchar := '0';
if digit = 1 then hexchar := '1';
if digit = 2 then hexchar := '2';
```

```
if digit = 3 then hexchar := '3';
if digit = 4 then hexchar := '4';
if digit = 5 then hexchar := '5';
if digit = 6 then hexchar := '6';
if digit = 7 then hexchar := '7';
if digit = 8 then hexchar := '8';
if digit = 9 then hexchar := '9';
if digit = 10 then hexchar := 'A';
if digit = 11 then hexchar := 'B';
if digit = 12 then hexchar := 'C';
if digit = 13 then hexchar := 'D';
if digit = 14 then hexchar := 'E';
if digit = 15 then hexchar := 'F';
hexout[place] := hexchar;
place := place - 1;
crc := temp;
end;
end;
end;

begin

writeln(' CRC-16 by Russ Gilbert');
writeln(' 12/94');
writeln('Input filespec');
writeln('Program will print to screen');
readln(filespec);
docrc;
dectohex;

writeln('CRC-16 #Bytes Filespec');
writeln('~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~');
writeln(hexout,' ',bytecnt:6:0,' ',filespec);

end.
******************
Uhm. You want to use the lookup table to allow doing a byte at
a time. Without the table you do each bit and it bogs the proggy down.
Itay could help you, also.
Russ
```

3144. Re: ATTENTION!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36256eeb.3726966@news.pressenter.com>
Source record: 59405

It figures AOL wouldn't have it. I just don't why people pay AOL good money.

On Wed, 14 Oct 1998 20:32:49 -0400, Alan Sharkis <asharkis@erols.com> wrote:

>Erols, for one ...
>
>I'm sure there are others, but not, as I remember it, AOL.
>
>Take care.
>
>Alan
>
>schoedel@ny.tds.net wrote:
>>
>> On 1998-10-11 jmelbo@pressenter.com(JonMelbo) said:
>> jm>Just a reminder to all you Atari 8-biters out there.... be sure to
>> jm>keep an eye on alt.binaries.comp.atari8bit
>> jm>I have been posting some goodies in there ya just might want!
>>
>> What news server carries that group? Mine doesn't have it.
>>
>> Michael Schoedel, Atari Nut!
>>
>> Net-Tamer V 1.11.1 - Test Drive

3145. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36266fbb.3934740@news.pressenter.com>
Source record: 59406

On 15 Oct 1998 00:03:31 GMT, eplicon@wam.umd.edu (Jack H. Lee) wrote:

>: I go back a little further than that ('82 -'83
>: if memory serves correctly), but yeah!
>: I'm in New Jersey now. The Atari 800 was my 1st
>: computer.
>
>Somewhat like me -- the very first time I used an Atari computer was back
>in 1980 when I was living in NJ. I still remember that day clearly: It
>was at Paramus Park mall at the store Video Concepts. It was a newly
>opened store, and amongst the electronic gizmos, they had a 400 and 800
>hooked-up. That was my gateway into computers, and I became hooked
>instantly. However, I didn't get an Atari 800 until 1983, by which point
>it cost "only" $500. Oh, those were the days!

In 1983 you could 800XL's with 64KB of memory at all kinds of major
outlets for around $320.

3146. Re: 1050 Schematic

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: cdyson@redshift.com
Message-ID: <362772c0.2064136@news.redshift.com>
Source record: 59407

L6 is a 3.3uH choke. If it's open, that would cause the dirve motor
from spinning. You may have more parts bad than just this one as
something went and took L6 out.

Take care...

schoedel@ny.tds.net wrote:

>
>
>On 1998-10-11 lpirog@home.com said:
> lp>My 1050 drive stopped working. The power light comes on, but there
> lp>is no sound of the head moving. I noticed a component on the
> lp>circuit board was burned: It looks like a resistor, but the label
> lp>calls it L6. Can anyone tell me what this part s/b or where I can
> lp>get a schematic?
> lp>Thanks,
> lp>Lou Pirog
> lp>lpirog@home.com
>
>Lou, I checked the SAMS manual, and L6 is an inductor, its function being an
>RF choke. No value was given for it. It should have colored bands, just
>like a resistor. It also appears that it should have 12 volts going through
>it, if that's any help.
>
>Michael Schoedel, Atari Nut!
>
>!@#$%*: the most widely used computer term worldwide.
>
>Net-Tamer V 1.11.1 - Test Drive

3147. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <703til$hv0@dailyplanet.wam.umd.edu>
Source record: 59408

```
: In 1983 you could 800XL's with 64KB of memory at all kinds of major
: outlets for around $320.

The 800XL was not introduced around 1984, when the Tramiels took over the
company. Maybe you were thinking of the 1200XL?

At the time I got the 800 (March '83), it was still one of the "regular"
computers Atari was putting out. However, just a couple months later, the
company was going crazy and the price dropped even more, which included
that $100 rebate. That was one of many moves that eventually killed the
company during the home computer wars.
```

3148. Re: 1050 Schematic

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: Darrin Smith <darrins@cyllene.uwa.edu.au>
Message-ID: <703u7v$d10$1@enyo.uwa.edu.au>
Source record: 59409

Clarence Dyson <cdyson@redshift.com> wrote:
: L6 is a 3.3uH choke. If it's open, that would cause the dirve motor
: from spinning. You may have more parts bad than just this one as
: something went and took L6 out.

:>On 1998-10-11 lpirog@home.com said:
:> lp>My 1050 drive stopped working. The power light comes on, but there
:> lp>is no sound of the head moving. I noticed a component on the
:> lp>circuit board was burned: It looks like a resistor, but the label
:> lp>calls it L6. Can anyone tell me what this part s/b or where I can
:> lp>get a schematic?
:> lp>Thanks,
:> lp>Lou Pirog
:> lp>lpirog@home.com
:>
:>Lou, I checked the SAMS manual, and L6 is an inductor, its function being an
:>RF choke. No value was given for it. It should have colored bands, just
:>like a resistor. It also appears that it should have 12 volts going through
:>it, if that's any help.
:>
I had this same problem once, it turned out to be "only" a faulty diode
in the power supply stage. In the rectifier bridge I think (remembering
back to 1987!) Cost me $35 to get fixed! (about 2 weeks paper deliveries then!)

--
Darrin Smith Phone:(work)08 9224 0263 (+61 8 9224 0263)
Ph.D Student, University Dept of Medicine (fax) 08 9224 0246 (+61 8 9224 0246)
Medical Research Foundation Building (home)08 9305 9425 (+61 8 9305 9425)
Level 4, 50 Murray St. PERTH WA 6000 NEW (mob) 0414 756 502 (+61 414 756 502)
----------------------PORSCHE- There is no substitute----------------------
E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
---

3149. Re: ATTENTION!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981015004936.07160.00000327@ng141.aol.com>
Source record: 59410

>It figures AOL wouldn't have it. I just don't why people pay AOL good money.
>
Hmm. AOL does have it. Write the full
title in at the search prompt. It doesn't
appear to be used much, however. Mostly
off-topic ads.

Larry

3150. Re: New Atari User (Page 6)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981015005346.07160.00000329@ng141.aol.com>
Source record: 59411

>I have phoned Page 6 Publishing and they have told me that New Atari
>User is still going and that Issue 85 will appear soon.

Good. I believe that Les does this as a
side-line, now, so as somebody once said:
"look at how long your subscription will last."
(or words to that effect). :-}

Larry

3151. Re: RAM under OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <703vbj$pv3$1@alexander.INS.CWRU.Edu>
Source record: 59412

(software to access RAM under OS with PORTB bits 4 and 5 low.)
Software?
You write the software.
set bit 0 to low and you access RAM under the OS ROM.
I dunno about actually doing this, as you disable the
ROM, with VBI and all. I guess you're asking how to
actually use the RAM under the OS. You have to CLI
or SEI or something. I could give you what the bits
of PORTB do, but I don't think that's what you want.
I have some code around that demonstrates use of
the RAM under the OS. Is that what you're looking for?
(reading my post, 'set bit 0 to low' should read
clear bit 0.
)
:)
Russ

3152. Re: ATTENTION!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36258ee1.11910305@news.pressenter.com>
Source record: 59413

On 15 Oct 1998 04:49:36 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>>It figures AOL wouldn't have it. I just don't why people pay AOL good money.
>>
>Hmm. AOL does have it. Write the full
>title in at the search prompt. It doesn't
>appear to be used much, however. Mostly
>off-topic ads.
>
>Larry

I was just going by what somebody else said. I still think AOL is to
be avoided in favor of a 'real' ISP. But, maybe that's all some
people have available to them. :(

3153. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36268f89.12077720@news.pressenter.com>
Source record: 59414

On 15 Oct 1998 04:27:01 GMT, eplicon@wam.umd.edu (Jack H. Lee) wrote:

>: In 1983 you could 800XL's with 64KB of memory at all kinds of major
>: outlets for around $320.
>
>The 800XL was not introduced around 1984, when the Tramiels took over the
>company. Maybe you were thinking of the 1200XL?
>
>At the time I got the 800 (March '83), it was still one of the "regular"
>computers Atari was putting out. However, just a couple months later, the
>company was going crazy and the price dropped even more, which included
>that $100 rebate. That was one of many moves that eventually killed the
>company during the home computer wars.

Okay. I was pretty sure I remembered the 600XL & 800XL out around
Christmas 83. Be that as it may that is still later than March 83 so
your point is well taken.

3154. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3625D6D3.55FD2693@ix.netcom.com>
Source record: 59415

Jack H. Lee wrote:
>
> : In 1983 you could 800XL's with 64KB of memory at all kinds of major
> : outlets for around $320.
>
> The 800XL was not introduced around 1984, when the Tramiels took over the
> company. Maybe you were thinking of the 1200XL?
>
> At the time I got the 800 (March '83), it was still one of the "regular"
> computers Atari was putting out. However, just a couple months later, the
> company was going crazy and the price dropped even more, which included
> that $100 rebate. That was one of many moves that eventually killed the
> company during the home computer wars.

Jack,
Sorry, but I bought my first Atari computer at Christmas time 1983. I
eas a 600XL. They had been out for a few months at that time. I was
selling computers at Wall to Wall Sound and Video in Cinnaminson,NJ
then. At that time a already had a Tandy (Radio Shack) CoCo. Right after
New Years I returned it to upgrade to an 800XL. The 16K 600XL was just
too wimpy for me.
My first modem was a Promethius Promodem 1200. I guess I got that
around 85 or 86. By then there a few BBSes in the area. JACS being one
of them running at only 300bps. I was ahead of my time back then. Heh...

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3155. just a q or 2

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: Dana Eckel <deckel@info-link.net>
Message-ID: <704nnh$jg@ns.info-link.net>
Source record: 59416

I have a 1050 disk drive with Happy ver 7 installed, I also have the 1050 Happy Archiver software. I would like to know what the Super Archiver Upgrade is, would it work with my Happy drive, and what is the 1050 Super Archiver chip is. I would also like to upgrade my 800xl to 512k of ram. Any web pages that can show how to do this? I think British Underground Atari is down right now.

Thanks,
Dana

3156. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <704vd9rnr1@nnrp1.dejanews.com>
Source record: 59417

In article <703e4j$84s@dailyplanet.wam.umd.edu>,
eplicon@wam.umd.edu (Jack H. Lee) wrote:

> instantly. However, I didn't get an Atari 800 until 1983, by which point
> it cost "only" $500. Oh, those were the days!

I remember getting a computer catalog in 1980 that I used to read over and over thinking someday I would have the $399 for an atari 400. The $999 for the 800 at the time was a bit high but still well under the $1600 apples or commodores or heathkits. Then the magazines advertized the Sinclair ZX-80 for like $229 so I started saving money. The ZX-81 came out in 1982 for $149 so I snagged one of them and bought the 16K ram for $49 about 2 months later.

When I picked up an 800xl in 86 the price had dropped to $179 to compete with the commie 64 when it dropped to $250

You are right, those were the days. When you were so fascinated by making a machine do something you spent hours writing your own programs. I wonder what the percentage is now of people that buy computers and actually do any programming. Has to be low.

Sigh :)

MArk

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3157. Re: just a q or 2

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <3625ED5A.172F46CE@bigfoot.com>
Source record: 59418

The Super Archiver chip is an Upgrade chip to the Stabdard 1050 disk drive
that enables you to copy Protected Floppy disks with it's own softwere,
(meaning you need to have the Super Archiver copying program)
there was also a follow up upgrade to the Archiver called the BitWrite that
you could add to a disk drive with the Archiver upgrade (but this is a
different story...)

i need to try and see if i can find my Super Archiver Manual,

Regards,

Nir Dary

Dana Eckel wrote:

> I have a 1050 disk drive with Happy ver 7 installed, I also have the 1050
> Happy Archiver software. I would like to know what the Super Archiver
> Upgrade is, would it work with my Happy drive, and what is the 1050
> Super Archiver chip is. I would also like to upgrade my 800xl to 512k
> of ram. Any web pages that can show how to do this? I think British
> Underground Atari is down right now.
>
> Thanks,
> Dana

3158. Re: just a q or 2

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <3625EFD3.2776A211@bigfoot.com>
Source record: 59419

Here is a site with info on upgrading memory on the 8 bit computer..

http://www.tu-chemnitz.de/~sgl/atari/xl256kb/mod256kb.htm

Regards

Nir Dary
ndary@bigfoot.com

Dana Eckel wrote:

> I have a 1050 disk drive with Happy ver 7 installed, I also have the 1050
> Happy Archiver software. I would like to know what the Super Archiver
> Upgrade is, would it work with my Happy drive, and what is the 1050
> Super Archiver chip is. I would also like to upgrade my 800xl to 512k
> of ram. Any web pages that can show how to do this? I think British
> Underground Atari is down right now.
>
> Thanks,
> Dana

3159. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <704vvm$sb7$1@nnrp1.dejanews.com>
Source record: 59420

In article <703eke$84s@dailyplanet.wam.umd.edu>,
eplicon@wam.umd.edu (Jack H. Lee) wrote:

> I miss the old days of being on-line, because those were just relegated to
> computer hobbyists like us who knew the meaning of responsibility and how
> to post w/o attacking others. Today it's become a free-for-all, no thanks
> to certain on-line services....

Well to me web pages are nothing more than what BBS's used to be 12 years ago.
Increase quantity and decrease quality. It used to be more like a community
online. One of the BBS's 'Middle earth II' (and the fellowship people) used to
have meetings at the sysops house every other week. Imagine trying that now :)

Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3160. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <704u4k$8m@dailyplanet.wam.umd.edu>
Source record: 59421

```
: Okay. I was pretty sure I remembered the 600XL & 800XL out around
: Christmas 83. Be that as it may that is still later than March 83 so
: your point is well taken.

I was actually speaking too soon, because I was thinking about the XEs,
which were developed a year or so after Tramiel came to Atari. Also, one
of his first orders of business was slashing prices on the XL line, which
probably threw off my grey matter somewhat. Somehow I got those two events
intertwined. Oh, well. It's been ages; this sort of thing is ancient
history. At least back then I was more "in the know." <g>
```

3161. 400 needs more than 32k!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981015094928.05102.00000984@ng93.aol.com>
Source record: 59422

I've got a 400 with 32k Axlon board... I am aware of the 48k Atari board, which
I understand really has 64k... is there a way to modify this board to access
the extra 16k (Axlon bank select)... or, is the Byrd/Torres 16k board mod the
only way to go...???
Help!
Thanks...
Vinnie

3162. Wanted: Disk drive!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: jaa1 <jaa1@ukc.ac.uk>
Message-ID: <3625FA92.5F1D@ukc.ac.uk>
Source record: 59423

I am looking to acquire another disk drive as my 1050 drive is causing me no end of problems. Has anybody got a 1050 (possibly XF551) drive in a good condition that they are seeking to sell? It must come with leads which work as I daren't use my power supply again in case that was the cause of my problem. Will negotiate reasonable price. Will pay postage but please note I live in the UK.

3163. Re: Ron Hoffman

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: jaa1 <jaa1@ukc.ac.uk>
Message-ID: <3625FB14.59@ukc.ac.uk>
Source record: 59424

Does anyone know if Ron Hoffman (of Spokane, WA, USA) is still on the Atari scene? I sent him some Atari correspondance some time ago (almost a year now!) but have had no reply. JAMES AUSTIN, 19 CLIVE ROAD, SITTINGBOURNE, KENT, ENGLAND, ME10 1PJ.

3164. ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981015103814.16987.00000952@ng95.aol.com>
Source record: 59425

I am an avid fan of SpartaDOS-X... problem.. I have 1 cart and 3 computers... (400/800's... NO XL/XE)... is there a SpartaDOS out there, other than 1.1, that's perhaps disk based??? I prefer not to buy carts... (not even sure if I could find 'em..)..... Thanks....!
Vinnie

3165. connecting a Serial/PS mouse to the Atari computer...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <36260E14.2284D771@bigfoot.com>
Source record: 59426

Did anyone have information about how to connect an Pc mouse to the
Atari computer?

Nir Dary
ndary@bigfoot.com

3166. Re: RAM under OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7056j2rkr1@pale-rider.INS.CWRU.Edu>
Source record: 59427

```
(I tried this once before and it didn't take (didnt get posted.))
From Newell 256k upgrade disk. Assembler on moving OS from
ROM to RAM, but you can get the idea of using RAM under OS.
********************
'MOVEOS.M65'
10 .TITLE MOVE OS TO RAM
20 .OPT OBJ
30 *= $8000
40 START LDA #0
50 STA $022F TURN OFF ANTIC
60 STA $D40E
70 STA $D20E DISABLE INTRPTS
80 SEI MAKE SURE NO
90 LDA #$C0 INTERRUPTS
0100 STA $C1 SET UP BANK AREA
0110 LDY #0
0120 STY $C0
0130 L3 LDA ($C0),Y GET ROM BYTE
0140 TAX
0150 LDA #$FE
0160 AND $D301 CLR BIT 0 TO
0170 STA $D301 BANK TO OS RAM
0180 TXA
0190 STA ($C0),Y STORE BYTE
0200 LDA #$01
0210 ORA $D301
0220 STA $D301 BACK TO ROM
0230 INY GET READY NEXT
0240 CPY #0
0250 BNE L3 256 TIMES
0260 NOK INC $C1
0270 CLC DON'T UNDRSTND
0280 LDA $C1 THIS CNTRL LOOP
0290 CMP #$D0
0300 BCC T1 FROM $C0-$FF
0310 CMP #$D8 SKIP $D0-$D7
0320 BCC NOK
0330 T1 CMP #$00
0340 BNE L3
0350 CLC
0360 LDA #$FF
0370 STA $D40E
0380 LDA #$F7
0390 STA $D20E TURN ON NMI,IRQ
```

```
0400 LDA #$22
0410 STA $022F
0420 CLI
0430 RTS
0440 .END
**************
Russ Gilbert
```

3167. Re: ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <nnpV1.3831$av1.7581928@nnrp1.ptd.net>
Source record: 59428

I have Original SpartaDOS floppies...just found 'em...version is not listed
on the disk

VINNIE5757 wrote in message <19981015103814.16987.00000952@ng95.aol.com>...
>I am an avid fan of SpartaDOS-X... problem.. I have 1 cart and 3
computers...
>(400/800's... NO XL/XE)... is there a SpartaDOS out there, other than 1.1,
>that's perhaps disk based??? I prefer not to buy carts... (not even sure if
I
>could find 'em..)..... Thanks....!
>Vinnie

3168. Re: connecting a Serial/PS mouse to the Atari computer...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981015122510.10546.00000975@ng69.aol.com>
Source record: 59429

email your fax number.... I had an article called 'mouser' from one of the mags... antic, analog... one of them...had the instructions....

3169. Re: ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <uBpV1.3834$av1.7588319@nnrp1.ptd.net>
Source record: 59430

I found the versions...one is 1.1, the other is 3.2d
John wrote in message ...
>I have Original SpartaDOS floppies...just found 'em...version is not listed
>on the disk

is there a SpartaDOS out there, other than 1.1,
>>that's perhaps disk based??? I prefer not to buy carts... (not even sure
if
>I
>>could find 'em..)..... Thanks....!
>>Vinnie
>
>

3170. Re: RAM under OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <362625af.0@news.iglou.com>
Source record: 59431

On 1998-10-14 nisse-ma@reze-1.rz.rwth-aachen.de(MathyVanNisselroy) said:
>Howdy folks
>Does anybody know if software exists that will change the status of
>RAM UNDER the OS while a bank of extended memory is accessed (PB4
>or PB5 or both are low) ?
>CU Mathy Van Nisselroy
If I'm not mistaken, writing to the addresses c000-ffff will write to the ram even if the rom is enabled. Extended ram is mapped to 4000-7fff and it is separate from the ram under the OS.

Net-Tamer V 1.08X - Test Drive

3171. Re: connecting a Serial/PS mouse to the Atari computer...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19981015155309.21940.00000519@ngol01.aol.com>
Source record: 59432

Hey, wich program do you use?

Generally...is there a program for the atari wich uses a serial or ps2 mouse?

wich memory / i/o-registers does it use, do you know the ATARI-protocol?

are there some people who want to connect a mouse, there must be a new standard defined... do you have software for the new standard???

i often thought about this problem but theres no software-standard to use a mouse!

im right ? nice to read your response...

bye, Andrï¿½.

3172. Re: ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981015161302.09408.00001016@ng19.aol.com>
Source record: 59433

3.2d... Maybe... that's it?!!!

Thanks..
vinnie

3173. Re: Ron Hoffman

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <362a3e71.5698472@news.demon.co.uk>
Source record: 59434

The other Day jaa1 <jaa1@ukc.ac.uk> wrote:

>Does anyone know if Ron Hoffman (of Spokane, WA, USA) is still on the
>Atari scene? I sent him some Atari correspondance some time ago (almost
>a year now!) but have had no reply. JAMES AUSTIN, 19 CLIV snip

James, just a word of (late) advice..Its not a good idea re posting a
home address on the Net...

There are some very weird people who read the NG's, but enough about a
thread that was in here a while ago ;)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3174. Re: ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <zitV1.3861$av1.7699962@nnrp1.ptd.net>
Source record: 59435

it was released in 1986

VINNIE5757 wrote in message <19981015161302.09408.00001016@ng19.aol.com>...
>3.2d... Maybe... that's it?!!!
>
>Thanks..
>vinnie

3175. Re: ATTENTION!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19981015170701.25514.00000564@ngol06.aol.com>
Source record: 59436

aol have it in germany!

in germany theres only one great provider for ALLLLL (most of) the newsgroups... (i'm not a fan of aol !!! :-(((()

oh, im sure there are some bad things on aol, (most wrong is the price), but i can't say that the available newsgroups are not the newsnet-one!

its my opinion, only for germany, its interesting to read your (international) further dialog...!!!

bye, Andrï¿½

3176. Re: RAM under OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-15 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19981015170703.25514.00000565@ngol06.aol.com>
Source record: 59437

Im Artikel <362625af.0@news.iglou.com>, bmarcum@iglou.com schreibt:

>If I'm not mistaken, writing to the addresses c000-ffff will write to the ram
>even if the rom is enabled. Extended ram is mapped to 4000-7fff and it is
>separate from the ram under the OS.
>
>Net-Tamer V 1.08X - Test Drive
>

yes/no, on a standard 800/130er theres no way to reach the RAM space from
$d000-d7ff (I/O area, absolute no way...) and also no way to reach
($c000-$ffff-RAM) in a separate bank from ($4000-$7fff)!!! (without hardware
expansion)
if theres a write command on $c000-$ffff (excl.I/O) it will go to the endless
emptyness, when ROM is selected!

btw.: i want to have some infomation about the memory access areas on a 130er.
(i only have an 800er (768KB) without FREDDY)!.
On 800er theres an MPU, i know the most of it whats inside, on 130er theres a
FREDDY Chip, thats the unknown part for me...
Theres a problem of mine!

Can a FREDDY Chip be detected (130er) by setting up a Displaylist in an
extended memory bank, thats mirroring in area $4000-$7fff (ANTIC access
allowed), with an DL-Interrupt activated to jump in a interrupt subroutine
thats resident in area outside $4000-$7fff? to detect a 130er?

Are ANTIC-Displaylist-Accesses mirrored in the extended RAM, or only IRMs, if
only the antic-bit, not the allround-memory-bit is set ???

There are many RAMDISCs about 128K (for 800er), but they dont use the
separate/extra ANTIC-memory-access in this extended area!

i like to detect it per software!, please help!

Are there (perhaps german area) programs wich use the separate ANTIC-access in
$4000-$7fff for work?

i hope you understand...the german 8-bit-newsgroups are not very frequented by
'freaks' to discuss such problems!!!

bye, Andrï¿½.

3177. Re: Who does the FSK in tape (atari1010)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <7064ncoah1@supernews.com>
Source record: 59245

Adi Perry (adiperry@geocities.com) wrote:
: Hello,

: I know that the atari tape device (1010) record the data
: in FSK modulation.
: My question is who modulates/demodulates ?
: Is it the atari or the tape ?

: (in other words: is the mod/demod in the atari so I can
: use 'regular' 'patched' tapes, or is it the 1010 itself?)

: Thanks

When writing to tape, the computer sends an FSK signal to the recorder. The signal is laid down on the tape at the rate of 600 baud. The mark frequency is 5327 Hz and the space frequency is 3995 Hz.

When reading the tape, electronics in the cassette unit amplifies the head's output signal and processes it into DATA which gets sent to the computer.

The "modulation" is done by the computer during write and "demodulation" is done by the cassette unit during read.

Steve

3178. Re: just a q or 2

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981015211233.19896.00001371@ng37.aol.com>
Source record: 59246

> I have a 1050 disk drive with Happy ver 7 installed, I also have the 1050
>> Happy Archiver software. I would like to know what the Super Archiver
>> Upgrade is, would it work with my Happy drive, and what is the 1050
>> Super Archiver chip is.

The is some more to the story. With the Happy (1050) Archiver software, the
Happy can be programmed to be much like an Archiver.
Once the drive is in Archiver mode, then
the Super Archiver software can be loaded.
It will still not do all that the regular SA will
do, but it does have more features than the
Happy Archiver. Available at B&C (per
their listings).
Larry

3179. Re: ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981015211500.27307.00000853@ng-cr1.aol.com>
Source record: 59247

```
>with Atari800Win.

thanks! Please, tell me, what's Atari800..Win??? What's the Win mean????
Thanks...
```

3180. Re: ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981015211722.27307.00000854@ng-cr1.aol.com>
Source record: 59248

>ComputerVisions
>does have a Spartados on cartridge. Not SDX but another later version
>of the 3.2 series.

Thanks.. I'll call.. 3.2.hmmmmmm I wonder what that is... I wonder.. who's 'k'
by the way.. they seem to have bought the rights to SpartaDos...?

3181. Re: Who does the FSK in tape (atari1010)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: dwmoar <dwmoar@spiritone.com>
Message-ID: <3626B4F2.838DE40F@spiritone.com>
Source record: 59249

The FSK modulation actually takes place in the Atari itself. The
1010 recorder is simply that, a recording and playback device.
Hope that this helps

Atari*Dave
The Hardware man

BTW: FSK = Frequency Shift Keying

Adi Perry wrote:
>
> Hello,
>
> I know that the atari tape device (1010) record the data
> in FSK modulation.
> My question is who modulates/demodulates ?
> Is it the atari or the tape ?
>
> (in other words: is the mod/demod in the atari so I can
> use 'regular' 'patched' tapes, or is it the 1010 itself?)
>
> Thanks

3182. bounty bob question (again)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <706gil$n72@bgtnsc03.worldnet.att.net>
Source record: 59250

has anyone played this past the 2nd screen?? mine locked up once I got
there...

LMK..

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

--
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

3183. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: belthasar@scbbs.bungi.com.nospam
Message-ID: <908510584.1@scbbs.bungi.com.NOSPAM>
Source record: 59251

8d> Well to me web pages are nothing more than what BBS's used to be
12 years
8d> ago.
8d> Increase quantity and decrease quality. It used to be more like a
community
8d> online. One of the BBS's 'Middle earth II' (and the fellowship
people) used
8d> to
8d> have meetings at the sysops house every other week. Imagine
trying that now

I still run a BBS in MA, only 1 other one worth calling in this area
and the
sysop is complaining about lack of callers (even though he's on EBay
for hours
on end so he has no right to complain)

I wish I could reverse time back about 2-3 years ago to 95-96.

Christopher Friend
Sysop, Realm of Eternal Darkness BBS
(508)278-4044 === 2400-14400bps / 24hrs a day

3184. Ol' Hacker's User Group

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <5FBV1.3951$av1.7948303@nnrp1.ptd.net>
Source record: 59252

Anybody ever hear of it?

I have a box of about 150 disks from them, many of them of German origin ...
lots of magazines on disk, lots of utilities, various DOS versions, etc.

How about the JACG (Jersey Atari Computer Group) .. I have their complete
archive as well

Also the entire Antic Disk collection (and mags)
Also Analog Disk collection (many mags)

also have PC Magazine vol. 1 Number 2

If anyone has an interest in any of these items post an offer....

thanks, John

3185. Atari Programming books for auction on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: Mike S <chessasaur@home.com>
Message-ID: <3626E6F6.B662432D@home.com>
Source record: 59253

Please see my auction on E-bay of my collection of programming books for
the Atari 400/800 computer.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=34917005

Thanks!

Mike :)

3186. Free floppies

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <m4EV1.3959$av1.8001370@nnrp1.ptd.net>
Source record: 59254

I have a ton of floppies here...if I don't get a response by Sunday they are trash..............."ton" = 1000+

what are they? lots of copies of things like Atariwriter+, various DOS versions, loads of game copies

free to anyone who can.......

a. pick them up in Northeast Pa., USA

b. prepay to have them shipped to you (probably $30 - $40)

again, these are copies of programs...I can't guarantee they work, though what I've tried has been OK
I got them at a yard sale and have no use for them

talk to ya, John

3187. Re: Who does the FSK in tape (atari1010)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: Olav Queseth <olav.queseth@radio.kth.se>
Message-ID: <3627114B.9E13E42C@radio.kth.se>
Source record: 59255

Adi Perry wrote:
> I know that the atari tape device (1010) record the data
> in FSK modulation.
> My question is who modulates/demodulates ?
> Is it the atari or the tape ?

Modulation is done by the Atari (by POKEY).
Demodulation is done in the 1010.

I know some people have modified normal tape recorders to
connect them to an Atari, but I don't have any references.
Sorry!

Regards
Olav Queseth

3188. Re: RAM under OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <707868sgt1@nets3.rz.RWTH-Aachen.DE>
Source record: 59256

Howdy Russ

What I was trying to ask was:

If I multiplex the bit used for OS RAM control (PB0 if I remember correctly), and I run certain programs (e.g. Sparta or TurboDOS) that use OS RAM, can I get in trouble. Usually what is done when multiplexing is adding two NAND gates in the address line of BASIC control. But that would switch out BASIC. And in my case OS RAM. I'm planning on using an LS373 (latch). The signals controlling BASIC, OS RAM and the selftest (and Missile Command on the XEGS) will be "locked" whenever PB4 and/or PB5 go low (read: their status will not change as long as either or both are low). So the question remains: does software exist that changes the status of PB0 while PB4 and/or PB5 are low.

CU Mathy Van Nisselroy

In article <703vbj$pv3$1@alexander.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu says...
>
>
>(software to access RAM under OS with PORTB bits 4 and 5 low.)
>Software?
>You write the software.
>set bit 0 to low and you access RAM under the OS ROM.
>I dunno about actually doing this, as you disable the
>ROM, with VBI and all. I guess you're asking how to
>actually use the RAM under the OS. You have to CLI
>or SEI or something. I could give you what the bits
>of PORTB do, but I don't think that's what you want.
>I have some code around that demonstrates use of
>the RAM under the OS. Is that what you're looking for?
>(reading my post, 'set bit 0 to low' should read
>clear bit 0.
>)
>:)
>Russ

3189. Re: RAM under OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <70791k$sq1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 59257

Howdy Andre

>On 800er theres an MPU, i know the most of it whats inside, on 130er theres a
>FREDDY Chip, thats the unknown part for me...
>Theres a problem of mine!

You might not know this, but there are three Atari 8 bit computers that could be called 800er. The 800, the 800XL and the 800XE. The 800X? (800 are rare in Germany while 800XE's are rare in every country outside Europe) don't have an MPU it has an MMU) Memory Management Unit. It swaps in PIA, Pokey, Antic, GTIA and the cartridges. The Freddy chip just replaces the two 158 chips inside the XL series plus the delay circuits. Check out the schematics of these computers. The ABBUC sells them. You are comming to the JHV in Herten on the 24th, are youï¿½

>There are many RAMDISCs about 128K (for 800er), but they dont use the
>separate/extra ANTIC-memory-access in this extended area!

I've hated that since the first time I read about it.

>Are there (perhaps german area) programs wich use the separate ANTIC-access in
>$4000-$7fff for work?

I guess MAE (the 6502/65816 assembler) by John Harris does.

>bye, Andrï¿½.

CU at the Yearly members meeting of the ABBUC in the Buergerhaus Sued in Herten ,Germany Mathy Van Nisselroy

3190. Re: just a q or 2

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7079db$sq1$2@nets3.rz.RWTH-Aachen.DE>
Source record: 59258

Howdy folks

The Super Archiver or the SA II can be bought at CSS. The guys who built them.
They now use an other name on the phone (Bob Puff would have died of starvation
if the Atari 8 bit would have been his only source of income).

They also have multiplexors, BlackBoxes, Ultra Speed plus OS's, memory upgraded
130XE's, The impossible, the Silencer, etc., etc., etc.

CU Mathy Van Nisselroy

In article <19981015211233.19896.00001371@ng37.aol.com>, lwhite6497@aol.com
says...
>
>> I have a 1050 disk drive with Happy ver 7 installed, I also have the 1050
>>> Happy Archiver software. I would like to know what the Super Archiver
>>> Upgrade is, would it work with my Happy drive, and what is the 1050
>>> Super Archiver chip is.
>
>The is some more to the story. With the Happy (1050) Archiver software, the
>Happy can be programmed to be much like an Archiver.
>Once the drive is in Archiver mode, then
>the Super Archiver software can be loaded.
>It will still not do all that the regular SA will
>do, but it does have more features than the
>Happy Archiver. Available at B&C (per
>their listings).
>Larry
>
>

3191. Re: Wanted: Disk drive!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7079n0$sq1$3@nets3.rz.RWTH-Aachen.DE>
Source record: 59259

Howdy

If you can not find somebody in the UK, you might try Bob Klaas in the USA (he both repairs and sell 8 bit stuff) or Erhard Puetz in Germany (he's the floppy repair guy of the ABBUC (German Atari 8 bit group that has members all over the world). Bob can be found in the group, Erhard can be found via the ABBUC website. You can select between english and german on his site. I believe it is www.atari-computer.de/abbuc/atreju

CU Mathy Van Nisselroy

In article <3625FA92.5F1D@ukc.ac.uk>, jaa1@ukc.ac.uk says...
>
>I am looking to acquire another disk drive as my 1050 drive is causing
>me no end of problems. Has anybody got a 1050 (possibly XF551) drive in
>a good condition that they are seeking to sell? It must come with leads
>which work as I daren't use my power supply again in case that was the
>cause of my problem. Will negotiate reasonable price. Will pay postage
>but please note I live in the UK.

3192. Re: connecting a Serial/PS mouse to the Atari computer...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <707a5f$sq1$4@nets3.rz.RWTH-Aachen.DE>
Source record: 59260

In article <19981015122510.10546.00000975@ng69.aol.com>, vinnie5757@aol.com says...
>
>email your fax number.... I had an article called 'mouser' from one of the
>mags... antic, analog... one of them...had the instructions....

I remember an article about mice in Antic or Analog. But it concerned commodore mice. These were called joystick-mice, because they looked to the user like a mouse, but to the computer as a joystick. I guess (but I might be wrong) what Nir was looking for is a way to connect PC mice to the Atari 8 bit.

CU Mathy Van Nisselroy

PS I've seen joysticks that have "feedback". It was standing on the counter throwing its handle in all kids of directions like a ghost was handling (or trying to distroy) it. The silly thing people invent just to sell you something.

3193. Re: ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981016081520.26545.00000381@ng87.aol.com>
Source record: 59261

>ComputerVisions
>>does have a Spartados on cartridge. Not SDX but another later version
>>of the 3.2 series.

I heard about this. Anyone actually bought
one and tried it? Curious about how it works.
Loads then switches out? Banks in (on XL/XE's) to load the command modules?
Or another one of the "pull the cart out"
types after it's loaded?

Larry

3194. Emulator Games Sites

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: Charles Bond <cbond@ix.netcom.com>
Message-ID: <362758F5.AA4E455C@ix.netcom.com>
Source record: 59262

Could someone post the best, currently active, sites for Atari
emulator games?

3195. Re: 400 and 800 :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <8xJV1.3990$av1.8156813@nnrp1.ptd.net>
Source record: 59263

There was a store in Westfield, NJ that sold the 400 and 800 for $399 and
$799 respectively

That's where I got my 400 in 1981...spent hours in the various graphics
modes doing all sorts of simple basic programming

I would never have thought that I would see these computers again, but
they're back in my study ?!! I have 3 800XL and 2 130XE and 1 800

sheesh....

Jack H. Lee wrote in message <703e4j$84s@dailyplanet.wam.umd.edu>...
>: I go back a little further than that ('82 -'83
>: if memory serves correctly), but yeah!
>: I'm in New Jersey now. The Atari 800 was my 1st
>: computer.
>
>Somewhat like me -- the very first time I used an Atari computer was back
>in 1980 when I was living in NJ. I still remember that day clearly: It
>was at Paramus Park mall at the store Video Concepts. It was a newly
>opened store, and amongst the electronic gizmos, they had a 400 and 800
>hooked-up. That was my gateway into computers, and I became hooked
>instantly. However, I didn't get an Atari 800 until 1983, by which point
>it cost "only" $500. Oh, those were the days!
>

3196. Dead 5200?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <36276EAD.8BD7E745@ix.netcom.com>
Source record: 59264

This is sort of on topic, the 5200 was basically a 400, right?

I bought a used 5200 that doesn't seem to power on. It looks like there's a space in that smoked cover for a power light, but nothing comes on. The "game cord" that plugs into the switchbox looks like a coax, and the middle prong is loose from the base, but still attached by small wires.

Does this sound like where my problem probably is? I'm not handy with a soldering iron, but I know someone who is, are there any wiring diagrams for rebuilding those plugs?

Is there another likely cause for my power-on problems?

Thanks for your help,
Jeff

3197. New demo released!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <36276E6C.9426B896@friko.onet.pl>
Source record: 59265

Hi!

At http://www.bitbusters.topnet.pl/sheol.htm is now available a new demo
disk performed by Bit Busters team!

Please enjoy!

Alex

3198. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <707t6r$di1@news2.tds.net>
Source record: 59266

On 1998-10-16 belthasar@scbbs.bungi.com.nospam said:
be>8d> Well to me web pages are nothing more than what BBS's used to be
be>12 years
be>8d> ago.
be>8d> Increase quantity and decrease quality. It used to be more like
be>a community
be>8d> online. One of the BBS's 'Middle earth II' (and the fellowship
be>people) used
be>8d> to
be>8d> have meetings at the sysops house every other week. Imagine
be>trying that now
be>I still run a BBS in MA, only 1 other one worth calling in this area
be>and the
be>sysop is complaining about lack of callers (even though he's on EBay
be>for hours
be>on end so he has no right to complain)
be>I wish I could reverse time back about 2-3 years ago to 95-96.
be>---
be>Christopher Friend
be>Sysop, Realm of Eternal Darkness BBS
be>(508)278-4044 === 2400-14400bps / 24hrs a day

I agree. I miss BBSing a lot. FWIW, I'm going to be putting my BBS back up
in a bit. Even if I only get a few calls a week from dedicated Atarians,
it'll be worth it. Eff the Internet!

Michael Schoedel, Atari Nut!

This newsgroup is ancient. Some say from the echocene.

Net-Tamer V 1.11.1 - Test Drive

3199. Re: ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <707k7k$e3v$1@mohawk.hwcn.org>
Source record: 59267

VINNIE5757 (vinnie5757@aol.com) wrote:
: I am an avid fan of SpartaDOS-X... problem.. I have 1 cart and 3 computers...
: (400/800's... NO XL/XE)... is there a SpartaDOS out there, other than 1.1,
: that's perhaps disk based??? I prefer not to buy carts... (not even sure if I
: could find 'em..)..... Thanks....!
: Vinnie

I would try BeWe Dos (Pronounced "Bay Vay") which is from a guy in the
Czech Republic......I think it may work with the Atari 400/800....

It is a Sparta Dos work alike....

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

3200. Best Atari Assembler? More on AMAC ... and SIO2PC ...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <70860o$6e0$1@news.csw.net>
Source record: 59268

8-bit devotees:

I've updated my website to include a text file on AMAC. It reveals the command line options and syntax for most of the pseudo-ops and stuff like that. It also has unsightly fragments of my source code pasted in at random so you can see a bit of what an AMAC source file looks like.

I included instructions on how to remove the copy protection. As I said before, it slows the thing down enough to make its use intolerable. And of course you coudn't run it at all from a ramdisk without taking the copy protection out. (You could via SIO2PC though--it can emulate bad sectors.) (Couldn't resist the plug ...)

My site is less than a week old and evolving rapidly. I've gotta get more stuff on it before I run out of steam!
I also separated the SIO2PC page from my personal page, although they're linked. You can go directly to the SIO2PC page with www.cswnet.com/~nkennedy/sio2pc.htm

In addition to the AMAC mini-FAQ, I also added the schematic for SIO2PC. You can display the GIF or download a .BMP file which is zipped up with a text file giving a parts list, suppliers, etc.

I plan to put up my source code and a disk image with some utilities that work with SIO2PC and a few other Atari related things. I'm also working on a FAQ on SIO2PC gleaned from my ponderous and abstruse "readme.txt." file. Also expect to see the schematic for 1050-2-PC when I get it redrawn as a .BMP/GIF.

Thats it for now,

Nick Kennedy
(The SIO2PC guy)

3201. WTB: Zork

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <36279cd3.14693377@news.wwa.com>
Source record: 59269

Would really like the box....

Must have manual.

Thanks

3202. I need stuff for my atari 800 please help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: baa_agent2@my-dejanews.com
Message-ID: <708e24$q2t$1@nnrp1.dejanews.com>
Source record: 59270

I am trying to get my old Ataris to work but it has proven unsuccessful beacause I am missing some pieces, if any one can help me get these things it would be greatly appreciated.

The things I need Powersupplies for the Indus Gt disk drive, the Atari 800, the Atari 800 XL, and the Rana Systems 1000 disk drive.

The cord that goes from the Atari 800 XL to the tv/Atari box.

two tv/atari boxes that hook up to the TV.

I will buy or trade these from people people interested.

Please e-mail me at bentwoobie@aol.com

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3203. FOR SALE: Atari computers & software

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: mash1@home.com
Message-ID: <mash1-1610981730460001@cr364467-a.lndn1.on.wave.home.com>
Source record: 59271

Hi folks;

I have 2 Atari 400s and 1 Atari 800XL for sale, 100% working order.
Also 1-810 disk drive, works ok on MOST disks, probably needs cleaning and alignment. it's cable is frayed but working.
All cables, power supplies intact.

Software:

Approximately 200 diskettes (most double-sided) I estimate approx. 650 titles, 90% games. Everything from Synapse to Lucasarts, epyx to activision. many disks have 3-8 games on them, very few are demos or magazine games..can't even begin to list 'em...to the best of my knowledge, 95% work fine. If you're looking for specific titles, ask and if i can remember i'll let you know.

I am not a trader. Was really into games back in the Atari days and just need the cash.

I am looking to sell the whole lot as a package. will not sell individual titles. I live in Canada, will ship anywhere in North America (you pay the shipping).

Make me an offer.

I am an adult, and will deal with you in an honest adult manner.

3204. Re: bounty bob question (again)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <708ec3$mts@bgtnsc03.worldnet.att.net>
Source record: 59272

yep same crap I see as well..

guess it's still "not right" yet then.. 8((

one of these days!!
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

David Hopcroft wrote in message
<01bdf915$a8d67ba0$60cb30a4@etlcolpc23.ericsson.se>...
>I assume you are talking about "Bounty Bob Strikes Back" and not "Miner
>2049er starring Bounty Bob".
>
>If it's like my version, I would guess you may get locked out (I have not
>got past level 2 yet). On my copy there is a lot of corruption that appears
>on level 2 as soon as the sprites are turned on.
>
>I have taken and attached a screen shot of my level 2 screen (.GIF <4K)
>format, this was running on atari800win Version2.4a (everyone else get
>similar?)
>
>I will try to test the same ATR image on other emulators and see if I fair
>any better.
>
>
>
>

3205. Re: Ol' Hacker's User Group

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3627C34D.E3CBAD34@erols.com>
Source record: 59273

I can tell you lots about the Ol' Hackers Atari User Group. I'm the newsletter editor, and we're probably the second longest continuous group supporting any brand of computer on Long Island. (The longest is probably our sister club, the Long Island Atari User Group, which supports all Atari products.) OHAUG was, until recently, exclusively 8-bit. We now have enough people with second platforms to be able to offer limited support for those platforms. We're international -- we have about forty members, of whom only about ten are local. We produce a newsletter on floppy bimonthly, have a pd/shareware/freeware library that's approaching 700 disks _AND_ the Pool Disk I. We should be getting Pool Disk II when it comes out at the end of this month. We also have the distinction of attracting (believe it or not) beginners on the Atari 8-bit, even at this late time in its history.

If you're interested in joining, please respond to me in e-mail and I'll give you instructions on how to do it. Dues are $2 per month, but the dues year begins in January. So, if you want to join now, figure $4 for the rest of this year and $24 for next year.

I hope this answers some of your questions.

Alan

John wrote:
>
> Anybody ever hear of it?
>
> I have a box of about 150 disks from them, many of them of German origin ...
> lots of magazines on disk, lots of utilities, various DOS versions, etc.
>
> How about the JACG (Jersey Atari Computer Group) .. I have their complete
> archive as well
>
> Also the entire Antic Disk collection (and mags)
> Also Analog Disk collection (many mags)
>
> also have PC Magazine vol. 1 Number 2
>
> If anyone has an interest in any of these items post an offer....
>
> thanks, John

3206. PC XFORMER98

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: Phil Trostel <ptros@denver.net>
Message-ID: <3627c9f9.0@bowtie>
Source record: 59274

I have pc xformer98 running on my pc and I downloaded some .atr files. How do I get these to run? I've set the drive image on the disk preferences to point to ballblazer.atr but I'll be damned if I can find out how to run it. Any help in how I can do this would be appreciated. Also are there any good docs for pc xformer?

Best
Phil Trostel
ptros@denver.net

3207. Re: ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981016183953.24933.00001681@ng156.aol.com>
Source record: 59275

>I would try BeWe Dos (Pronounced "Bay Vay") which is from a guy in the
>Czech Republic......I think it may work with the Atari 400/800....

thanks... I'll check it out... (no pun intended!)

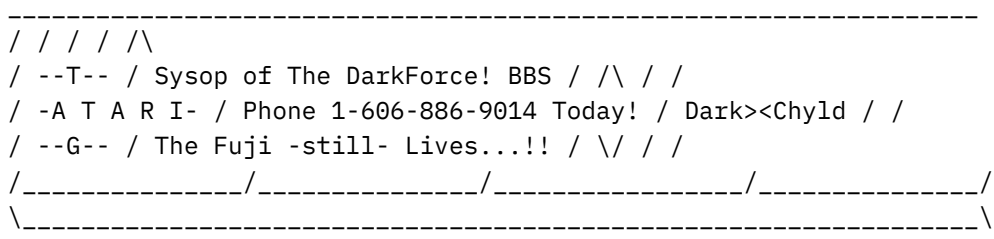
3208. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <708b7j$k89$1@news.campus.mci.net>
Source record: 59276

On 15 Oct 1998 03:45:52 , Jon Melbo wrote:

->In 1983 you could 800XL's with 64KB of memory at all kinds of major
->outlets for around $320.

It was in 1983 that I got my first 800XL. I put it on layaway at a local Murphys Mart. Wound up paying $99.00 for it, and a couple of weeks later, $99.00 for a 1050 drive... I remember sitting up to 3am just typing in those programs, watching them run (once I went back and corrected any of my typos), then turning the darn thing off and losing it all until I typed it in again. (this was until I got my floppy!) Couldn't get enough of Atari then, and I still can't now...(accelerated and upgraded Falcon 030 running Mint, Unix clone)... ;-)



3209. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <708bll$k89$2@news.campus.mci.net>
Source record: 59277

On 16 Oct 1998 04:03:04 , belthasar@scbbs.bungi.com.nospam wrote:

->I still run a BBS in MA, only 1 other one worth calling in this area
-> and the
->sysop is complaining about lack of callers (even though he's on EBay
-> for hours
->on end so he has no right to complain)
->
->I wish I could reverse time back about 2-3 years ago to 95-96.
->
->---
->Christopher Friend
->Sysop, Realm of Eternal Darkness BBS
->(508)278-4044 === 2400-14400bps / 24hrs a day

Hi Christopher...

Boy, can I relate. I still operate my BBS, and callers are way down
from a couple of years ago. I do things to encourage them, like give
away Atari magazine subs, 'n stuff, and that helps a little. I'll keep
on though, until the time when I get -no- Atari callers... ;-)

Until then, we will continue to be an (Atari) point of light, daring to
be different, not afraid to choose another path than the massess... ;-)

```
_____________________________________________________________________
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3210. Re: PC XFORMER98

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <3627ECE2.8BCF648A@mitre.org>
Source record: 59278

You are sure to get differing opinions on this, but I ditched PCXformer for Atari800Win. I have had much better luck with most games, and the options are pretty extensive.

I don't mean to put down PCXformer, but for games, Atari800Win is much better.

My $0.02,
Steve

Phil Trostel wrote:

> I have pc xformer98 running on my pc and I downloaded some .atr files. How
> do I get these to run? I've set the drive image on the disk preferences to
> point to ballblazer.atr but I'll be damned if I can find out how to run it.
> Any help in how I can do this would be appreciated. Also are there any good
> docs for pc xformer?
>
> Best
> Phil Trostel
> ptros@denver.net

3211. Re: Emulator Games Sites

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <3627ECA3.7CFEC3EB@earthlink999.net>
Source record: 59279

Try this one... They have just about everything you can think of...

http://shell.ihug.co.nz/~aaronat/atari.html

Good luck!

Charles Bond wrote:

> Could someone post the best, currently active, sites for Atari
> emulator games?

3212. Looking for .ATR games

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: David Haylett <se95dh1@dmu.ac.uk>
Message-ID: <36272EEA.3A0F@dmu.ac.uk>
Source record: 59280

Hi all!

Is there anyone out there who can help me? I'm trying to rebuild my old collection of Atari XL
games for use with XL-It! emulator (the best!), but I'm still missing some. Does anyone have
(or know where I can find) Leggit, Mediator, Tutti Fruiti, Spooky Castle, or Atari Safari???

If possible, can you e-mail me at se95dh1@dmu.ac.uk

I'd be forever grateful if anyone can help.

Cheers,

Dave Haylett.

3213. Re: Dead 5200?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <7095tg$l7a$1@supernews.com>
Source record: 59281

Hi. It sounds like you have the four-port version. If so, then you need
the special Atari 5200 4-port RF switchbox. The power supply and the cable
from the 4-port 5200 plug into this box. If it is a 2-port version, then it
needs a standard RCA cable and TV/Game switchbox.

Good luck,
Jason Whorton
http://www.microxl.com/oldcomputers/Main.html

Jeffrey S. Jewell wrote in message <36276EAD.8BD7E745@ix.netcom.com>...
>This is sort of on topic, the 5200 was basically a 400, right?
>
>I bought a used 5200 that doesn't seem to power on. It looks like
>there's a space in that smoked cover for a power light, but nothing
>comes on. The "game cord" that plugs into the switchbox looks like a
>coax, and the middle prong is loose from the base, but still attached by
>small wires.
>
>Does this sound like where my problem probably is? I'm not handy with a
>soldering iron, but I know someone who is, are there any wiring diagrams
>for rebuilding those plugs?
>
>Is there another likely cause for my power-on problems?
>
>Thanks for your help,
>Jeff
>

3214. Re: WTB: Monitor Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-16 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <36281FDF.F4D37F0B@postoffice.pacbell.net>
Source record: 59282

You need to make a custom cable for JAM!! (jazz??) - the VGA to NTSC converter. It is not hard if you are good at that sort of thing.... :). With a stock Atari monitor cable, all you get is composite video which is kind of crummy. The s-video mode is fantastic. Make a cable.

Bob

Stephen C. Johnson wrote:

> Looking for a cable to connect an Atari 800xl to a JAZZ device (I assume
> it is the same as the monitor cable :)
>
> Anyone who is willing to sell, or knows of a source, please reply to:
> scjohnson@bigfoot.com
>
> Thanks,
> Steve

3215. just a q or 2

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-17 00:00:00 UTC
From: Dana Eckel <deckel@info-link.net>
Message-ID: <70ac1l$dji@ns.info-link.net>
Source record: 59188

Dana Eckel <deckel@info-link.net> writes: > I have a 1050 disk drive with Happy ver 7 installed, I also have the 1050
> Happy Archiver software. I would like to know what the Super Archiver
> Upgrade is, would it work with my Happy drive, and what is the 1050
> Super Archiver chip is. I would also like to upgrade my 800xl to 512k
> of ram. Any web pages that can show how to do this? I think British
> Underground Atari is down right now.
>
> Thanks,
> Dana

3216. Re: New demo released!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-17 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3628d973.29944482@news.demon.co.uk>
Source record: 59189

The other Day Aleksander Martin <alex6502@friko.onet.pl> wrote:

>Hi!
>
>At http://www.bitbusters.topnet.pl/sheol.htm is now available a new demo
>disk performed by Bit Busters team!
>
This url fails....Whats the real one please..
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3217. Re: New demo released!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdf9ff$b77644c0$13374382@vidar>
Source record: 59190

This worked fine : http://friko.onet.pl/wa/alex6502/

Paul Irvine <mclane@dellos.demon.co.uk> wrote in article
<3628d973.29944482@news.demon.co.uk>...
> The other Day Aleksander Martin <alex6502@friko.onet.pl> wrote:
>
> >Hi!
> >
> >At http://www.bitbusters.topnet.pl/sheol.htm is now available a new demo
> >disk performed by Bit Busters team!
> >
> This url fails....Whats the real one please..
> --
> Paul..
>
> Looking for a C64 game, util or Emulator?
>
> then read the FAQ at www.dellos.demon.co.uk
>
> ICQ No: 105793
>

3218. Re: New demo released!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-17 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3628f9ca.38224826@news.demon.co.uk>
Source record: 59191

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>This worked fine : http://friko.onet.pl/wa/alex6502/

Thank you :)
>
>> >At http://www.bitbusters.topnet.pl/sheol.htm is now available a new demo
>> >disk performed by Bit Busters team!
>> >
>> This url fails....Whats the real one please..

--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3219. Re: New demo released!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdfa0f$284b0320$13374382@vidar>
Source record: 59192

Paul Irvine <mclane@dellos.demon.co.uk> wrote in article
<3628f9ca.38224826@news.demon.co.uk>...
> The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>
> >This worked fine : http://friko.onet.pl/wa/alex6502/
>
> Thank you :)

Your welcome ;-)

Take Atarian care

3220. Re: FA: Atari 400/800 Temple of Apshai CIB Cassette $5.50

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-17 00:00:00 UTC
From: ebaked@webtv.net
Message-ID: <15829-36290E3C-42@newsd-172.iap.bryant.webtv.net>
Source record: 59193

AUCTION ENDS IN 2 HOURS. CURRENT BID IS $5.50.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=35850006

DUNJONQUEST
Temple of Apshai
Atari 400/800 32K
©1980 Automated Simulations, Inc./EPYX

This auction is for Dunjonquest - Temple of Apshai for the Atari 400/800 computers with 32K. This is the Cassette version of the game. This game is complete in the box. Includes Cassette with case, Original Box, Instruction Manual, EPYX Catalog with other Dunjonquest games, Loading Instruction Sheet, Tape Head Cleaning Sheet, Summary of Play card, and unused Warranty Card. Everything is in Excellent Condition except the Box Cover shows some wear on the corners. The Box has no dents or creases though. This game is untested.

This is a 3 Day Auction ending on Saturday 10-17-98. Bidding starts at $0.01 and there is no reserve price.

Please email me if you have any questions.

Thank You

eBaked

3221. Re: Dead 5200?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-17 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <36296064.38211F7F@ix.netcom.com>
Source record: 59194

I do have the oddball switchbox. It appears the switchbox is powered, and it powers the 5200 through the same RCA type cable as the video comes over, correct?

I got an email suggesting that this switchbox was bad.

Thanks,
Jeff

Jason Whorton wrote:

> Hi. It sounds like you have the four-port version. If so, then you need
> the special Atari 5200 4-port RF switchbox. The power supply and the cable
> from the 4-port 5200 plug into this box. If it is a 2-port version, then it
> needs a standard RCA cable and TV/Game switchbox.
>
> Good luck,
> Jason Whorton
> http://www.microxl.com/oldcomputers/Main.html
>
> Jeffrey S. Jewell wrote in message <36276EAD.8BD7E745@ix.netcom.com>...
> >This is sort of on topic, the 5200 was basically a 400, right?
> >
> >I bought a used 5200 that doesn't seem to power on. It looks like
> >there's a space in that smoked cover for a power light, but nothing
> >comes on. The "game cord" that plugs into the switchbox looks like a
> >coax, and the middle prong is loose from the base, but still attached by
> >small wires.
> >
> >Does this sound like where my problem probably is? I'm not handy with a
> >soldering iron, but I know someone who is, are there any wiring diagrams
> >for rebuilding those plugs?
> >
> >Is there another likely cause for my power-on problems?
> >
> >Thanks for your help,
> >Jeff
> >

3222. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-17 00:00:00 UTC
From: Cathryn Mataga <cathryn@junglevision.com>
Message-ID: <36298BBF.8B49555E@junglevision.com>
Source record: 59195

I kind of miss GENIE, the way it was in the old days. I found that
the discussions on the old pay services were a lot more fun than
Usenet, which even had problems back in the old days, I recall.

I wish we could just auto-kill all cross-posted messages.

8bitz@my-dejanews.com wrote:
>
> In article <703eke$84s@dailyplanet.wam.umd.edu>,
> eplicon@wam.umd.edu (Jack H. Lee) wrote:
>
> > I miss the old days of being on-line, because those were just relegated to
> > computer hobbyists like us who knew the meaning of responsibility and how
> > to post w/o attacking others. Today it's become a free-for-all, no thanks
> > to certain on-line services....
>
> Well to me web pages are nothing more than what BBS's used to be 12 years ago.
> Increase quantity and decrease quality. It used to be more like a community
> online. One of the BBS's 'Middle earth II' (and the fellowship people) used to
> have meetings at the sysops house every other week. Imagine trying that now :)
>
> Mark
>
> ------------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3223. Disk Software Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-17 00:00:00 UTC
From: ab752@sfn.saskatoon.sk.ca
Message-ID: <70a52d$pr7$1@missing.its.to>
Source record: 59196

Hello.

I recently became interested in reliving some of my Atari 8-bit experiences from the 1980s. Presently I have the Atari800Win emulator running on my Win95 machine.

My question is: how do I access files from the disk drives? I can get a directory, but when I try to use L to load a binary file, I get an error 164 or "TOO MANY CHARACTERS". It doesn't seem to matter which DOS version I use, the result remains the same. Am I missing something here?

The files I am trying to access are in .ATR format on a virtual disk drive, and in particular are on a game compilation disk (GAMES0006.ATR) from one of the Atari FTP sites. Some of the file names are fairly long, and none of them have a suffix (.EXE or whatever).

The only games I have been able to run so far are those that are bootable. Unfortunately I was never able to afford a disk drive for my Atari 400 or 65XE, so I remain quite ignorant about how to use Atari DOS.

Much Thanks!

kevin

http://www.sfn.saskatoon.sk.ca/~ab752/Profile.html
(my own home page.... imagine that!)

3224. Antic & Analog Magazines (US)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-17 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19981017064636.27309.00001264@ng-cr1.aol.com>
Source record: 59283

I have a stack of Antic & Analog magazines that start with 1984 issues and continue through the end of publication. All are used but complete, some have loose covers, tears courtesy of the US post office.

Anyone interested in these, please contact me at gwestndrf@aol.com. If you live in the United States, I will send them to you for shipping costs + $1.00 for packaging. I live in Decatur, IL.

Gail

3225. FS (US) Atari 8 bit items

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-17 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19981017070348.27309.00001265@ng-cr1.aol.com>
Source record: 59284

I had a couple of buyers back out of deals, so some of these items have been previouly advertised.

Atari 800 computer w/power supply and RF cable/TV box
Atari 800XL computer - no power supply or cables
Atari 1020 plotter w/power supply and I/O cable; new pens; Joystick Sketchpad on cassette; Print&Draw, Screen Plot, Print Shop printer driver on disk
Koala Pad w/stylus; MicroIllustrator software on disk.
Star SG10 printer w/original box, manual, spare print head; lots of new B&W and color ribbons

All items work and will be retested before shipping.

US buyers only please. Will consider offers in order received on all as a package or on individual components. Buyers pays shipping costs.

Please reply via e-mail to Gail at gwestndrf@aol.com

3226. Atari 800 "M" key needed !

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-17 00:00:00 UTC
From: Bill Fairbanks <BILLFAIRBANKS@worldnet.att.net>
Message-ID: <01bdf9ce$7f4d6640$c740460c@default>
Source record: 59285

Hi,

Anybody out there have an "M" key or a junker I can buy.
I live in Florida. Email if you can help me get
this poor old 800 back together again !

Thanks........Bill

3227. Re: APE and SIO2PC problem with IBM PS/2 mod 70

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-17 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <70a6dh$8g7$1@news.csw.net>
Source record: 59286

```
>
>On 1998-10-12 8bitz@my-dejanews.com said:
> 8b>Hello. Anybody have any insight as to why an SIO2PC setup would work
> 8b>perfectly on a pentium but not on a PS/2 mod 70 (386DX20) ? The only
> 8b>difference I can see is the pentium has a DB9 and the 386 a DB25. I
> 8b>have tested the 386 with a modem and a term program running with
> 8b>the atari plugged in and booted shows the SIO boot characters. But
> 8b>both APE116 and SIO2PC show no activity. I know this is probably
> 8b>something small but having a 3 week old baby with his wonderful
> 8b>sleep patterns has caused my brain to um, something :) Any help
> 8b>would be appreciated. Thanks Mark
>

What version of SIO2PC do you have? A couple years ago I discovered that
some newer computers were putting the serial chip into the loopback mode and
leaving it there. I had to add explicit instructions to take the chip out
of that mode. Also I don't recommend running in a DOS box out of windows.

Get the lastest from www.cswnet.com/~nkennedy/sio2pc.htm/

good luck,

Nick
```

3228. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-17 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_908630104@rtfm.mit.edu>
Source record: 59287
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: September 26, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

3229. Atari 8-bit collection for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: summerspa@aol.com
Message-ID: <19981017201215.21861.00001946@ng32.aol.com>
Source record: 59197

I am trying to find a new home for my Atari 8-bit collection. I don't have time to devote to it like I used to. And it's taking up too much room in the garage. I hate to think of all that equipment, manuals, disks, and cartridges sitting in boxes out there, when I know someone else can give it the TLC it deserves.

I wanted to sell it all in one lot but will sell individual parts/pieces if nothing else.

The total collection is in seven (7) boxes totaling 202 lb. Yes two hundred and two pounds.
Make sure you find out what that will coast to mail or ship from Jacksonville, FL 32246 to your house.

The following inventory is sorted by title.
Read the list as Title, Type, and any notes.
Make your message reader a full screen display to read or email me and I can send the original invetory in any of several formats or sorted by title or type (category)

Title, Type, Notes
10 Starter Programs from Family Computing, Book/Manual
1027 Printer, Book/Manual
1027 Printer, Hardware
600XL Owner's Guide, Owner's Guide
747 Landing Simulator, User's Guide/Manual, By William Graham, 1981
800 Owner's Guide, Owner's Guide
850 Interface Controller, Hardware
A User's Guide to Pilot, Book/Manual, By J.A. Starkweather, PhD, 1985, ISBN: 0-13-93774
Amazing Games from Family Computing, Book/Manual, 1985
Analog Computing, Periodical, 9/88
Analog Computing, Pocket Reference Card
Antic, Periodical, 9/84, 1/85, 10/88, 12/88, 1/89, 2/89, 3/89, 4/89, 6/89, 2/90, 3/90
Antic, Periodical, 4/84, 5/84, 8/84, 6/88, 7/88, 9/88
Archer Joystick, Hardware
Assembler Editor, Book/Manual
Atari 1020 Color Printer, Owner's Guide
Atari 1030 Modem with Modemlink Telecommunications program, Owner's Guide
Atari 1050 Disk Drive, Owner's Guide, Quantity - 4
Atari 400/800 Basic Reference Manual, Book/Manual
Atari 410 Program Recorder, Owner's Guide
Atari 800 Atari Word Processor, Book/Manual, Model CX404, use with

Atari 810 Disk drive
Atari 800XL Home Computer, Owner's Guide, Quantity - 3
Atari 800XL, A Practical Guide, Book/Manual, SYBEX, 1984, ISBN:
0-89588-259-0
Atari Basic, Book/Manual, By Bob Albrecht, ISBN:
0-471-06496-3, Quantity - 4
Atari Basic Quick Reference Guide, Book/Manual, Wiley Quick Reference
Atari Basic Reference Guide, Book/Manual, C061570
Atari Basic Reference Guide, Book/Manual
Atari Dos 2.5: 1050 Disk Drive , Book/Manual
Atari DOS 3, User's Guide/Manual
Atari Dos 3 Intro, Book/Manual
Atari Home Computers, The Next Generation, Advertising Booklet
Atari Joystick, Hardware
Atari Music Construction Set , Book/Manual
Atari Roots (Guide to Assembly Language), Book/Manual
Atarimusic I, Software package
Atarimusic II, Software package
Atariwriter Plus Quick Reference, Instructions
Baseball 7672, Software package, Cassette
Cartridge, Program, Hardware, Quantity - 5
Cassette Program Recorder, Hardware, M/n 1010
Cassette, Program, Hardware
Chipmunk Atari Disk Copier , Instructions
Compute, Periodical, 12/87, 1/88
Compute's Second Book of Atari, Book/Manual
Compute's Second Book of Atari Graphics, Book/Manual
Computer, 130XE, Hardware, Doesn't work
Computer, 800XL, Hardware, Quantity - 4
Computers & Electronics, Periodical, 6/83, 10/84, 11/84,
2/85, 3/85, 4/85
Computes First Book of Atari Graphics, Book/Manual, Quantity - 2
Connector Cable, Hardware
Connector Cable, Hardware, Quantity - 4
Controller, Trackball, Hardware, Atari
Creative Computing, Periodical, 7/85, 8/85, 9/85, 10/85
Data Perfect, User's Guide/Manual
Data perfect data base for the Atari 400 and 800 computer, Book/Manual
De Re Atari, A Guide to Effective Programming, Book/Manual, Model APX 90008
Disk drive, Hardware, M/n 1050, Quantity - 5
Disk drive, Hardware, M/n XF551
Disk drive, Hardware, M/n 810, doesn't work
Disks, 5 1/4", Hardware, Quantity -256
Dungeon Campaign 6408, Software Package, Cassette
Eastern Front, 1941, User's Guide, By Chris Crawfore, 1982
Family & Home Office Computing, Periodical, 2/88, 11/86, 3/84, 6/84
Family Finances, Software package
Galahad and the Holy Grail, Owner's Guide
High Score Joystick, Hardware, Model HS-15
I Speak Basic to My Atari, Book/Manual, By Aubrey B. Jones, Jr.

1983
ICD Printer Cable, Hardware
Inside Atari Basic, Book/Manual, By Bill Carris, 1983,
ISBN: 0-8359-3083-4
Inst-calc for C-64, Software package, For Commodore
Itty Bitty Bytes of Space,, Book/Manual, By C.B. Passantino,
1984
Journey to the Planets, Software Package
Joystick Sketchpad, Instructions
Joystick, Archer (Radio Shack), Hardware
Joystick, Quickshot, Hardware
Keyboard Controller, Hardware, Quantity - 3
LA Swat/Panther, Software Package
Letter Perfect, User's Guide/Manual
MicroTouch Screen, Installation Guide
Missile Command, User's Guide/Manual
Modem, Hardware, M/n 1030
Monitor Cable, Hardware, Quantity - 4
Music Construction Set, Software package
Night Mission" Pinball, Book/Manual
Plotter, Hardware, M/n 1020
Plotter pins, Hardware
Power Supply, Hardware, C017945 (for 1020/ 1050)
Quantity - 3
Power Supply, Hardware, C061982 (for 800XL), Quantity -
5
Power Supply, Hardware, C061636 (for 1027)
Power Supply, Hardware, C017945 (for 1020)
Power Supply, Hardware, C070099
Power Supply, Hardware, C062195 (for 1030)
Printer, Seikosha, Hardware, M/n AT-100, direct
connect
Programmer's Card, Book/Manual
SAM'S 800XL Technical Service Date, Book/Manual
SCRAM (A Nuclear Power Plant Simulation), User's Guide/Manual
Sparta DOS, User's Guide/Manual
Spell Perfect, User's Guide/Manual
Starcross, User's Guide/Manual
Stimulating Simulation, 2nd Edition, Book/Manual, By C.W. Eugel, 1979,
ISBN: 0-8104-5197-2
Success With Math, Fractions: Add and Subtract, Software Package
Success with Math, Linear Equations, Software package
Success with Math, Quadratic Equations, Software package
Switch box, Hardware, CA010112 or equivalent,
Quantity - 5
SYN Assembler, Programming Guide
Tach-Master for 810 Disk Drives, Software package
The Atari Experience, Book/Manual, By A.Z. Lamothe, 1983, ISBN:
0-88190-293-K
The Best of Antic, Volume 1, Book/Manual, 1983

The Datestone of Ryn, Player's Guide
The Newsroom , Software package
The Print Shop, Book/Manual
Timewise, User's Guide/Manual
Timeworks, Data Manager, Software Package
Track Ball Controller, Hardware
Trak-ball Controller, Book/Manual, Model CX22, Quantity - 3
Typesetter, Software Package, By Dennis Young, 1985
Ultima 1, User's Guide
VIC Revealed, Book/Manual, By Hampshire, 1982
Video Cable, Hardware
Voicebox II for Atari, Instructions
Your Atari Computer, Book/Manual, By Poole/McNitt/Cook, 1982,
ISBN: 0-931988-65-9, Quantity - 3
ZAXXON, User's Guide/Manual

3230. Re: Antic & Analog Magazines (US)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19981017224645.05265.00001905@ng-fc1.aol.com>
Source record: 59198

Sorry, the magazines are now gone.

Thanks to those of you who replied.

Gail

3231. Re: Dead 5200?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981018003208.06843.00002406@ng113.aol.com>
Source record: 59199

Jeff,

It could be many things, start with the power supply, hopefully if you have a digital multimeter, check to see if your getting voltage at the specificied levels on the back of the power pak. Next if you 5200 has 4 controller ports on it then you have a large switch box that both the power supply and 5200 plug into and then you hook it up to your TV. When you press the power button on the 5200 do you hear any sort of "click" from the switch box (it could be bad and you need to replace it). Next, watch your 5200 where the power indicator is, see if it blinks on even for a brief moment.

After you've done all of this, you may need to replace your power supply and/or switch box, they are usually the culprits. Call BEST Electronics, they stock all hardware replacement parts for Atari 5200's 408-243-6950.

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

3232. looking for the Floppy Board for the Black Box...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <3629BDE9.55B8C341@bigfoot.com>
Source record: 59200

Does anyone have for sale or know where i can get
a FLOPPY BOARD upgrade for the Black Box???

Reagrds,

Nir Dary
ndary@bigfoot.com

3233. Re: connecting a Serial/PS mouse to the Atari computer...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <3629BE6C.CD1AC01B@bigfoot.com>
Source record: 59201

Yes i have seen this article,

but it concen i think connecting a ST/AMIGA mouse to the atati
8 bit computer, the IBM PC/PS mouse works different...

Regards
Nir Dary
ndary@bigfoot.com

Mathy Van Nisselroy wrote:

> In article <19981015122510.10546.00000975@ng69.aol.com>, vinnie5757@aol.com
> says...
> >
> >email your fax number.... I had an article called 'mouser' from one of the
> >mags... antic, analog... one of them...had the instructions....
>
> I remember an article about mice in Antic or Analog. But it concerned
> commodore mice. These were called joystick-mice, because they looked to the
> user like a mouse, but to the computer as a joystick. I guess (but I might
> be wrong) what Nir was looking for is a way to connect PC mice to the Atari 8
> bit.
>
> CU Mathy Van Nisselroy
>
> PS I've seen joysticks that have "feedback". It was standing on the counter
> throwing its handle in all kids of directions like a ghost was handling (or
> trying to distroy) it. The silly thing people invent just to sell you
> something.

3234. DFW Atari Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: Sam Casas <scasas@ix.netcom.com>
Message-ID: <70crq5$hka@sjx-ixn3.ix.netcom.com>
Source record: 59202

DEUCE 98
The Atari Users of North Texas (AUNT) Computer Exposition will be coming again to
Dallas this November in conjunction with the monthly DFW XChange Super Saturday
activities at the beautiful Dallas Infomart. Show date is planned for Saturday the
14th. As with the last three DEUCE shows, the actual show date will be finalized
120 days prior to the exposition. The exposition, along with the Super Saturday
activities, charge no admission fees and are open to the general public. The one day
exposition is planned to begin at 8:30 AM and run until 4:00 PM. A Friday evening
pre-show get together and a post show get together are also being planned.
November is still a great time to visit the Dallas Metroplex. The DFW XChange Super
Saturday activities are a monthly computer extravaganza where thousands of computer
enthusiasts get together, share their computer interests and enjoy some of the best
computer and high-tech electronic buys in Texas. This November will again be special
for us Atarians because so many of our finest developers and dealers will be partici-
pating in the activities.
The Dallas Infomart facility, a replica of the famous 1895 World Fair Crystal Palace,
is located in the heart of the Dallas commerce district at 1950 Stemmons Freeway
(Interstate 35E). The facility is leased by the DFW XChange each month to provide
a community service to all computer users in the Dallas-Ft Worth Metroplex area. The
Atari Users of North Texas is one of many participating user groups that help support
this community service by sharing our Atari computer interests, general computer
expertise and providing user assistance to our local Atarians and the interested
general public.
Vendors are being lined up. Systems for Tomorrow, chroMagic, Crawly Crypt Corp and

Emmulators have already expressed their interest in participating in the show. Vendors
interested in participating can contact David Acklam at (972) 242-9655 or via email at
d.acklam@genie.com. You can also visit the AUNT internet home page at
http://www.startext.net/homes/aunt.

3235. Re: 1050 Schematic

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: Lou Pirog <lpirog@home.com>
Message-ID: <362A0257.34BD@home.com>
Source record: 59203

schoedel@ny.tds.net wrote:
> Lou, I checked the SAMS manual, and L6 is an inductor, its function being an
> RF choke. No value was given for it. It should have colored bands, just
> like a resistor. It also appears that it should have 12 volts going through
> it, if that's any help.
>
> Michael Schoedel, Atari Nut!

Thanks, Michael and others, for the info. I'm ready to give it a shot.
I'll let you know what I find.

Thanks again,

Lou Pirog
lpirog@home.com

3236. FS: Hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <70cup3$b6o$1@ramp2.tir.com>
Source record: 59204

Hardware
Atari Computer (800XL) w/ TV Adaptor & Power Supply $25
Atari Computer (1200XL) w/ TV Adaptor & Power Supply $25
Atari Disk Drive (1050) w/ Power Supply $25
SVI Quickshot I Joystick $ 3

Software
Activision Designer's Pencil Cart. $ 4
Atari Barnyard Blaster Cart. $ 3
Atari BASIC Cart. $ 3
Atari Donkey Kong Cart. $ 3
Atari Music Composer Cart. $ 3
Atari Pac-Man Cart. $ 3
Atari Pole Position Cart. $ 3
Atari Space Invaders Cart. $ 3
Atari Star Raiders Cart. $ 3
Big Five Miner 2049'er $ 4
Electronic Arts One On One Disk w/instructions $ 5
Inhome Captain Beeble Cart. $ 4
Parker Brothers Popeye Cart. w/box & docs $ 5
Romox Whiz Kid Cart. $ 4
Sega Buck Rogers Cart. $ 4
Sega Congo Bongo Cart. $ 4
Thorm EMI Submarine Commander Cart. $ 4

All software has been tested.
Not responsible for compatibility issues between Atari Computers.

Buyer pays shipping.

3237. Re: FS: Hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981018110542.27131.00002513@ng05.aol.com>
Source record: 59205

Do you have instructions for the
Designers Pencil cart?
Larry White

3238. Parts lists for 800XL power supply?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19981018114957.01104.00001740@ng134.aol.com>
Source record: 59206

The CO61982 power supply for my 800XL computer quit working. It's the style that is encased in potting compound.

I had one of these go bad in the past with a blown fuse, and was successful in chipping away the compound to get to the fuse. This time I wasn't as lucky and messed up (destroyed) some of the other components.

Does anyone know where I can find a parts lists and schematic for this power supply? Although it might not be the most economical way to get a working power supply, I am interested in repairing this one.

Thanks,
Gail

3239. Trade??

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19981018143637.27259.00000888@ng83.aol.com>
Source record: 59207

I'd like to trade a complete Ultima 2 for the ST including cloth map etc. for a complete Ultima 1 for the 8-bit, made by Sierra. Please email me with any questions.

Thanks,
Tom

3240. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <70dgte$ojt@dailyplanet.wam.umd.edu>
Source record: 59208

Cathryn Mataga (cathryn@junglevision.com) wrote:
: I kind of miss GENIE, the way it was in the old days. I found that
: the discussions on the old pay services were a lot more fun than
: Usenet, which even had problems back in the old days, I recall.

GEnie was my second on-line service (was a member 10/91 to 2/98). It used to be a really good service, but I could no longer tolerate the new ownership (it changed hands twice after GE sold it in '93) and their very poor customer service (which was great). It had become a ghost town and their pricing tier went from best to worst in the business. Remember those $4.95 days for unlimited non-primetime use of Basic*Services?

When I was last on, it became $18.95 for 9 free hours (for members who joined in 1993 and before), $23.95 after that period, and $2.50/hr. after those hours were used up. What a rip-off -- and they still insisted on charging those idiotic prime time fees! I didn't want to be sucked in, so I switched to that $5 plan for three free hours of e-mail, and even then, I barely used the thing anymore.

Frankly, I thought the service went down the tubes when angry ex-Prodigy members stormed over in '93 (a consensus many of us shared, although the good Prodigy users were outnumbered by the bad ones). They wrecked the place with their arrogant attitude towards everyone. Before then, there was a really good fellowship there on a lot of the areas (Music RT, Showbiz, SciFi, Atari8, etc.). Those days are loonnng gone. But yes, that had some of the best discussions I had -- even better than Fidonet or the newsgroups.

GEnie (or Genie as it's known now) had made so many promises but most of them materialized. By the time they did, it was much too late.

3241. Atari Computer Items for auction ending tonight. Some Rare.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: DJ Herison <djh@itol.com>
Message-ID: <70di9ciag1@news.inc.net>
Source record: 59209
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari,rec.games.video.atari,rec.games.video.marketplace

Just as the subject says...

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=djh@itol.com&sort=3&since=1&page=1&rows=0

dj

3242. SHEOL patched!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <362A6297.C8B6C5A1@friko.onet.pl>
Source record: 59210

Hi!

I want to inform everybody that I have just patched side B of 'SHEOL'
demo disk. That means You can run both sides under Atari800 emulator
(DOS version, 320XE RAMBO mode).

SHEOL page ---> http://friko.onet.pl/wa/alex6502/sheol.htm

The only problem with emulator is that when memory banks are swithced it
dramaticly slows down!!!... But the demo works fine.

Have fun!

Alex

3243. Re: Parts lists for 800XL power supply?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <70dqj9lnf1@supernews.com>
Source record: 59211

GWestndrf (gwestndrf@aol.com) wrote:
: The CO61982 power supply for my 800XL computer quit working. It's the style
: that is encased in potting compound.

: I had one of these go bad in the past with a blown fuse, and was successful in
: chipping away the compound to get to the fuse. This time I wasn't as lucky and
: messed up (destroyed) some of the other components.

: Does anyone know where I can find a parts lists and schematic for this power
: supply? Although it might not be the most economical way to get a working
: power supply, I am interested in repairing this one.

: Thanks,
: Gail

I don't believe a schematic for the supply is included in the 800XL or
600XL service manuals. There was at least one other design of supply for
those XL computers. It had the same part number as the black potted unit
but was chocolate and creme colored. It wasn't potted but had a
two part case with accessible and repairable circuit board.

The CO61982 supply delivers 5VDC at up to 1.5A. I believe it's
conventional in design with transformer, bridge rectifier, filter
capacitor, and 3-terminal regulator. If you could save usable parts from
your old supply (transformer, cords, etc.) you could probably refer to a
book on power supply design and build a suitable substitute. By far the
least risky (to your computer) and simplest solution would be to buy a
replacement from one of the several vendors who stock it.

Steve

3244. Trading For These Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-18 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <70eb99$40f$1@ramp2.tir.com>
Source record: 59212

```
EPYX Joystick w/black base & red handle (preferrably, new)
Atari Paddles (preferrably, new)

Electronic Arts "M.U.L.E." packaging & instructions (like new condition)
Electronic Arts "One on One" packaging (like new condition)
--
*** The Collectaholic's Page - http://www.tir.com/~mkusz/
```

3245. Re: Posting on Roy Goldman

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F12wMA.I84@cix.compulink.co.uk>
Source record: 59138

In article <362B05ED.5A31@ukc.ac.uk>, jaa1@ukc.ac.uk (jaa1) wrote:

> What happened to my query concerning Roy Goldman? Has somebody removed
> it? If they have, for what reason?
I saw it OK...

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

3246. Re: APE and SIO2PC problem with IBM PS/2 mod 70 - fixed

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <70fqfu$f74$1@nnrp1.dejanews.com>
Source record: 59139

All this fuss and it turned out to be an incomplete 9-25 pin adapter. Missing the RI pin 22. Did I mention my voltmeter also died and I didn't have anything to ring out the pins with :) Geez, now I need to get my simpson fixed.

And thanks for everyone that responded with advice. You're all invited over for a beer..

Mark

In article <70a6dh$8g7$1@news.csw.net>,
"Nick Kennedy" <nkennedy@cswnet.com> wrote:
>
> >
> >On 1998-10-12 8bitz@my-dejanews.com said:
> > 8b>Hello. Anybody have any insight as to why an SIO2PC setup would work
> > 8b>perfectly on a pentium but not on a PS/2 mod 70 (386DX20) ? The only
> > 8b>difference I can see is the pentium has a DB9 and the 386 a DB25. I
> > 8b>have tested the 386 with a modem and a term program running with
> > 8b>the atari plugged in and booted shows the SIO boot characters. But
> > 8b>both APE116 and SIO2PC show no activity. I know this is probably
> > 8b>something small but having a 3 week old baby with his wonderful
> > 8b>sleep patterns has caused my brain to um, something :) Any help
> > 8b>would be appreciated. Thanks Mark
> >
>
> What version of SIO2PC do you have? A couple years ago I discovered that
> some newer computers were putting the serial chip into the loopback mode and
> leaving it there. I had to add explicit instructions to take the chip out
> of that mode. Also I don't recommend running in a DOS box out of windows.
>
> Get the lastest from www.cswnet.com/~nkennedy/sio2pc.htm/
>
> good luck,
>
> Nick
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3247. Help! I want to play an old game. . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: jeremy_patty@markcom.com
Message-ID: <70fq9h$eq1$1@nnrp1.dejanews.com>
Source record: 59140

I am looking for 'Computer Quarterback', by Dan Bunten, published in 1979, by Dan Bunten

Despite all the advances in technology and
stuff, there has not been a football strategy game that is more fun to play.

I do not have an Atari comp. any more.

What is the best way for me to play that game again?

Are there emulators for the Power Mac / or PC ? and a way to read in the old software?

It can't be too big of a file -

Any games available today based on the same program?

(Intereresting side note - I found out the late Dan Bunten had her sex changed and name changed to Dani Berry)

Please reply to jeremy_patty@markcom.com.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3248. Definitive Known Software Lists (cartridge and CD) [10/19/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <36395a5a.8008480@news.nls.net>
Source record: 59141

The Video Game Advantage Definitive Known Software List Collection

If you are looking for the most complete, detailed software lists available you have found them. And the best part is that they are all in a standardized format, so you can change system files without having to learn a new style or format! Currently 32 of the 40 planned files are on-line (2600, Intellivision, NES, Odyssey2, Sega CD, SMS, SNES, and TG-16 all still need some work, and will be on-line as soon as possible).

32 bit and 64 bit video game systems:

3DO REAL Interactive Multiplayer
Atari Jaguar / Jaguar CD
Commodore Amiga CD32
Nintendo 64
Nintendo Virtual Boy
Sega 32X
Sega Saturn
Sony Playstation
Tiger Game.Com

16 bit video game systems:

Philips CD-i
Sega CD
Sega Genesis
SNK Neo Geo / Neo Geo CD
Super Nintendo

8 bit video game systems:

Atari Lynx
Nintendo Entertainment System (NES)
Nintendo Game Boy
Sega Game Gear
Sega Master System (SMS)
TurboGraphx-16, CD, & Duo

Classic video game systems:

Atari 2600
Atari 5200
Atari 7800
Bally Astrocade
Colecovision
Emerson Arcadia 2001

Fairchild Channel F
GCE Vectrex
Magnavox Odyssey2
Mattel Intellivision
Milton Bradley Microvision
RCA Studio II

Classic computers:

Atari 8-bit computers
Coleco Adam computer -- see Colecovision
Commodore 64 / 128 computers
Commodore Vic-20 computer
IBM PC Jr. computer
Mattel Aquarius computer
Radio Shack Color Computer
Texas Instruments TI 99/4A Computer
Tomy Tutor 16-Bit Graphic Computer

*****

If this is of interest to you, the URL is:
http://www.io.com/~vga2000/

and the link is in the "Collectors Corner" section.

And if the game isn't on one of my FS/T lists, it
isn't FS/T :)

Michael

P.S. My old e-mail accounts all still work, but I'd prefer it if
people would begin to use the *new* account. Thank you!

NOTE: Some on Usenet like to attack people and lie about
what they do and say. If you are tired of wading through the
lies and attacks here on Usenet, and you would like to know
my real position (on anything), as opposed to what some will
tell you is my position, then you can ask me.

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

3249. Re: Disk Software Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <70fu90$p1h$1@pale-rider.INS.CWRU.Edu>
Source record: 59142

Error 164 is a filenumber mismatch. Your GAMESxxxx.ATR is messed
up somehow, I suspect. Try to get some other .ATRs. Some of them
have boot loaders, others may not even have DOS on them. You
would have to mount the .ATR with game but no DOS in D2: and
'L'oad from there.
Russ

3250. Re: SHEOL patched!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36347c5e.4746724@news.demon.co.uk>
Source record: 59143

The other Day jmelbo@pressenter.com (Jon Melbo) wrote:

>>SHEOL page ---> http://friko.onet.pl/wa/alex6502/sheol.htm
>>
>>The only problem with emulator is that when memory banks are swithced it
>>dramaticly slows down!!!... But the demo works fine.
>>

>How come it doesn't run in Atari800Win with the 320XE and no basic?

Its looking for a RAMBO upgrade that the DOS version has..It won't work
with the Compy shop emulated upgrade.

Rich, any reason why this is not in the Windows port? just curious :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3251. Re: For Sale: 800 Computer Systems

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36357d04.4912979@news.demon.co.uk>
Source record: 59144

The other Day cvendel@aol.com (Cvendel) wrote:

>Hi Mark,

>I'm interested in this dual disk drive if you have boxes for any of the above

Curt, do you live in a 800 room house :)

I have never seen someone buy soo much Atari gear, so often too :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3252. Re: Help! I want to play an old game. . .

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36367d62.5006709@news.demon.co.uk>
Source record: 59145

The other Day jeremy_patty@markcom.com wrote:

>
>(Intereresting side note - I found out the late Dan Bunten had her sex changed
>and name changed to Dani Berry)
>
And Will Mataga(sp) who wrote Shamus did the same...

An alternative upgrade I suppose...Joking aside, both people made
fantastic games....RIP Dani....
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3253. Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <8nLW1.19$T01.178@nnrp2.ptd.net>
Source record: 59146

Anybody ever hear of the Diamond OS (by Reeve Software)? It looks like a primitive Windows OS
it's got Atari mouse support(or joystick if that's your taste) and a desktop with icons and drop down menus at the top

it was published in 1988

anyway, I have it in the original box if anyone is interested....$15
It looks pretty cool running on the Atari XL/XE/GS

thanks, John

3254. Free memory on a 400? How to show..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <70g6dt$27e$1@nnrp1.dejanews.com>
Source record: 59147

Greetings programs. Found a mint condition atari 400 this weekend. I was so excited until I saw the power light didn't come on. Swapped the power board from my working beat up 400 and all is well. I noticed the memory board in one was a 16/32 board. It has 16 16k chips so I'm assuming it's a 32k board. The other says atari 16k and only has 8 chips. I remember a simple program to find out free memory but I can't find it. Can someone point me in the right direction?

I'm still suprised it didn't work. The screen goes black. The other 400 I have was in a flooded basement and I had to vacuum the dirt from it and replace the rf cord but it worked right away.

Anybody need 400 parts? everything but the power board works. Trade for games :) Also at the bottom of the "atari' box I bought was a Mattel Aquarius system. Anybody know any good games for this?

Thanks
mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3255. Montezuma's Revenge on PC - what happened?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Gareth <dial.pipex.com@garethd_.nospam>
Message-ID: <70g6bf$7ik$1@plug.news.pipex.net>
Source record: 59148

What happened to the souped up version of Montezuma's Revenge for the PC -
it was supposed to include a version of the orignal game? I saw a demo
advertised and plenty of info on a website but that was quite a long while
ago and AFAIK it was never released (in the UK at any rate.)

Is it available or is it going to be available?

Any information would be appreciated.

Gareth.
--
(Please reverse address and remove _.nospam to reply.)
ICQ: 16909602.

3256. DOS from scratch

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <70g6kd$f51$1@news.asu.edu>
Source record: 59149

Okay, after 1.5yrs of having an 800/1050 rig for nothing more than kid games, I am trying to venture out into the larger world of A8 software. It looks like I will need DOS to do just about anything, so I started trying to do this myself without bothering you guys.

I started with the Umich archive mirror at src.doc.ic.ac.uk, packages/atari/umich/. I'm using my peecee at work; I don't have one at home (and never will, if I have anything to say about it), so SIO2PC is out.

In the 8bit/Diskutils/Transfer directory, I found myutil.zip. This is supposed to convert between files on a peecee to files on an Atari-formatted diskette. Includes source code! Looks like there may be restrictions on 1.2MB drives, which is all I currently have on my work machine. Could be bad.

In the 8bit/Dos/Ataridos directory, I found dos25.arc. From the FAQ, it looks like Atari DOS 2.5 is the "Baseline" DOS, and is recommended for all Atarians, especially new ones.

In the 8bit/Archivers/Diskimages directory, I found dcmdsk32.arc, which is apparently required on the Atari side to convert the DCM files (complete disk images, rather like Magic Shadow Archives for the ST, unlike anything I'm familiar with for the TI) to usable Atari files.

I'm beginning to suspect a chicken/egg thing here. The DOS files are DCM, you need dcmdsk32 to convert them, and dcmdsk32 is an object file (like E/A3 on the TI?), which may require DOS to run. So you may need DOS to get DOS!

Or am I missing something here? I'm used to convoluted paths from FTP archives to usable files, but never to bootstrap an operating system! What's my next step? I am assuming I can format a floppy on the Atari under BASIC. I am hoping I can move the files via the 1.2M floppy drive on the peecee. Can I run the dcmdsk32 object file from BASIC?
--
****
* David Ormand | Be Different! *
* dlormand@aztec.asu.edu | Support resistance computers! *
* Tucson, Arizona | TI-99/4A Atari ST *

3257. Re: SHEOL patched!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <362b9d8d.60499313@news.pressenter.com>
Source record: 59150

On Mon, 19 Oct 1998 18:02:23 GMT, mclane@dellos.demon.co.uk (Paul
Irvine) wrote:

>The other Day jmelbo@pressenter.com (Jon Melbo) wrote:
>
>>>SHEOL page ---> http://friko.onet.pl/wa/alex6502/sheol.htm
>>>
>>>The only problem with emulator is that when memory banks are swithced it
>>>dramaticly slows down!!!... But the demo works fine.
>>>
>
>>How come it doesn't run in Atari800Win with the 320XE and no basic?
>
>Its looking for a RAMBO upgrade that the DOS version has..It won't work
>with the Compy shop emulated upgrade.
>
>Rich, any reason why this is not in the Windows port? just curious :)

I know what a RAMBO is (I have one in my real 800XL) but just what the
heck is "Compy Shop?"

3258. Re: DOS from scratch

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <WjNW1.31$T01.207@nnrp2.ptd.net>
Source record: 59151

I have a copy of DOS 2.5 if you want it send me $3 for priority mail
shipping
it's on Atari 5 1/4" disk

John (smile@ptdprolog.net)

3259. Re: ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: rich@cstone.net
Message-ID: <70ga9a$75d$1@nnrp1.dejanews.com>
Source record: 59152

In article <19981019074541.27115.00002592@ng63.aol.com>,
vinnie5757@aol.com (VINNIE5757) wrote:

> Will it work with 3.11.. and where can I find it!
> Thanks!!

No, Atari800Win is a Win32 only product (Win95/Win NT/Win98). Windows 3.X is a nightmarish horror which I no longer participate in.

However, for most machines that would be running Win3.11 today you should probably look at Atari800 for DOS, which has much of the functionality of Atari800Win and will run faster on lower end platforms.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3260. Re: SHEOL patched!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: rich@cstone.net
Message-ID: <70gabb$764$1@nnrp1.dejanews.com>
Source record: 59153

In article <36347c5e.4746724@news.demon.co.uk>,
mclane@dellos.demon.co.uk wrote:
> >How come it doesn't run in Atari800Win with the 320XE and no basic?
>
> Its looking for a RAMBO upgrade that the DOS version has..It won't work
> with the Compy shop emulated upgrade.
>
> Rich, any reason why this is not in the Windows port? just curious :)

To be honest because this is the very first example I could find that actually programmatically required RAMBO. I'll implement the switch in the next rev.

-Rich

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3261. Re: looking for the Floppy Board for the Black Box...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1910981531360001@macmcurrent.library.carleton.edu>
Source record: 59154

In article <19981018203931.09405.00002623@ng19.aol.com>, cvendel@aol.com (Cvendel) wrote:

>Computer Software Services is still in business, they are the ones who made the
>Black Box, I dont have their number handy, they are located in Rochester, New
>York. 716 area code, they are under a new name now, I forget what its call,
>something "Electronics", sorry hopefully someone can fill in the rest, look for
>the Atari 8-bit FAQ, it may have the CSS contact info.

It has this, actually:

Computer Software Services (CSS)
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:audioguy@cheerful.com
http://www.nleaudio.com/ (under construction)

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3262. Mathy van Nisselroy !

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01bdfb9f$65c93960$a792e289@irata.kawo2.rwth-aachen.de>
Source record: 59155

Hallo !

You asked if we will go to ABBUC-JHV on saturday, 24. oct 1998.
Sure we do !!!
But your reply-adress was faulty, so please send your telephone number to
me so that we can set a meeting point.

See you on saturday,

Matt

3263. Re: Free memory on a 400? How to show..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981019165550.08983.00002771@ng71.aol.com>
Source record: 59156

```
from basic, type in...

PRINT FRE(0)
```

3264. Re: UK National 8-bit Show?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: davidledbury@postmaster.co.uk
Message-ID: <362bb03f.1269151@news.clara.net>
Source record: 59157
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.msx,comp.sys.atari.8bit,alt.c64,comp.sys.sinclair,comp.sys.misc, comp.sys.ti,comp.sys.cbm

On Mon, 19 Oct 1998 08:21:33 GMT, "Brian Watson"
<brian@spheroid.demon.co.uk> wrote:

>Following on from today's get-together in Walsall, central England, the
>Amstrad CPC user group WACCI are considering sponsoring (ie underwriting) a
>get-together for users of *all* 8-bit formats at around this time next year.
>
>Facilities suggested to be included: bring and buy, demonstrations,
>emulators running, chat area, etc. But still very open to suggestions,
>really....

[snip]

Sounds good to me!

(c) 1998 David Ledbury, Silly sausage productions....
Use outside of this newsgroup is actually quite sad really, as
in all honest it's not really worth repeating elsewhere ;)

3265. Re: SHEOL patched!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <362cb4e4.418201@news.demon.co.uk>
Source record: 59158

The other Day jmelbo@pressenter.com (Jon Melbo) wrote:

>I know what a RAMBO is (I have one in my real 800XL) but just what the
>heck is "Compy Shop?"

Another one I presume..Here's Alex's reply to me re the same prob from
the other day.

Hmmm.... That's probably because of the type of expanded memory.
I've heard You call them RAMBO and COMPY SHOP. The Sheol works with
RAMBO (that's uncompatible with 130 XE Antic/CPU DMA). I think I must
remember about that while making next demo.

--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3266. Re: SHEOL patched!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <362db547.516960@news.demon.co.uk>
Source record: 59159

The other Day rich@cstone.net wrote:

>> Rich, any reason why this is not in the Windows port? just curious :)
>
>To be honest because this is the very first example I could find that actually
>programmatically required RAMBO. I'll implement the switch in the next rev.
>
Thank you :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3267. Re: Game Excalibur for XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <70gcol$i2h@bgtnsc03.worldnet.att.net>
Source record: 59160

was that the one that looked a bit like atari adventure??
and had the holy hand grenade??

or was that the one that had the knights of the round table, and they
changed their opinions based on actions... both were quite fun!
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Odo wrote in message <70enu8$8u0$1@guru.freeway.de>...
>Hello,
>I am looking for the Atari game Excalibur by ATARI-England.
>Can someone tell me where to find it on the net.
>
>Thanks
>Sascha
>
>

3268. Re: Montezuma's Revenge on PC - what happened?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <70gdl0$m27@bgtnsc03.worldnet.att.net>
Source record: 59161

I thought it was out already.. actually I'd like only the original version,
ported.. ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Gareth wrote in message <70g6bf$7ik$1@plug.news.pipex.net>...
>What happened to the souped up version of Montezuma's Revenge for the PC -
>it was supposed to include a version of the orignal game? I saw a demo
>*advertised* and plenty of info on a website but that was quite a long
while
>ago and AFAIK it was never released (in the UK at any rate.)
>
>Is it available or is it going to be available?
>
>Any information would be appreciated.
>
>Gareth.
>--
>(Please reverse address and remove _.nospam to reply.)
>ICQ: 16909602.
>
>

3269. Re: Disk Software Question

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Ken Siders <ksiders@columbus.nospamme.rr.com>
Message-ID: <39QW1.372$IF6.2528977@storm.twcol.com>
Source record: 59162

kevin macza wrote in message <70a52d$pr7$1@missing.its.to>...
>Hello.
>
>I recently became interested in reliving some of my Atari 8-bit
>experiences from the 1980s. Presently I have the Atari800Win emulator
>running on my Win95 machine.
>
>My question is: how do I access files from the disk drives? I can get a
>directory, but when I try to use L to load a binary file, I get an error
>164 or "TOO MANY CHARACTERS". It doesn't seem to matter which DOS version
>I use, the result remains the same. Am I missing something here?
>
>The files I am trying to access are in .ATR format on a virtual disk
>drive, and in particular are on a game compilation disk (GAMES0006.ATR)
>from one of the Atari FTP sites. Some of the file names are fairly long,
>and none of them have a suffix (.EXE or whatever).
>
>The only games I have been able to run so far are those that are bootable.
>Unfortunately I was never able to afford a disk drive for my Atari 400 or
>65XE, so I remain quite ignorant about how to use Atari DOS.
>
>Much Thanks!
>
>
>kevin
>

What DOS are you trying to load the files from. Mydos would probably be
required since DOS 2.5 will not be able to handle the mega games disk
images. The filenames are 8 characters plus up to a three character
extension. If the filename is more than 8 characters, a period is required
after the 8th character. I believe with Mydos the period may be omitted --
another clue that Dos 2.5 may be being used.

---Ken

3270. Re: Montezuma's Revenge on PC - what happened?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: followell@dynasty.net
Message-ID: <362dcf04.19653768@news.supernews.com>
Source record: 59163

On Mon, 19 Oct 1998 21:09:50 +0100, "Gareth"
<dial.pipex.com@garethd_.nospam> wrote:

>What happened to the souped up version of Montezuma's Revenge for the PC -
>it was supposed to include a version of the orignal game? I saw a demo
>*advertised* and plenty of info on a website but that was quite a long while
>ago and AFAIK it was never released (in the UK at any rate.)
>
>Is it available or is it going to be available?
>
>Any information would be appreciated.
>
>Gareth.

There is a demo out now. It's on the latest MaximumPC CD and I'm sure
a number of places on the internet. I don't know about including the
original but the full version should be out soon if it isn't already.

--

Sincerely,
- Byron Followell
followell@dynasty.net
Homepage: http://www.geocities.com/heartland/acres/6391/
Reach me by ICQ. My ICQ# is 13014170

3271. Flight Simulator Scenery Disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <29575-362BC76A-52@newsd-123.bryant.webtv.net>
Source record: 59164

I just acquired Sublogic's Flight Simulator II Scenery disks 1-6.
Apparently there is a package of disks 7-12. Does anyone have any for
sale?
Harvey

3272. Sale Update of Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Mike Aldrich <netcoord@voyager.net>
Message-ID: <70gtim$9fk@news.voyager.net>
Source record: 59165

I have 4 full Atari 800 Computer systems for sale or
you may pick and choose from the accessories. I have
lots of games too. I will be collecting offers from
all interested parties before I sell/split up the
systems. See current offers at the end of the inventory
list.

This is what I have:

4 Atari 800 computers
1 810 diskdrive (regular)
1 810 diskdrive (with the "Chip")
1 1050 diskdrive
1 Indus GT diskdrive / DOS & manuals
3 410 cassette recorders
1 1010 cassette recorder
1 XM301 modem
1 1030 modem
1 ATR8000
1 Percom dual diskdrive
1 U-Print Printer Interface
1 Competition Pro Joystick
1 Wico Big Stick Joystick
1 regular Atari Joystick

Cartridges:

6 regular Basic cartridges
1 Basic XL cartridge
2 MS Pac-Man cartridges
1 Pac-Man cartridge
2 Star Raiders cartridges
2 Centipede cartridge
1 Space Invaders cartridge
1 Bug Hunt Atari XE cartridge
1 Fight Night Atari XE cartridge
1 Qix cartridge
1 Atlantis cartridge
1 Defender cartridge
1 Missile Command cartridge
1 Music Composer
2 ACE80 XL Cartridges (80 columns for the Atari)
1 In-Store Demo Program cartridge
1 PQ The Party Quiz Game

Games on disk:

You name it, I got it. Most came from game swapping
with CHAOS (Capitol Hill Atari Owner Society).

Other:

? Antic and Analog mags
3 Your Atari Computer books
? Compute's 2nd and 3rd book
? Lots of other books for the Atari and ATR8000

==========
Current offers:

Bidder # Amount For what:

1 $50 2 diskdrives
2 $100 For everything
==========

3273. Looking for a Game?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Mike Aldrich <netcoord@voyager.net>
Message-ID: <70gtlo$9rq@news.voyager.net>
Source record: 59166

I have 4 full Atari 800 Computer systems for sale or
you may pick and choose from the accessories. I have
lots of games too. I will be collecting offers from
all interested parties before I sell/split up the
systems. See current offers at the end of the inventory
list.

This is what I have:

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3 410 cassette recorders
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1 ATR8000
1 Percom dual diskdrive
1 U-Print Printer Interface
1 Competition Pro Joystick
1 Wico Big Stick Joystick
1 regular Atari Joystick

Cartridges:

6 regular Basic cartridges
1 Basic XL cartridge
2 MS Pac-Man cartridges
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2 Star Raiders cartridges
2 Centipede cartridge
1 Space Invaders cartridge
1 Bug Hunt Atari XE cartridge
1 Fight Night Atari XE cartridge
1 Qix cartridge
1 Atlantis cartridge
1 Defender cartridge
1 Missile Command cartridge
1 Music Composer
2 ACE80 XL Cartridges (80 columns for the Atari)
1 In-Store Demo Program cartridge
1 PQ The Party Quiz Game

Games on disk:

You name it, I got it. Most came from game swapping
with CHAOS (Capitol Hill Atari Owner Society).

Other:

? Antic and Analog mags
3 Your Atari Computer books
? Compute's 2nd and 3rd book
? Lots of other books for the Atari and ATR8000

==========
Current offers:

Bidder # Amount For what:

1 $50 2 diskdrives
2 $100 For everything
==========

3274. Atari Computer Overflow

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Mike Aldrich <netcoord@voyager.net>
Message-ID: <70gtqr$9rq@news.voyager.net>
Source record: 59167

Got any buyers you couldn't satisfy?

I have 4 full Atari 800 Computer systems for sale or
you may pick and choose from the accessories. I have
lots of games too. I will be collecting offers from
all interested parties before I sell/split up the
systems. See current offers at the end of the inventory
list.

This is what I have:

4 Atari 800 computers
1 810 diskdrive (regular)
1 810 diskdrive (with the "Chip")
1 1050 diskdrive
1 Indus GT diskdrive / DOS & manuals
3 410 cassette recorders
1 1010 cassette recorder
1 XM301 modem
1 1030 modem
1 ATR8000
1 Percom dual diskdrive
1 U-Print Printer Interface
1 Competition Pro Joystick
1 Wico Big Stick Joystick
1 regular Atari Joystick

Cartridges:

6 regular Basic cartridges
1 Basic XL cartridge
2 MS Pac-Man cartridges
1 Pac-Man cartridge
2 Star Raiders cartridges
2 Centipede cartridge
1 Space Invaders cartridge
1 Bug Hunt Atari XE cartridge
1 Fight Night Atari XE cartridge
1 Qix cartridge
1 Atlantis cartridge
1 Defender cartridge
1 Missile Command cartridge
1 Music Composer
2 ACE80 XL Cartridges (80 columns for the Atari)
1 In-Store Demo Program cartridge
1 PQ The Party Quiz Game

Games on disk:

You name it, I got it. Most came from game swapping
with CHAOS (Capitol Hill Atari Owner Society).

Other:

? Antic and Analog mags
3 Your Atari Computer books
? Compute's 2nd and 3rd book
? Lots of other books for the Atari and ATR8000

==
Current offers:

Bidder # Amount For what:

1 $50 2 diskdrives
2 $100 For everything
==

3275. Re: SHEOL patched!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <362C0111.7855C0C6@net66.com>
Source record: 59168

Jon Melbo wrote:
> I know what a RAMBO is (I have one in my real 800XL) but just what the
> heck is "Compy Shop?"

BTW, if you have the installation manual/scematics for the Rambo still
around, I have one I need to install in another 800xl and I can't find
the directions.

Could I get you to copy/fax/scan it for me?

Mark Statzer
mstatz@net66.com

--
Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

3276. FA: Atari 8-Bit NEW Mission On Thunderhead $0.01

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: ebaked@webtv.net
Message-ID: <29407-362C3068-87@newsd-171.iap.bryant.webtv.net>
Source record: 59169

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=36808534

Mission On Thunderhead
Commodore 64 & Atari 48K
©1986 The Avalon Hill Game Company

This auction is for a NEW copy of Mission On Thunderhead for the Commodore 64 and Atari 48K . This is a great Cartoon Action Adventure game for the C64 and Atari 8-bit. The packaging is in Excellent Condition. This game is NEW, and factory sealed. There are 3 price stickers on the front.

This is a 3 Day Auction ending on Thursday 10-22-98. Bidding starts at $0.01 and there is no reserve price.

Please email me if you have any questions.

Thanks,

eBaked

3277. Re: FS: Hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981018203527.09405.00002618@ng19.aol.com>
Source record: 59213

Hi,

If the 1200XL is in its original box I'll buy it.

Curt

3278. Re: Atari 800 "M" key needed !

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981018203716.09405.00002619@ng19.aol.com>
Source record: 59214

Hi Bill,

Call Bruce over at B&C Atari Sales, they have parts for ALL Atari systems.

530-295-9270

Curt

3279. Re: looking for the Floppy Board for the Black Box...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981018203931.09405.00002623@ng19.aol.com>
Source record: 59215

Computer Software Services is still in business, they are the ones who made the Black Box, I dont have their number handy, they are located in Rochester, New York. 716 area code, they are under a new name now, I forget what its call, something "Electronics", sorry hopefully someone can fill in the rest, look for the Atari 8-bit FAQ, it may have the CSS contact info.

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

3280. Re: SHEOL patched!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3631885c.50308840@news.demon.co.uk>
Source record: 59216

The other Day Aleksander Martin <alex6502@friko.onet.pl> wrote:

>Hi!
>
>I want to inform everybody that I have just patched side B of 'SHEOL'
>demo disk. That means You can run both sides under Atari800 emulator
>(DOS version, 320XE RAMBO mode).
>
>SHEOL page ---> http://friko.onet.pl/wa/alex6502/sheol.htm
>
Thanks Alex....

Well done that man....Glad to have spoken to you.:)

BTW a not so good answer to your question re other formats :(
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3281. Re: SHEOL patched!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <362aa2f1.79131656@news.pressenter.com>
Source record: 59217

On Sun, 18 Oct 1998 23:50:15 +0200, Aleksander Martin
<alex6502@friko.onet.pl> wrote:

>Hi!
>
>I want to inform everybody that I have just patched side B of 'SHEOL'
>demo disk. That means You can run both sides under Atari800 emulator
>(DOS version, 320XE RAMBO mode).
>
>SHEOL page ---> http://friko.onet.pl/wa/alex6502/sheol.htm
>
>The only problem with emulator is that when memory banks are swithced it
>dramaticly slows down!!!... But the demo works fine.
>
>Have fun!
>
>Alex

How come it doesn't run in Atari800Win with the 320XE and no basic?

3282. Re: Link more than two XLs

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <362AA693.43C1D277@worldnet.att.net>
Source record: 59218

The following was my post to the Bill Kendrick and the Atari8-l mailing list (over a year ago now). See the next message for a GameLink II schematic.

Jeff Potter

==========

Okay. It took a while to remember some of the little tricks in writing SIO bus interrupt handlers (like remember your interrupt routine is called *after* a PHA instruction has been performed). Here is actual Action source code for a really simple application. It reads the joystick and sends out a word which affects the color of the other's screen. As a check, it shows the color it sent as the background color on its own screen. If two Ataris aren't connected, the program loops slowly, and speeds up when a connection occurs (using the already mentioned GameLink II hardware available from your local authorized AGDA distributor :^)

BTW: if you wait too long after you've launched the program, attract mode sets in. Even though you are resetting the color registers, attract mode XORs your values with other ones. Press any key to stop this annoying behavior (actual fix is left to the student as an exercise).

This source will compile to binary executable directly (no need to include the Action library routines, I didn't use any). So after compiling, the program will run without the Action cartridge. You must press RESET after running this program to restore the default interrupt vectors.

Warning: this program only does what I set out to do, so modifications you make are likely to cause you a lot of grief. I can be of some help.

Jeff Potter

==========

```
;
; GameLink II demo program
; coded to *not* use Action library routines
; created 9/21/97 J.D.Potter
; modified 9/29/97 J.D.Potter
;
BYTE stick0=$0278, ;joystick 0
color0=$02C4, ;playfield 0
color2=$02C6, ;background color
color4=$02C8, ;border color
sskctl=$0232, ;skctl shadow
```

```
audf3=$D204, ;Channel 3 frequency
audf4=$D206, ;Channel 4 frequency
audctl=$D208, ;pokey control
skres=$D20A, ;serial port reset
serin=$D20D, ;serial port input
serout=$D20D, ;serial port output
irqen=$D20E, ;irq interrupt enable
skctl=$D20F ;serial port control

BYTE pokmsk=$0010, ;pokey irq mask
rtclok=$0014, ;jiffy clock LSB
status=$0030, ;sio status
recvdn=$0039, ;sio receive done
xmtdon=$003A ;sio xmit done

CARD vserin=$020A, ;receive int vector
vseror=$020C, ;xmit ready int vector
vseroc=$020E ;xmit complete int vector

DEFINE PHA="$48"
DEFINE TXA="$8A"
DEFINE TYA="$98"
DEFINE PLA="$68"
DEFINE TAX="$AA"
DEFINE TAY="$A8"
DEFINE RTI="$40"
DEFINE SEI="$78"
DEFINE CLI="$58"
DEFINE pushregs="[$8A $48 $98 $48]"
DEFINE pullrti="[$68 $A8 $68 $AA $68 $40]"

;
; setup receive interrupt
;
PROC rxen()
skres=$CF
sskctl=(sskctl&$07)%$13
skctl=sskctl
pokmsk=(pokmsk&$C7)%$20
irqen=pokmsk
RETURN

;
; setup transmit interrupt
;
PROC txen()
skres=$CF
sskctl=(sskctl&$07)%$23
skctl=sskctl
pokmsk=(pokmsk&$C7)%$10
irqen=pokmsk
RETURN
```

```
;
; setup output complete interrupt
;
PROC ocen()
skres=$CF
skctl=sskctl
pokmsk=(pokmsk&$C7)%$08
irqen=pokmsk
RETURN

;
; setup null interrupt
;
PROC nxen()
skres=$FF
sskctl=(sskctl&$07)%$23
skctl=sskctl
pokmsk=(pokmsk&$C7)
irqen=pokmsk
RETURN

;
; Output complete handler; setup to receive
;
PROC ocr()
pushregs
rxen()
xmtdon=1
recvdn=0
status=1
pullrti
RETURN

;
; Receive complete handler (one byte)
;
PROC rxr()
BYTE i
pushregs
i = skctl ;read status
skres=$FF ;clear

IF i&$80 THEN
status = $8C ;input frame error
ELSEIF i&$20 THEN
status = $8E ;overrun error
ELSE status = 1
FI

color2 = serin ;set color

recvdn = 1
pullrti
```

```
RETURN

;
; Transmit ready handler (one byte)
; replace with real routines to handle things like
; multi-byte count-down, etc.
;
PROC txr()
pushregs
ocen()
pullrti
RETURN

;
; sets up serial bus speed, interrupt vectors
; (press RESET to undo this)
;
PROC setup()
audf4 = $00 ;19kbps
audf3 = $28
audctl = $28
recvdn = 0
xmtdon = 0
[SEI]
vserin = rxr ;point the 3 int vectors
vseror = txr ;to the right routines
vseroc = ocr
[CLI]
RETURN

;
; Main Program
;
PROC main()
BYTE i, x, colorx

setup()
colorx = 0
DO
recvdn = 0

; wait for a jiffy
i = rtclok
DO
x = stick0 ;read joystick
UNTIL i # rtclok
OD

; update internal colorx variable
IF (x & $01)=0 THEN
colorx ==+$10
ELSEIF (x & $02)=0 THEN
```

```
colorx ==-$10
FI

IF (x & $04)=0 THEN
colorx ==-$01
ELSEIF (x & $08)=0 THEN
colorx ==+$01
FI

; send colorx to other node
txen() ;enable transmit Int
serout = colorx ;send color
color4 = colorx ;set own border color

; wait for xmit done
DO UNTIL xmtdon OD
xmtdon = 0

; receiving is automatic
; (controlled by interrupt routine)
; other colorx gets written to us

rtclok = $F0
DO
UNTIL (recvdn=1) OR (rtclok=0)
OD
OD

RETURN
```

3283. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Mike Aldrich <netcoord@voyager.net>
Message-ID: <70eecs$frr@news.voyager.net>
Source record: 59219

I have 4 full Atari 800 Computer systems for sale or
you may pick and choose from the accessories. I have
lots of games too. This is what I have:

4 Atari 800 computers
1 810 diskdrive (regular)
1 810 diskdrive (with the "Chip")
1 1050 diskdrive
1 Indus GT diskdrive
3 410 cassette recorders
1 xm301 modem
1 1030 modem
1 ATR8000
1 Percom dual diskdrive
? lots of game cartridges
? Antic and Analog mags
3 Your Atari Computer books
? Compute's 2nd and 3rd book

email:
netcoord@voyager.net

for details. Any reasonable price accepted.

3284. (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Mike Aldrich <netcoord@voyager.net>
Message-ID: <70eers$h2p@news.voyager.net>
Source record: 59220

I have 4 full Atari 800 Computer systems for sale or
you may pick and choose from the accessories. I have
lots of games too. This is what I have:

4 Atari 800 computers
1 810 diskdrive (regular)
1 810 diskdrive (with the "Chip")
1 1050 diskdrive
1 Indus GT diskdrive
3 410 cassette recorders
1 xm301 modem
1 1030 modem
1 ATR8000
1 Percom dual diskdrive
? lots of game cartridges
? Antic and Analog mags
3 Your Atari Computer books
? Compute's 2nd and 3rd book

email:
netcoord@voyager.net

for details. Any reasonable price accepted.

3285. For Sale: 800 Computer Systems

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Mike Aldrich <netcoord@voyager.net>
Message-ID: <70eess$h2p@news.voyager.net>
Source record: 59221

I have 4 full Atari 800 Computer systems for sale or
you may pick and choose from the accessories. I have
lots of games too. This is what I have:

4 Atari 800 computers
1 810 diskdrive (regular)
1 810 diskdrive (with the "Chip")
1 1050 diskdrive
1 Indus GT diskdrive
3 410 cassette recorders
1 xm301 modem
1 1030 modem
1 ATR8000
1 Percom dual diskdrive
? lots of game cartridges
? Antic and Analog mags
3 Your Atari Computer books
? Compute's 2nd and 3rd book

email:
netcoord@voyager.net

for details. Any reasonable price accepted.

3286. GAMES FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Mike Aldrich <netcoord@voyager.net>
Message-ID: <70eg5q$ie2@news.voyager.net>
Source record: 59222

I have 4 full Atari 800 Computer systems for sale or
you may pick and choose from the accessories. I have
lots of games too. This is what I have:

4 Atari 800 computers
1 810 diskdrive (regular)
1 810 diskdrive (with the "Chip")
1 1050 diskdrive
1 Indus GT diskdrive
3 410 cassette recorders
1 xm301 modem
1 1030 modem
1 ATR8000
1 Percom dual diskdrive
? lots of game cartridges
? tons of games on disk ($5 per disk)
? Antic and Analog mags
3 Your Atari Computer books
? Compute's 2nd and 3rd book

email:
netcoord@voyager.net

for details. Any reasonable price accepted.

3287. Re: For Sale: 800 Computer Systems

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981019011738.22089.00002691@ng30.aol.com>
Source record: 59223

Hi Mark,

Do any of these 4 Atari 800's have their original boxes???
4 Atari 800 computers

Do you still have the original box for this modem?
1 1030 modem

I'm interested in this dual disk drive if you have boxes for any of the above

1 Percom dual diskdrive

Thanks,

Curt

3288. Game Excalibur for XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Odo <happyhippo@mindless.com>
Message-ID: <70enu8$8u0$1@guru.freeway.de>
Source record: 59224

Hello,
I am looking for the Atari game Excalibur by ATARI-England.
Can someone tell me where to find it on the net.

Thanks
Sascha

3289. Re: Roy Goldman

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: jaa1 <jaa1@ukc.ac.uk>
Message-ID: <362AF5B9.BBF@ukc.ac.uk>
Source record: 59225

Can anyone tell me where to contact Roy Goldman? I am after a full
working version of "Daisy Dot III" or any later edition of the program.

3290. A faulty 800XL - can anyone help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: jaa1 <jaa1@ukc.ac.uk>
Message-ID: <362AF7D2.2835@ukc.ac.uk>
Source record: 59226

Maybe someone could diagnose the cause of a fault on my original 800XL. It works perfectly except that it won't work with a cassette drive any more. It works with a disk drive, printer etc. but not with cassette even when directly plugged in. Attempting a cassette boot (with START and/or OPTION held down) causes the usual bleep. You press start as normal but then nothing happens. Similarly, if you activate the cassette drive directly with a poke nothing happens. It doesn't lock up in any instance however. Any ideas as to what the problem could be?

3291. Re: ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <362B23B1.FF970B17@ix.netcom.com>
Source record: 59227

VINNIE5757 wrote:
>
> >with Atari800Win.
>
> thanks! Please, tell me, what's Atari800..Win??? What's the Win mean????
> Thanks...

VINNIE5757,
Atari800WIN is a Atari emulator that wirks under Windows. Works pretty
well too.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3292. Re: ISO-SpartaDOS advice

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981019074541.27115.00002592@ng63.aol.com>
Source record: 59228

>Atari800WIN is a Atari emulator that wirks under Windows.

Will it work with 3.11.. and where can I find it!
Thanks!!

3293. Need a simple Word Processor...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981019075126.27115.00002593@ng63.aol.com>
Source record: 59229

I need a good.. simple... word processor.... for my daughter...I have Letter Perfect and stuff of that cailiber.. but that might be overkill.. any suggestions??? I hear AtariWriter is supposed to be good... (btw... I have an 800... can't use XL/XE pfrograms..)

Thanks..
Vinnie

3294. Re: A faulty 800XL - can anyone help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981019075330.27115.00002595@ng63.aol.com>
Source record: 59230

>Any ideas as to what the problem could be?

Are you sure the cassette drive works???? Sounds like that might be the problem....

3295. ISO Telnet browser...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981019075648.27115.00002596@ng63.aol.com>
Source record: 59231

I understand I can access the Nat'l Atari Echo via Telenet/Docs place... however, when using aol4.0, I get an error that my software doesn't support telnet... Techsupport suggested I get another browser.... and run that one... I can use advise here... where can I get one that will work...I assume I just run it while online with AOL.... hmmmmmm....should I re-activate my CompuServe account??????????

3296. Re: Posting on Roy Goldman

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: jaa1 <jaa1@ukc.ac.uk>
Message-ID: <362B05ED.5A31@ukc.ac.uk>
Source record: 59232

What happened to my query concerning Roy Goldman? Has somebody removed
it? If they have, for what reason?

3297. Seeking the following Atari Modems.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: doc_x <doctorx@dallas.net>
Message-ID: <70falj$5sm$1@nnrp02.primenet.com>
Source record: 59233

XM301, 1030, and the one that is an acoustic coupler (830? 835??)..

please reply of email mwilliams@turborater.com if you have any of the 3.

3298. Re: Seeking the following Atari Modems.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981019085941.25151.00002856@ng-fb1.aol.com>
Source record: 59234

> the one that is an acoustic coupler (830? 835??)..

FYI...

The 830 was the first, a nd was acoustic... you put your're telephone handset into a set of cups..(that's when a phone was an every day Ma Bell desk phone!)

The 835 came out a few years later.... early 80's.. this was a direct connect... 300 baud..... pulse dial... came in a kit called Communicator II (830 was Communicator I).... with TeleLink2 Cart...Stored 2 services.. tle numbers, log on, and password!
Good luck..... I'm sure you should be able to get an 835.....
830...hmmmmmmmmm...

3299. Re: Posting on Roy Goldman

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981019090149.25151.00002859@ng-fb1.aol.com>
Source record: 59235

I saw it this morning.... perhaps your 'set up' removes all 'read' postings???
It WAS there!

Curt replied that you should be able to find CSS thru the Atari FAQ page...
they're still around .. somewhere in Rochester....

Good luck....
Vinnie

3300. Re: Posting on Roy Goldman

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981019090827.25151.00002861@ng-fb1.aol.com>
Source record: 59236

Error! Sorry....
Wrong message... Roy's in Denver!... That was Curt's reply ot Black Box!
Yikes... my memory's shot!

Memory upgrade for 'human' needed!

3301. Re: Need a simple Word Processor...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-19 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <70fiml$28c@dailyplanet.wam.umd.edu>
Source record: 59237

VINNIE5757 (vinnie5757@aol.com) wrote:
: I need a good.. simple... word processor.... for my daughter...I have Letter
: Perfect and stuff of that cailiber.. but that might be overkill.. any
: suggestions??? I hear AtariWriter is supposed to be good... (btw... I have an
: 800... can't use XL/XE pfrograms..)

TextPro is also a very good word processor. It's a supercharged version
of a word processor Compute! magazine published back '85 (SpeedScript 3.0
-- I remember all those longs typing in all those numeric data!). Quite
easy to use. As soon as you load it, you just type away. Worry about the
special codes later. There were different versions of it (I lost track of
which was what), but you should be able to use it on the 800.

All you also need to remember is that the Atari is 40 columns, so don't
worry about wordwraps...just hit enter when you start a new paragraph,
etc.

3302. AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <362D080D.C1EA9818@erols.comX>
Source record: 59088

With the help of Atari800win I've found these really cool music files called AMP. I've got some old AMS stuff but the AMP stuff is pretty cool. Anyhow, I was wondering if there was an FTP site out there with a collection of songs? I've only got about 6-7 now and can't find any out there.

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

3303. Re: Montezuma's Revenge on PC - what happened?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <70j12edpo1@kohl.informatik.uni-bremen.de>
Source record: 59089

Gareth wrote in message <70g6bf$7ik$1@plug.news.pipex.net>...
>What happened to the souped up version of Montezuma's Revenge for the PC -
>it was supposed to include a version of the orignal game?

It has been out for ages and it does include the original game (actually
it's a modified version of XL-it).

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

3304. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <363a0ab6.20300458@news.demon.co.uk>
Source record: 59090

The other Day Stephen Knox <gooch@erols.comX> wrote:

>With the help of Atari800win I've found these really cool music files
>called AMP. I've got some old AMS stuff but the AMP stuff is pretty
>cool. Anyhow, I was wondering if there was an FTP site out there with a
>collection of songs? I've only got about 6-7 now and can't find any out
>there.

Steve, where did you get these from..

Could you send them to me...

Cheers
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3305. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdfc77$8df6a020$a6374382@vidar>
Source record: 59091

I think I have some, even though it's not for use on the AMP program, but rather as a demo. It's Gilbertson and it's a couple of disk sides + the Antic Demo with the Atari song. Don't remember what it's called. I'll try to put it on my homepage in .ATR format.

Paul Irvine <mclane@dellos.demon.co.uk> wrote in article <363a0ab6.20300458@news.demon.co.uk>...
> The other Day Stephen Knox <gooch@erols.comX> wrote:
>
> >With the help of Atari800win I've found these really cool music files
> >called AMP. I've got some old AMS stuff but the AMP stuff is pretty
> >cool. Anyhow, I was wondering if there was an FTP site out there with a
> >collection of songs? I've only got about 6-7 now and can't find any out
> >there.
>
> Steve, where did you get these from..
>
> Could you send them to me...
>
> Cheers
> --
> Paul..
>
> Looking for a C64 game, util or Emulator?
>
> then read the FAQ at www.dellos.demon.co.uk
>
> ICQ No: 105793
>

3306. Re: Montezuma's Revenge on PC - what happened?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <363d115c.22002533@news.demon.co.uk>
Source record: 59092

The other Day "Thomas Meyer" <i03a@zfn.uni-bremen.de> wrote:

>Gareth wrote in message <70g6bf$7ik$1@plug.news.pipex.net>...
>>What happened to the souped up version of Montezuma's Revenge for the PC -
>>it was supposed to include a version of the orignal game?
>
>It has been out for ages and it does include the original game (actually
>it's a modified version of XL-it).
>
Yep, twas Ok but the later emu's play it better...

Great game, shame about the PC version :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3307. Re: Atari800 slows down!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <363c10c8.21854579@news.demon.co.uk>
Source record: 59093

The other Day Aleksander Martin <alex6502@friko.onet.pl> wrote:

>> Also any idea why this demo when it running under the DOS version has
>> awful slow down, Alex said it was down to the switching between banks?
>
>Exactly when You switch banks in real Atari it takes only 4 cycles of
>STA, STX or STY command and You can go ahead with Your program, but when
>Atari800 will detect that You're changing bank register it stops for a
>while and it exchanges 16 kB block from somewhere to somewhere. I don't
>get it why? Pentium processor is thousands times faster than 6502
>clocked at 1.78 MHz, besides 16 kB is nothing in comparance to PC memory
>which is usually 16-64 MB!!!!
>Anyway, the emulator slows down a bit, but when my program changes for
>example over 1000 banks per frame, the emulator stops for a few seconds
>sometimes....
>That's the whole problem!....

Thanks for the detailed explanation Alex, maybe Rich can cure or answer
this one..

You and him are the tech ones :)

But, thanks for the demo..and thanks to Rich & co for the emu..
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3308. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <363f13c1.22615733@news.demon.co.uk>
Source record: 59094

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>I think I have some, even though it's not for use on the AMP program, but
>rather as a demo. It's Gilbertson and it's a couple of disk sides + the
>Antic Demo with the Atari song. Don't remember what it's called. I'll try
>to put it on my homepage in .ATR format.

What's this AMP program...Don't remember this one..

Thought I was pretty good with the old bits. BTW, if you do please let
me know the URL

Cheers....
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3309. FA: Atari 400/800 ZAXXON Cassette Boxed $0.01

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: ebaked@webtv.net
Message-ID: <1500-362D11EC-50@newsd-171.iap.bryant.webtv.net>
Source record: 59095

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=36980831

ZAXXON
Atari 400/800 16K
©1983 SEGA - Datasoft, Inc.

This auction is for the classic arcade game ZAXXON Atari 400/800 computers with 16K. This is the Cassette version of the game. Includes Cassette, Original Box, Plastic Tray, Datasoft Catalog with other Atari 8-Bit games, and unused Warranty Card. Everything is in Excellent Condition except the Box Cover shows some wear on the corners. The Box has no dents or creases though. This game is untested.

This is a 3 Day Auction ending on Friday 10-23-98. Bidding starts at $0.01 and there is no reserve price.

Please email me if you have any questions.

Thanks,

eBaked

3310. Re: Mathy .. JHV'97

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: peter@soemtron.handshake.de
Message-ID: <73EwgHI$zHB@peter.soemtron.handshake.de>
Source record: 59096

Howdy !

Am 20.10.98 , prï¿½zise um 10:58 , schrieb Matthias zu diesem Thema
folgenden "netten Text" , den ich nun im einzelnen zitieren werde .

> Hallo !
>
> You asked if we will go to ABBUC-JHV on saturday, 24. oct 1998.
> Sure we do !!!
> But your reply-adress was faulty, so please send your telephone number to
> me so that we can set a meeting point.
>
> See you on saturday,

Ich suche ï¿½brigens immernoch eine Mitfahrgelegenheit. Wer aus
Thï¿½ringen,Sachsen oder Brandenburg wï¿½rde hinfahren wollen? Ich wohne in
der Nï¿½he von Erfurt.

-thomas

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

3311. Wanted 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: "J. Mark Pacey" <MPacey@NorCom.Mb.Ca>
Message-ID: <362D4328.45473BC7@NorCom.Mb.Ca>
Source record: 59097

Does anyone have an Atari 1450XLD they wish to sell, also looking for a 1050 disk drive XF551.

I am about to build the soi2pc cable, which version does anyone suggest, the one chip (1489) version or the 2 chip cable? and what are the pro's and cons.

Thanks in advance

Mark Pacey

3312. Re: WTB: Monitor Cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: "Stephen C. Johnson" <scjohnson@bigfoot.com>
Message-ID: <362D5AC1.70BFD0D2@bigfoot.com>
Source record: 59098

Yeah, I botched the name :P , I was talking about the JAM!!.

I am taking your advice-- I found a supplier of Atari Chroma/Luma cables, and someone on Ebay selling S-video cables for $4 each (they cost around $14 at Radio Shack). I can give the names if anyone else is interested...

Thanks for the tip,
Steve

rwoolley@postoffice.pacbell.net wrote:

> You need to make a custom cable for JAM!! (jazz??) - the VGA to NTSC
> converter. It is not hard if you are good at that sort of thing.... :). With
> a stock Atari monitor cable, all you get is composite video which is kind of
> crummy. The s-video mode is fantastic. Make a cable.
>
> Bob
>
> Stephen C. Johnson wrote:
>
> > Looking for a cable to connect an Atari 800xl to a JAZZ device (I assume
> > it is the same as the monitor cable :)
> >
> > Anyone who is willing to sell, or knows of a source, please reply to:
> > scjohnson@bigfoot.com
> >
> > Thanks,
> > Steve

3313. Re: A faulty 800XL - can anyone help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: Westley Hinsley <wrh1@doc.ic.ac.uk>
Message-ID: <Pine.LNX.3.96.981020132934.13584B-100000@whisky.doc.ic.ac.uk>
Source record: 59099

On Mon, 19 Oct 1998, jaa1 wrote:

>Maybe someone could diagnose the cause of a fault on my original 800XL.
>It works perfectly except that it won't work with a cassette drive any
>more. It works with a disk drive, printer etc. but not with cassette
>even when directly plugged in. Attempting a cassette boot (with START
>and/or OPTION held down) causes the usual bleep. You press start as
>normal but then nothing happens. Similarly, if you activate the cassette
>drive directly with a poke nothing happens. It doesn't lock up in any
>instance however. Any ideas as to what the problem could be?
>
Well... when you said 'press start as normal', you should in fact press
another key, like return, to start loading - start/select/option don't
start the tape running from there - but you also said that when
you start it with a poke (presumably POKE 54018,52) it doesn't do
anything. So I think it's a problem with your tape drive, rather than
the 800xl itself.

Does the tape drive fast forward and rewind ok? (If it is a 1010, it
should be able to do both of those without the computer's permission -
some XC12 decks actually need you to do something like POKE 54018,52 to
allow them to FF/REW as well. Anyway, if this doesn't work, then there
could be a problem with the belt drive, or the motor itself. If you can
hear some motor noise coming from the tape unit, then probably the
belt has come off, or snapped, or something.

Hope that helps!

%%%%%%%%%%%
Wes =:-)

3314. Re: DOS from scratch

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <70gn0lpln1@nnrp1.dejanews.com>
Source record: 59170

Ok, first, you for the transfer between the A8 and the PC you need at least an Atari XF551 Unit, next, you need not dos 2.5 but mydos the utility for transfer is called myutil and you can find it at UMICH, this utility can format a disk in 180k one sided mydos format, sorry you can only use one side of the disk, also, you need to use standard DSDD disks no HD works. the 1.2M drive works fine, i've tried at least two and both work ok.,i can send you the dos archives you need to begin to work, if you want them, just e-mail me.....

Javier

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3315. Re: SHEOL patched!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <362bd50a.6956235@news.pressenter.com>
Source record: 59171

Yeah it has me confused also. I seem to remember that the RAMBO was supposed to be compatible with the 130XE banking scheme, except for that the 130XE could also independently select banks for ANTIC as well as the CPU. So it would seem logical that a program written for a RAMBO would certainly work with a 130XE style banking because they are the same. Unless of course it has to do with the fact that the stock 130XE only has 128KB of mem where the RAMBO has 256KB. Perhaps when it comes to mem over the 128K the compy shop 320KB and RAMBO 256KB use different methods for bank selection.

On Mon, 19 Oct 1998 21:55:13 GMT, mclane@dellos.demon.co.uk (Paul Irvine) wrote:

>The other Day jmelbo@pressenter.com (Jon Melbo) wrote:
>
>>I know what a RAMBO is (I have one in my real 800XL) but just what the
>>heck is "Compy Shop?"
>
>Another one I presume..Here's Alex's reply to me re the same prob from
>the other day.
>----------
>Hmmm.... That's probably because of the type of expanded memory.
>I've heard You call them RAMBO and COMPY SHOP. The Sheol works with
>RAMBO (that's uncompatible with 130 XE Antic/CPU DMA). I think I must
>remember about that while making next demo.
>---------

3316. Re: Flight Simulator Scenery Disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <TISW1.922$T01.390@nnrp2.ptd.net>
Source record: 59172

I have the Japan scenery disk (and 1 - 6)
if you want Japan, $5 money order + $3 priority mail shipping, it's yours

John

harvey klein wrote in message
<29575-362BC76A-52@newsd-123.bryant.webtv.net>...
I just acquired Sublogic's Flight Simulator II Scenery disks 1-6.
Apparently there is a package of disks 7-12. Does anyone have any for
sale?
Harvey

3317. Re: DOS from scratch

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <70grrehjo1@alexander.INS.CWRU.Edu>
Source record: 59173

Dave.
Your 1050 is stock, I bet. In which case you can't use myutil
or any other pc program to be used with your 1050. pc utilities
can only do dbl density. So you're stuck.
Russ

3318. Copying disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <SXTW1.940$T01.405@nnrp2.ptd.net>
Source record: 59174

For personal archiving, of course...

Anyway, I have two 1050 floppy drives.

When I daisychain them together and try (under any DOS) to copy a disk, it gives me an error in the D2 drive...this drive has a piece of tape on it that reads "speed = 288"

is this different than the other 1050 which does not have that 288 sticker on it?

also, does anybody have any quick tutorials on how to copy a floppy on Atari?

I also have 2 810 drives, one of which is "Happy"

I also have 2 dual drives (homemade) to interface the ATR-8000

What I want to do is copy Diamond OS ... is there any way to check the copy protection of this disk???

thanks in advance, John

3319. Re: SHEOL patched!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <362c13a5.22985987@news.pressenter.com>
Source record: 59175

On Mon, 19 Oct 1998 22:18:41 -0500, Mark Statzer <mstatz@net66.com>
wrote:

>Jon Melbo wrote:
>> I know what a RAMBO is (I have one in my real 800XL) but just what the
>> heck is "Compy Shop?"
>
>BTW, if you have the installation manual/scematics for the Rambo still
>around, I have one I need to install in another 800xl and I can't find
>the directions.
>
>Could I get you to copy/fax/scan it for me?
>
>Mark Statzer
>mstatz@net66.com
Ok I will post a zip file in the binaries group which contains .bmp
files of the relevant pages for you. Going to do that now. Look in
alt.binaries.comp.atari8bit

3320. 800XL Field Service Manual

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <c0VW1.954$T01.203@nnrp2.ptd.net>
Source record: 59176

Anyone need it? Full 800XL schematics included...Front Page slightly ruffled, schematics like new

John

3321. Re: DOS from scratch

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <362C749C.93CBE1D@ix.netcom.com>
Source record: 59177

DAVID L. ORMAND wrote:
>
> Okay, after 1.5yrs of having an 800/1050 rig for nothing more than
> kid games, I am trying to venture out into the larger world of
> A8 software. It looks like I will need DOS to do just about
> anything, so I started trying to do this myself without bothering
> you guys.
>
> I started with the Umich archive mirror at src.doc.ic.ac.uk,
> packages/atari/umich/. I'm using my peecee at work; I don't
> have one at home (and never will, if I have anything to say
> about it), so SIO2PC is out.
>
> In the 8bit/Diskutils/Transfer directory, I found myutil.zip.
> This is supposed to convert between files on a peecee to files
> on an Atari-formatted diskette. Includes source code! Looks
> like there may be restrictions on 1.2MB drives, which is all
> I currently have on my work machine. Could be bad.
>
> In the 8bit/Dos/Ataridos directory, I found dos25.arc. From the
> FAQ, it looks like Atari DOS 2.5 is the "Baseline" DOS, and is
> recommended for all Atarians, especially new ones.
>
> In the 8bit/Archivers/Diskimages directory, I found dcmdsk32.arc,
> which is apparently required on the Atari side to convert the
> DCM files (complete disk images, rather like Magic Shadow Archives
> for the ST, unlike anything I'm familiar with for the TI) to
> usable Atari files.
>
> I'm beginning to suspect a chicken/egg thing here. The DOS files
> are DCM, you need dcmdsk32 to convert them, and dcmdsk32 is an
> object file (like E/A3 on the TI?), which may require DOS to run.
> So you may need DOS to get DOS!
>
> Or am I missing something here? I'm used to convoluted paths from
> FTP archives to usable files, but never to bootstrap an operating
> system! What's my next step? I am assuming I can format a floppy
> on the Atari under BASIC. I am hoping I can move the files via the
> 1.2M floppy drive on the peecee. Can I run the dcmdsk32 object file
> from BASIC?
> --
> **
> * David Ormand | Be Different! *
> * dlormand@aztec.asu.edu | Support resistance computers! *

> * Tucson, Arizona | TI-99/4A Atari ST *

David,
Here is a way to deal with this. Go to Nick Kennety's page
http://www.cswnet.com/~nkennedy/ and d/l SIO2PC. In that file is a
program called 1050-2-PC. I believe there are instructions on how to
build the interface cable. This will allow you to connect an Atari disk
drive to your PC and make the disk images including formatting a disk.
You might also want to get an Atari emulator to work with. Atari800WIN
(Win95 only). This works with physical floppies too. You will nee the
Discommunicator (discom32) and Super UnARChiver programs or Winzip with
PKXARC.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3322. Re: SHEOL patched!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36338bf3.4700591@news.demon.co.uk>
Source record: 59178

The other Day jmelbo@pressenter.com (Jon Melbo) wrote:

>Yeah it has me confused also. I seem to remember that the RAMBO was
>supposed to be compatible with the 130XE banking scheme, except for
>that the 130XE could also independently select banks for ANTIC as well
>as the CPU. So it would seem logical that a program written for a
>RAMBO would certainly work with a 130XE style banking because they are
>the same. Unless of course it has to do with the fact that the stock
>130XE only has 128KB of mem where the RAMBO has 256KB. Perhaps when
>it comes to mem over the 128K the compy shop 320KB and RAMBO 256KB use
>different methods for bank selection.

I had never come across this before, tbh I never upgraded my 130 with
anything other than an Omnimon with 2 other op sys's switchable. But its
nice to see Rich is adding it to a future release :)

Also any idea why this demo when it running under the DOS version has
awful slow down, Alex said it was down to the switching between banks?

That's a lot of slowdown for what I presume is a change of memory
pointers ???
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3323. ATR-8000 and archiving

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <pZ2X1.998$T01.479@nnrp2.ptd.net>
Source record: 59179

With this ATR-8000 and co-power88 CPU, can I run a 3 1/2" floppy drive out the back running MS-DOS 2.0 ? This would be nice for archiving things onto 3 1/2 floppies

3324. the basic command ? fre(0)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <6I4X1.1003$T01.237@nnrp2.ptd.net>
Source record: 59180

it seems when I type in ? fre(0) I always get 37902 as the answer...is this
48k RAM ???

One of my 800XL computers had a tag on it that said 256k...is this possible?
(note: even this one reads 37902 from fre(0))

thanks, John

3325. Re: the basic command ? fre(0)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdfc5b$3154b3a0$c3374382@vidar>
Source record: 59181

That's what's available for Basic. You do have 48K or more then. Try to
boot a DOS 2.5 with RAMDISK.COM and see how many free sectors you get

John <smile@ptdprolog.net> wrote in article
<6I4X1.1003$T01.237@nnrp2.ptd.net>...
> it seems when I type in ? fre(0) I always get 37902 as the answer...is
this
> 48k RAM ???
>
> One of my 800XL computers had a tag on it that said 256k...is this
possible?
> (note: even this one reads 37902 from fre(0))
>
> thanks, John
>
>
>

3326. Re: the basic command ? fre(0)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <R75X1.1004$T01.522@nnrp2.ptd.net>
Source record: 59182

Ramdisk loads OK but does not reveal free sectors
how do you check the free sectors in DOS 2.5?

3327. Re: the basic command ? fre(0)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <70inrs$i9i@dailyplanet.wam.umd.edu>
Source record: 59183

John (smile@ptdprolog.net) wrote:
: it seems when I type in ? fre(0) I always get 37902 as the answer...is this
: 48k RAM ???

BASIC (8K) takes up some of that memory, as well as other areas of the
computer. So if you do that memory test on the XL/XE series, be sure
BASIC is disabled.

For a fun test, try this:

```
10 GOSUB 30
20 ? FRE(0)
30 GOTO 10
```

Watch your memory eaten away...

3328. ATARI collection for sale! see details

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: BBowman@ato.com
Message-ID: <70isoubkq1@nnrp1.dejanews.com>
Source record: 59184

I have the following ATARI items for sale on EBAY in the following lots.

1. Two Atari Portfolio computers with a 128k card

2. One serial card and one parallel card for the Portfolio

3. One 64k card brand new in the box for the Porfolio

4. Two card drives for the Portfolio. One is brand new in the box, the other is used.

5. 10 games with boxes for the Atari 8 bit.

6. A PR Connection for the Atari 8 bit.

7. An Indus GT Floppy Drive for the Atari 8 bit.

8. An Atari CX-85 number pad for the Atari 8 bit.

9. An Atari Assembler Cartridge and a MAC 65 Assembler Cartridge for the Atari 8bit. Accompanied by several books for the Atari, as well as a collection of Antic and Analog magazines.

10. An Atari 800xl and an Atari 130 xe computer. With an ICD interface box. Accompanied by a SCSI adaptor, two 40 meg drives, and a power supply. I ran BBS Professional on this system from 1985 to 1990.

All sales end on Sunday, October 25, 1998.

Thanks

--
Brian Bowman
bbowman@ato.com
qabowman@aol.com
Phoenixville, PA

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3329. Re: the basic command ? fre(0)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <70io2r$i9i@dailyplanet.wam.umd.edu>
Source record: 59185

John (smile@ptdprolog.net) wrote:
: Ramdisk loads OK but does not reveal free sectors
: how do you check the free sectors in DOS 2.5?

You should be able to check the same as you would if you were using a physical disk drive by checking the directory. The RAMDISK function in DOS 2.5, if I remember right, is drive 8 (D8:) under the default.

3330. Re: the basic command ? fre(0)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <362cec92.78527578@news.pressenter.com>
Source record: 59186

On Tue, 20 Oct 1998 18:33:38 GMT, "John" <smile@ptdprolog.net> wrote:

>it seems when I type in ? fre(0) I always get 37902 as the answer...is this
>48k RAM ???
>
>One of my 800XL computers had a tag on it that said 256k...is this possible?
>(note: even this one reads 37902 from fre(0))
>
>thanks, John
>
The FRE function in BASIC simply returns how much RAM is free to
BASIC, not how much RAM there is total. First off, the 6502 can only
address 64K of memory including any ROM, RAM, or memory mapped I/O or
chips. The OS ROMS and the BASIC ROM take up some of the addressable
space, as does the display list, any memory resident portion of DOS
and or other utility. Then you have memory mapped chips which doesn't
take up a lot. So basically, with no prgram loaded in BASIC, if you
take have a 64K (or greater) RAM machine FRE(0) will report 64K - all
the rest of that stuff. Now, if you have a machine with more than 64K
of RAM, it is banked in and out in portions much like EMS memory on
PCs. To the CPU, at any given moment there is only 64K visible to the
6502 of total mem.

3331. Atari800 slows down!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-20 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <362CDE82.6E82AA84@friko.onet.pl>
Source record: 59187

> Also any idea why this demo when it running under the DOS version has
> awful slow down, Alex said it was down to the switching between banks?

Exactly when You switch banks in real Atari it takes only 4 cycles of
STA, STX or STY command and You can go ahead with Your program, but when
Atari800 will detect that You're changing bank register it stops for a
while and it exchanges 16 kB block from somewhere to somewhere. I don't
get it why? Pentium processor is thousands times faster than 6502
clocked at 1.78 MHz, besides 16 kB is nothing in comparance to PC memory
which is usually 16-64 MB!!!!
Anyway, the emulator slows down a bit, but when my program changes for
example over 1000 banks per frame, the emulator stops for a few seconds
sometimes....
That's the whole problem!....

Cheers,

Alex

3332. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdfd15$2f53bf00$09374382@vidar>
Source record: 58988

Come to think of it, even Advanced Music System, right ?

VINNIE5757 <vinnie5757@aol.com> wrote in article
<19981021125257.16986.00003769@ng95.aol.com>...
> Again... my mistake...
> Sorry for the confusion...
> AMS is Atari Music System... Please see other postings for AMP...
>
>
>

3333. FS: 20ft Atari joystick extension cable $5

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-2110981011490001@i379.oro.net>
Source record: 58989

Long extension cable to connect any Atari joystick to an Atari computer or
game system. $5 plus $3.75 priority mail postage with insurance.

Also have various Atari compatible joysticks:

Atari brand $2.50 each
Wico Command Control Joystick $10
Epyx (contoured to the hand) (awesome!!) $15

Tom

3334. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: "Tim J. Clevenger" <tim@clevenger.org>
Message-ID: <362E1825.E0F4567B@clevenger.org>
Source record: 58990

Not even worth the time anymore, I'm afraid. Back in those days, the most awesome of the computer programs were those that made the computer capable of speeds thought not possible, made the ANTIC generate more colors than thought possible, and crammed it all into 8k. Games like "Alley Cat" combined the best of great graphics, fast animation, excellent gameplay, synthesized voice and lively music into a 16k game. Nowadays, everything is a 3-D flythrough with pitiful gameplay and uses 10% of the power of your Pentium II. What happened to the likes of Starflight, where a dozen species and detailed maps of 800 planets fit on a 720k diskette? Heck, good luck even being able to write programs for the PC now. I remember writing a single-line 'PRINT "HELLO"' type of program in VB sometime back. The resulting compiled program was over 64k. What's up with that?

Regards,

Tim Clevenger

8bitz@my-dejanews.com wrote:
>
> You are right, those were the days. When you were so fascinated by making a
> machine do something you spent hours writing your own programs. I wonder what
> the percentage is now of people that buy computers and actually do any
> programming. Has to be low.
>

3335. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: "Tim J. Clevenger" <tim@clevenger.org>
Message-ID: <362E184B.A9FA122F@clevenger.org>
Source record: 58991

Not even worth the time anymore, I'm afraid. Back in those days, the most awesome of the computer programs were those that made the computer capable of speeds thought not possible, made the ANTIC generate more colors than thought possible, and crammed it all into 8k. Games like "Alley Cat" combined the best of great graphics, fast animation, excellent gameplay, synthesized voice and lively music into a 16k game. Nowadays, everything is a 3-D flythrough with pitiful gameplay and uses 10% of the power of your Pentium II. What happened to the likes of Starflight, where a dozen species and detailed maps of 800 planets fit on a 720k diskette? Heck, good luck even being able to write programs for the PC now. I remember writing a single-line 'PRINT "HELLO"' type of program in VB sometime back. The resulting compiled program was over 64k. What's up with that?

Regards,

Tim Clevenger

8bitz@my-dejanews.com wrote:
>
> You are right, those were the days. When you were so fascinated by making a
> machine do something you spent hours writing your own programs. I wonder what
> the percentage is now of people that buy computers and actually do any
> programming. Has to be low.
>

3336. Re: Atari800 slows down!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <362E11B9.F60C98FC@friko.onet.pl>
Source record: 58992

Paul Irvine wrote:
> Thanks for the detailed explanation Alex, maybe Rich can cure or answer
> this one..

My pleasure!

> You and him are the tech ones :)
> But, thanks for the demo..and thanks to Rich & co for the emu..

That's very nice to me!
Thanks!

Alex

3337. Re: Wanted 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <362E1180.996C5154@friko.onet.pl>
Source record: 58993

J. Mark Pacey wrote:

> Does anyone have an Atari 1450XLD they wish to sell, also looking for a 1050
> disk drive XF551.

Does anyone has this machine? I thought that is was a prototype. Anyway
I wish I could hear that voice sythesizer which is built-in...

> I am about to build the soi2pc cable, which version does anyone suggest, the one
> chip (1489) version or the 2 chip cable? and what are the pro's and cons.

I suggest 1489 chip version (or 75LS189). It's easy to make and You need
only tha chip!!!

Alex

3338. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <363c206d.12862046@news.demon.co.uk>
Source record: 58994

The other Day vinnie5757@aol.com (VINNIE5757) wrote:

>Again... my mistake...
>Sorry for the confusion...
> AMS is Atari Music System... Please see other postings for AMP...
>
My fault!! I asked the question in the first place :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3339. Re: the basic command ? fre(0)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: atari@bright.net
Message-ID: <70lhhrrdk2@cletus.bright.net>
Source record: 58995

On 20 Oct 1998 18:33:38, "John" wrote:
>it seems when I type in ? fre(0) I always get 37902 as the answer...is this
>48k RAM ???

It would be about 37k or so and close enough as the system uses some
of the ram for it's own purposes.

>One of my 800XL computers had a tag on it that said 256k...is this possible?
>(note: even this one reads 37902 from fre(0))

The machine could indeed have 256k of ram but the older Atari BASIC
won't see the extra banks of ram. That does not mean the ram isn't
there.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3340. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: atari@bright.net
Message-ID: <70lhcdrdk1@cletus.bright.net>
Source record: 58996

On 19 Oct 1998 18:17:40, "John" wrote:
>Anybody ever hear of the Diamond OS (by Reeve Software)? It looks like a
>primitive Windows OS
>it's got Atari mouse support(or joystick if that's your taste) and a desktop
>with icons and drop down menus at the top
>
>it was published in 1988
>
>anyway, I have it in the original box if anyone is interested....$15
>It looks pretty cool running on the Atari XL/XE/GS

Yes I've seen it. I know someone who owns it, or rather is also stuck
with it. ;-)

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3341. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <70m63r$ip2$1@news.storm.ca>
Source record: 58997

If anyone has the cart version for sale, let me know. I've been looking to
buy a copy for a while now...

(mistakenly sold the copy I used to own)

David Paterson

Lonny Pursell wrote in message <70lhcdrdk1@cletus.bright.net>...
>On 19 Oct 1998 18:17:40, "John" wrote:
>>Anybody ever hear of the Diamond OS (by Reeve Software)? It looks like a
>>primitive Windows OS
>>it's got Atari mouse support(or joystick if that's your taste) and a
desktop
>>with icons and drop down menus at the top
>>
>>it was published in 1988
>>
>>anyway, I have it in the original box if anyone is interested....$15
>>It looks pretty cool running on the Atari XL/XE/GS
>
>Yes I've seen it. I know someone who owns it, or rather is also stuck
>with it. ;-)
>
>
>_____
>Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
>WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3342. Looking for old game...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: Nick Chionilos <CHIONILOS@Megahits.com>
Message-ID: <362E9D32.CB68A6A9@Megahits.com>
Source record: 58998

I'm looking for an old game called legionaire. I think it might have been an avalon hill game, but I'm not sure. It was the first game I ever played on an atari computer, and for nostalga purposes, I'd love to have it in my collection. Can anyone help?

-Nick

3343. Re: the basic command ? fre(0)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <362d28b2.93921774@news.pressenter.com>
Source record: 59100

On 20 Oct 1998 19:21:32 GMT, eplicon@wam.umd.edu (Jack H. Lee) wrote:

>John (smile@ptdprolog.net) wrote:
>: it seems when I type in ? fre(0) I always get 37902 as the answer...is this
>: 48k RAM ???
>
>BASIC (8K) takes up some of that memory, as well as other areas of the
>computer. So if you do that memory test on the XL/XE series, be sure
>BASIC is disabled.
>
>For a fun test, try this:
>
>10 GOSUB 30
>20 ? FRE(0)
>30 GOTO 10
>
>Watch your memory eaten away...

How does line 20 ever get exectued?

3344. Re: the basic command ? fre(0)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <70jdt6$6f2@dailyplanet.wam.umd.edu>
Source record: 59101

```
: >For a fun test, try this:
: >
: >10 GOSUB 30
: >20 ? FRE(0)
: >30 GOTO 10
: >
: >Watch your memory eaten away...

: How does line 20 ever get exectued?
```

Oops...made a typo! Line 10 should read GOSUB 20. Been awhile (ten years) since I did any BASIC programming.

3345. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981020221842.25145.00003688@ng03.aol.com>
Source record: 59102

>What's this AMP program...Don't remember this one..

Antic Music Processor, if I recall. It was
published in Antic near the end of its run.
Believe there was an AMP2 that had a few
new features. I also believe there was a
program that let you change AMS files to
AMP/AMP2. The author was Steven Lashower (I cheated and looked that up).
And in one of the very last Antic's he had
an article.plans for a digital sampler - the
Antic Sampling Processor.
Larry

3346. Re: Copying disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981020224310.25145.00003702@ng03.aol.com>
Source record: 59103

John-

288 is the rpm that an Atari drive should run
at. Both should be 287 - 288 rpm.

Does the 2nd drive give you an error writing?
A sector copy program is the easiest way to
copy unprotected disks, but Dos "J" will do
it also. What program are you trying to copy
with, and is the Diamond program the one
you are trying to copy? If it is copy protected,
then you will have to use a "Happy" or "Archiver" to copy it. I kind of doubt
if it is
copy protected. The Happy Backup Program will give you a clue if something is
copy protected. If you can get an Archiver
"Chip" for one of the 810's or if you can
get a copy of the the "810 Happy Archiver"
or install a "Super Archiver" in one of the
1050's, then those will show very clearly what
(if any) copy protection exists. If you are
going to do anything very serious with the
Atari, a "1050 Super Archiver" would be a
good investment. Not only for copying, but
gives "Ultra Speed" when coupled with a
software or firmware change in an XL/XE
(I'm not sure about the 800).
Hope this helps a little.
Larry White

3347. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <EUbX1.1081$T01.515@nnrp2.ptd.net>
Source record: 59104

I have the Antic ASP disk...Feb/March 1990 vol 8 number 8

3348. Re: A faulty 800XL - can anyone help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981020225727.25145.00003714@ng03.aol.com>
Source record: 59105

>Maybe someone could diagnose the cause of a fault on my original 800XL.

It really sounds like the cassette drive is
defective and not the 800XL.
Larry

3349. FS: 800XL's, 130XE, 65XE, 1010 Cassette drives

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: John <smile@ptdprolog.net>
Message-ID: <LncX1.1083$T01.263@nnrp2.ptd.net>
Source record: 59106

2 800XL's (64k)(1 with omnimon switch)...$50 USD each
1 800XL with 256k (if you can tell me how to display memory size I'll verify
that)...$75 USD
1 130XE...$75 USD
1 65XE...$50 USD
2 1010 Cassette Drives...$10 each
...each comes w/ power supply, tv switch to first buyer (or new ones are
$5 - $10 at radio shack)...very clear TV picture on these systems
...shipping runs about $20 on these systems

B & C ComputerVisions sells these systems for more

thanks, John

3350. Re: Game Excalibur for XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: "Stephen C. Johnson" <scjohnson@bigfoot.com>
Message-ID: <362D5CB2.377AA36@bigfoot.com>
Source record: 59107

I think the Adventure clone was 'Galahad and the Holy Grail' by APX, and
the other (Excalibur) was a game by Chris Crawford (?) -- which would make
sense, since the opinions changing sounds alot like his 'experimental'
game, 'Gossip'

Back to the question, does anyone have Excalibur? :)

--Steve

Gareee wrote:

> was that the one that looked a bit like atari adventure??
> and had the holy hand grenade??
>
> or was that the one that had the knights of the round table, and they
> changed their opinions based on actions... both were quite fun!
> Gary Tabar Jr,
> @ Da Mouzzz...
> EMAIL: gareeeNOSPAM@worldnet.att.net
> INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
> HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
> Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
> http://www.fortunecity.com/tattooine/ellison/86/index.html
>
> Odo wrote in message <70enu8$8u0$1@guru.freeway.de>...
> >Hello,
> >I am looking for the Atari game Excalibur by ATARI-England.
> >Can someone tell me where to find it on the net.
> >
> >Thanks
> >Sascha
> >
> >

3351. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <362d65cb.109564664@news.pressenter.com>
Source record: 59108

On Tue, 20 Oct 1998 22:52:03 GMT, mclane@dellos.demon.co.uk (Paul Irvine) wrote:

>What's this AMP program...Don't remember this one..

Antic Music Player?

3352. relocate atari8bit to PC case

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: odaman@pfu.co.jp
Message-ID: <70k246slp1@newdc.unoke.pfu.co.jp>
Source record: 59109

Hi, atarians.

I'm thinking about putting atari 8bit in PC case. What do you
think about the atari? There are many peripherals and many power
supply. And also, my machine is 130xe and its keyboard is crap.

So I had an idea that put atari all peripherals in one PC case,
even old(just a crap for Windows use...) PC motherboard for
SIO2PC/APE. It's very smart, isn't it? :)

A question. Is there any good modification to do that?
Espesially I wanna know about using PC keyboard for 130xe.

Thanks in advance.
--
Tetsuo Oda (odaman@pfu.co.jp / odaman@nsknet.or.jp)

3353. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: David Hopcroft <davidh@cdex.co.uk>
Message-ID: <01bdfccb$16989160$60cb30a4@etlcolpc23.ericsson.se>
Source record: 59110

I think the "closer to home" web site has some;
try;
http://closertohome.dyn.ml.org/index.html

3354. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdfccc$dbd8fa40$83374382@vidar>
Source record: 59111

Or was it Antic Music Processor ?

Jon Melbo <jmelbo@pressenter.com> wrote in article
<362d65cb.109564664@news.pressenter.com>...
> On Tue, 20 Oct 1998 22:52:03 GMT, mclane@dellos.demon.co.uk (Paul
> Irvine) wrote:
>
> >What's this AMP program...Don't remember this one..
>
> Antic Music Player?
>
>

3355. Re: Atari 800 "M" key needed !

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <70k8cl$a24$1@nets3.rz.RWTH-Aachen.DE>
Source record: 59112

In article <19981018203716.09405.00002619@ng19.aol.com>, cvendel@aol.com says...
>
>Hi Bill,
>
> Call Bruce over at B&C Atari Sales, they have parts for ALL Atari systems.
>
>530-295-9270
>
>
>Curt

Or call Brad Kota at Best Electronics. You can find his number on the FAQ (I don't know it by heart. It's on the catalog too, but it's on my desk, at home, 12 miles from here. He's also working on a web-site.

BTW if you don't have Brad's catalog, you missing something. Even if you don't wanna buy anything. It's like an encyclopedia of Atari hardware.

CU Mathy Van Nisselroy

3356. Re: looking for the Floppy Board for the Black Box...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <70k8pmahb1@nets3.rz.RWTH-Aachen.DE>
Source record: 59113

>Computer Software Services is still in business, they are the ones who made
the
>Black Box, I dont have their number handy, they are located in Rochester, New
>York. 716 area code, they are under a new name now, I forget what its call,
>something "Electronics", sorry hopefully someone can fill in the rest, look
for
>the Atari 8-bit FAQ, it may have the CSS contact info.
>
>Curt

It is something like New Life Electronics. There was a software company in te
Netherlands that was called ANG or A New Generation. The founder (and his
girlfried) had a baby just before the company started. Luckily the kid is
still alive. (read: the company isn't)

So when I heared Bob's new company name, it made me wonder. Did he have a kid?
(he usually make fantastic things. Would that include his kid??? :-)))))

CU Mathy Van Nisselroy

3357. Re: SHEOL patched!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <70k99vapr1@nets3.rz.RWTH-Aachen.DE>
Source record: 59114

..It won't work
>>with the Compy shop emulated upgrade.

>
>I know what a RAMBO is (I have one in my real 800XL) but just what the
>heck is "Compy Shop?"

Compy Shop is short for Computer Shop. Don't know if they really had a shop,
but these (german) guys developed a lot of great stuff (hardware and software I
believe).
It no longer exists (folded YEARS ago). Can't remember exactly WHAT they
developed but a memory upgrade was one of them - 256kB I guess

CU Mathy Van Nisselroy

3358. Re: Need a simple Word Processor...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <70k9sfapr2@nets3.rz.RWTH-Aachen.DE>
Source record: 59115

In article <19981019075126.27115.00002593@ng63.aol.com>, vinnie5757@aol.com says...
>
>I need a good.. simple... word processor.... for my daughter...I have Letter
>Perfect and stuff of that cailiber.. but that might be overkill.. any
>suggestions??? I hear AtariWriter is supposed to be good... (btw... I have an
>800... can't use XL/XE pfrograms..)
>
>Thanks..
>Vinnie

I always (98% of the time) use T:EDIT by ANALOG Computing. It will let you edit up to 32kB of text (on an XL/XE, don't know about the 800) but does not have things like block move. The file should be on the net somewhere (and maybe a POOLDISK II), the "manual" could be a problem. It was in one of the ANALOG's between 44 and 57 I guess (45 was the first one I bought. The text was readable and the paper of good quality, so it must have been before it turned into ï¿½$%&)

CU Mathy Van Nisselroy

3359. Re: Posting on Roy Goldman

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <70ka7papr3@nets3.rz.RWTH-Aachen.DE>
Source record: 59116

>What happened to my query concerning Roy Goldman? Has somebody removed
>it? If they have, for what reason?

I've seen it just now.

If I remember, I'll look up the address when I get home.

CU Mathy Van Nisselroy

PS this is an old address. Don't know if he still lives there. The following
is to illustrate when I last wrote to him. I had just sent Roy an
international postal money order for Daisy Dot II, when I walked into a nearby
book/magazine store. I picked up a copy of ANTIC and what did they anounce?

The release if DD3.

It's a great program. But I does have it's limitations. But then again, You
might not run into them, since I tend to want to go a wee bit farther than most
people/programmers can imagin.

3360. Looking for CSS email address...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <362DC099.64DCC368@bigfoot.com>
Source record: 59117

Does any one have Bob Puff from css
emial adress???

Nir Dary
ndary@bigfoot.com

3361. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981021071659.13869.00003822@ng116.aol.com>
Source record: 59118

I think AMP is Atari Music Player........

3362. Win800 and Fine tooned

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981021072112.13869.00003823@ng116.aol.com>
Source record: 59119

Can anyone tell me where to find:
Atari800Win.. home page ... on the web...
And...
Fine Tooned's home page...

Thanks!
vinnie

3363. AMP files at my site

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdfce5$ab80d7a0$f1364382@vidar>
Source record: 59120

I put four .ATR's in a ZIP file on my page at :
http://home.sol.no/~olavese/index.htm, or directly to the download page :
http://home.sol.no/~olavese/atari/a8dl.htm

Hope you like it! I think Gilbertson was incredible

3364. Re: Looking for CSS email address...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdfce5$f4929780$f1364382@vidar>
Source record: 59121

Hi, Nir! Long time. Hope all is well and this worked a long time ago :
audioguy@cheerful.com

Nir Dary <ndary@bigfoot.com> wrote in article
<362DC099.64DCC368@bigfoot.com>...
> Does any one have Bob Puff from css
> emial adress???
>
>
> Nir Dary
> ndary@bigfoot.com
>
>

3365. Re: Looking for CSS email address...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <362DCC13.CD7317A5@ix.netcom.com>
Source record: 59122

Nir Dary wrote:
>
> Does any one have Bob Puff from css
> emial adress???
>
> Nir Dary
> ndary@bigfoot.com

Nir Dary,
Try this: 76702.1076@compuserve.com . Bob is listed at www.four11.com
at this address.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3366. Re: Flight Simulator Scenery Disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <70kln9fqn1@nets3.rz.RWTH-Aachen.DE>
Source record: 59123

>I just acquired Sublogic's Flight Simulator II Scenery disks 1-6.
>Apparently there is a package of disks 7-12. Does anyone have any for
>sale?
>Harvey

Howdy Harvey

Not all scenerydisks were brought out for the Atari 8bit. Don't know if these scenery disks are in a format, so that they can be made to work with the 8 bit version of the game.

CU Mathy Van Nisselroy

PS I'm not says they don't exist for the 8 bit Atari, just that they might not...

3367. WANTED! 8-bit hardware! (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <70kieh$k5a$1@guardian.matra.co.uk>
Source record: 59124

As the header describes, if anybody in the UK has *working* 8-bit hardware
for sale, could they let me know?

Thanks,

Trystan

3368. Re: Win800 and Fine tooned

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <70kmh9fqn2@nets3.rz.RWTH-Aachen.DE>
Source record: 59125

>Fine Tooned's home page...
>
>Thanks!
>vinnie

If you are talking about "Fine Tooned" as in "Fine Tooned Engineering" and Mike Hohman, then don't hold your breath. There are a lot of people who'd like to talk to Mike. He promised a lot, developed even more, toke money, got married and fell of the edge of the world.

Cu Mathy Van Nisselroy

3369. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: John <not@achance.com>
Message-ID: <AllX1.1121$T01.637@nnrp2.ptd.net>
Source record: 59126

AMProcessor...I have it running as I type

VINNIE5757 wrote in message <19981021071659.13869.00003822@ng116.aol.com>...
>I think AMP is Atari Music Player........

3370. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981021100341.03143.00003446@ng148.aol.com>
Source record: 59127

Age creeping in... never mind... That's AMS... Atari Music System...

3371. Re: Roy Goldman

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2110980919030001@macmcurrent.library.carleton.edu>
Source record: 59128

In article <362AF5B9.BBF@ukc.ac.uk>, jaa1 <jaa1@ukc.ac.uk> wrote:

>Can anyone tell me where to contact Roy Goldman? I am after a full
>working version of "Daisy Dot III" or any later edition of the program.

I have:

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

Please let me know if this no longer works.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3372. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bdfcfe$dc013000$23364382@vidar>
Source record: 59129

What do you mean ? There's an AMS and an AMP (I am not sure if it's Atari Music Processor or Antic MP or whatever)

VINNIE5757 <vinnie5757@aol.com> wrote in article <19981021100341.03143.00003446@ng148.aol.com>...
> Age creeping in... never mind... That's AMS... Atari Music System...
>

3373. Re: Atari 800 "M" key needed !

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2110980927120001@macmcurrent.library.carleton.edu>
Source record: 59130

In article <70k8cl$a24$1@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Or call Brad Kota at Best Electronics. You can find his number on the FAQ (I
>don't know it by heart. It's on the catalog too, but it's on my desk, at
home,
>12 miles from here. He's also working on a web-site.

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3374. Re: Looking for CSS email address...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2110980929190001@macmcurrent.library.carleton.edu>
Source record: 59131

In article <362DCC13.CD7317A5@ix.netcom.com>, rsely@dhs.state.nj.us wrote:

>Nir Dary wrote:
>>
>> Does any one have Bob Puff from css
>> emial adress???

> Try this: 76702.1076@compuserve.com . Bob is listed at www.four11.com
>at this address.

Recently I've heard that he no longer gets mail at that Compuserve address.

The newer address audioguy@cheerful.com should work.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3375. Re: Copying disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <362DF64F.963358F4@erols.com>
Source record: 59132

Also remember that the XF551, much to the chagrin of people who use
programs that rely on disk speed for protection, runs at 300 RPM.

LWhite6497 wrote:
>
> John-
>
> 288 is the rpm that an Atari drive should run
> at. Both should be 287 - 288 rpm.
>
> Does the 2nd drive give you an error writing?
> A sector copy program is the easiest way to
> copy unprotected disks, but Dos "J" will do
> it also. What program are you trying to copy
> with, and is the Diamond program the one
> you are trying to copy? If it is copy protected,
> then you will have to use a "Happy" or "Archiver" to copy it. I kind of doubt
> if it is
> copy protected. The Happy Backup Program will give you a clue if something is
> copy protected. If you can get an Archiver
> "Chip" for one of the 810's or if you can
> get a copy of the the "810 Happy Archiver"
> or install a "Super Archiver" in one of the
> 1050's, then those will show very clearly what
> (if any) copy protection exists. If you are
> going to do anything very serious with the
> Atari, a "1050 Super Archiver" would be a
> good investment. Not only for copying, but
> gives "Ultra Speed" when coupled with a
> software or firmware change in an XL/XE
> (I'm not sure about the 800).
> Hope this helps a little.
> Larry White

3376. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: John <not@achance.com>
Message-ID: <CVmX1.1133$T01.468@nnrp2.ptd.net>
Source record: 59133

My antic disk (OEM), when I run the file AMP.bas reads "Antic Music Processor"

3377. Re: Game Excalibur for XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <70ku21$bb4@bgtnsc03.worldnet.att.net>
Source record: 59134

ooo your right.. now a beter question.. does anyone have BOTH?? ;))

I have the disks and if I could transfer them, I would!!

anyone know the best cheap way to get this stuff transferred the the pc?? I might actually take the time, if I could do it without too much cost involved... I have tons of disks..

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Stephen C. Johnson wrote in message <362D5CB2.377AA36@bigfoot.com>...
>I think the Adventure clone was 'Galahad and the Holy Grail' by APX, and
>the other (Excalibur) was a game by Chris Crawford (?) -- which would make
>sense, since the opinions changing sounds alot like his 'experimental'
>game, 'Gossip'
>
>Back to the question, does anyone have Excalibur? :)
>
>--Steve
>
>Gareee wrote:
>
>> was that the one that looked a bit like atari adventure??
>> and had the holy hand grenade??
>>
>> or was that the one that had the knights of the round table, and they
>> changed their opinions based on actions... both were quite fun!
>> Gary Tabar Jr,
>> @ Da Mouzzz...
>> EMAIL: gareeeNOSPAM@worldnet.att.net
>> INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
>> HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
>> Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
>> http://www.fortunecity.com/tattooine/ellison/86/index.html
>>
>> Odo wrote in message <70enu8$8u0$1@guru.freeway.de>...
>> >Hello,
>> >I am looking for the Atari game Excalibur by ATARI-England.
>> >Can someone tell me where to find it on the net.

>> >
>> >Thanks
>> >Sascha
>> >
>> >
>
>
>

3378. Re: Win800 and Fine tooned

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981021124953.03961.00003705@ng34.aol.com>
Source record: 59135

If your looking for Fine Tooned try:

www.on_the_lamb.com

Mike Holman has been in hiding since he took in money for 100's of order for equipment that he never finished or never had in the first place and then disappeared, I located a large supply of ICD books from a storage shed in San Mateos last year and a salvage place called Computer Jones picked it all up, I found a check book and personal photo's of Mike's in the boxes, but no MIO II's, no MARS-8's, no nothing, just blank cartridge shells, a lot of old commmodore crap, some ST stuff, a lot of TI/99 stuff and TONS and TONS of musician magazines so don't waste your time looking for Fine Tooned Engineering because there are already a dozen blood-thirsty maniacs looking for him right now.

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

3379. Re: ATR-8000 and archiving

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981021125241.03961.00003706@ng34.aol.com>
Source record: 59136

Actually with an ATR-8000 use can even use an Atari ST314 or ST354 disk drive (I used to), all you do is disconnect the cable between the small connect board and the floppy disk inside the case, shave the lower shell down so you can close the top/bottom case back together with a flat ribbon cable, then all you need is a long floppy drive cable and plug it into the floppy port on the ATR-8000 and your good to go.

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

3380. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-21 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981021125257.16986.00003769@ng95.aol.com>
Source record: 59137

Again... my mistake...
Sorry for the confusion...
AMS is Atari Music System... Please see other postings for AMP...

3381. Re: A faulty 800XL - can anyone help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: Henry Dahmen <murx@online.de>
Message-ID: <362E72DC.782ADE0A@online.de>
Source record: 58999

yes, i believe it's the cassettedrive too. maybe the cable is broken.

3382. Re: I need stuff for my atari 800 please help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: spiderm321@aol.com
Message-ID: <19981021212027.26545.00004015@ng08.aol.com>
Source record: 59000

>The cord that goes from the Atari 800 XL to the tv/Atari box.

try radio shack just use audio cord and a basic game switch.

that will solve 1 problem.

awso check goodwill store for power units for your atari.

3383. Re: Looking for CSS email address...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981021224702.13280.00004169@ng-fa1.aol.com>
Source record: 59001

```
>Does any one have Bob Puff from css
>emial adress???

Most recent is nleaudio@nleaudio.com
(New Life Electronics)
Larry
```

3384. Re: Copying disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981021225817.13280.00004180@ng-fa1.aol.com>
Source record: 59002

>Also remember that the XF551, much to the chagrin of people who use
>programs that rely on disk speed for protection, runs at 300 RPM.

Hi Alan-
True. But I was thinking that the conversion
from 300 to 288 was done at the hardware
level (clock speed) so that it is transparent
to software. (?)
Regards,
Larry

3385. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981021232345.13280.00004201@ng-fa1.aol.com>
Source record: 59003

>Anybody ever hear of the Diamond OS (by Reeve Software)? It looks like a primitive Windows OS>

I bought the cart as a curiousity some years ago at an Atari Fair. It is fairly functional,
but all GUI's in 320 dots (or so) horizontal
suffer greatly. The ST at 640X200 in med.
rez was a big step up. 80 column Geos on
a C128 is pretty fair, especially with a Ram
Expansion Unit to swap in/out all of the
system files. Lack of good 80 column
hardware has always been one of the major
limitations of the Atari. Someone said they
were working on a new 80 column
implementation I believe...
Larry

3386. 800XL...all beefed up

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: John <not@achance.com>
Message-ID: <syyX1.1386$T01.926@nnrp2.ptd.net>
Source record: 59004

Hi All,

I just opened up my 800XL with the toggle switches on it...

***NOTE: in the following explanations a front slash (/) denotes a new
line
Ther are two expansion cards...

one is a card with 3 chips
one chip is labelled RAMROD XL / OSNXL V1 / FASTCHIP / OMNIMON XL (a version
of OMNIMON for the XL, I can only presume)

that same card has a chip with a sticker on it that reads "80"...is this an
80 column chip?
***after booting up I find that the computer has an atari 800 mode, so I
guess the "80" is supposed to be "800"

the third chip on this card is AMI 8330BKR / CO61598B - 01 / 1983 Atari /
Korea

anybody know just what this card is ???????

It looks like XL mode , 800 mode, and Omniview mode are the three switchable
modes on the right side toggle switch

==========
==========

the other card I presume to be a memory expansion...

confirmed...I lifted the tape and it says right on the card 256k XL Rev 1

question about this memory chip...why is there a toggle switch for it???

now...to put it all back together!!!!!!!!!!!

.....
.....
.....
.....
.....more brain busters for those with a clue.....
.....
.....

there is also a chip at location U29...it only has 8 prongs (4 each side)
labelled PCA EP8212

there is also a little white dial in the bottom left corner...all it reads
is "500k"

any clues to all this from you all would be greatly
appreciated.....thanks, John :)

p.s. my other 800XL has a RAMBO (memory expansion...how much memory on a
RAMBO?) card on it

also, my third 800XL has a 256k XL memory expansion on it

3387. 800XL...all beefed up

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: John <not@achance.com>
Message-ID: <HFyX1.1392$T01.635@nnrp2.ptd.net>
Source record: 59005

Hi All,

I just opened up my 800XL with the toggle switches on it...

***NOTE: in the following explanations a front slash (/) denotes a new line
Ther are two expansion cards...

one is a card with 3 chips
one chip is labelled RAMROD XL / OSNXL V1 / FASTCHIP / OMNIMON XL (a version of OMNIMON for the XL, I can only presume)

that same card has a chip with a sticker on it that reads "80"...is this an 80 column chip?
***after booting up I find that the computer has an atari 800 mode, so I guess the "80" is supposed to be "800"

the third chip on this card is AMI 8330BKR / CO61598B - 01 / 1983 Atari / Korea

anybody know just what this card is ???????

It looks like XL mode , 800 mode, and Omniview mode are the three switchable modes on the right side toggle switch

==========
==========

the other card I presume to be a memory expansion...

confirmed...I lifted the tape and it says right on the card 256k XL Rev 1

question about this memory chip...why is there a toggle switch for it???

now...to put it all back together!!!!!!!!!!!

.....
.....
.....
.....
.....more brain busters for those with a clue.....
.....
.....

there is also a chip at location U29...it only has 8 prongs (4 each side) labelled PCA EP8212

there is also a little white dial in the bottom left corner...all it reads is "500k"

any clues to all this from you all would be greatly
appreciated.....thanks, John :)

p.s. my other 800XL has a RAMBO (memory expansion...how much memory on a
RAMBO?) card on it

also, my third 800XL has a 256k XL memory expansion on it

3388. Re: Looking for old game...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: John <not@achance.com>
Message-ID: <WQyX1.1394$T01.883@nnrp2.ptd.net>
Source record: 59006

Nick, I have the game...it's by Electronic Arts and I'll sell it to you for
$5 (I don't have the box, but the disk is like new)

Nick Chionilos wrote in message <362E9D32.CB68A6A9@Megahits.com>...
>I'm looking for an old game called legionaire. I think it might have
>been an avalon hill game, but I'm not sure. It was the first game I ever
>played on an atari computer, and for nostalga purposes, I'd love to have
>it in my collection. Can anyone help?
>
> -Nick
>

3389. Re: Looking for old game...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: John <not@achance.com>
Message-ID: <nTyX1.1395$T01.1026@nnrp2.ptd.net>
Source record: 59007

Sorry I had the wrong disk in mind...I do have the game though (you are right...Avalon Hill) same deal for it...:)

3390. Re: Copying disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: pcerra.bounce@pacificnet.net
Message-ID: <362ec856.2686764@news.dsp.com>
Source record: 59008

On 21 Oct 1998 02:43:10 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>John-
>
>288 is the rpm that an Atari drive should run
>at. Both should be 287 - 288 rpm.
>
I'm not sure about the 1050, but in an 810, there was a fairly good-sized potentiometer that you could adjust to control the disk drive RPMs. 288 was indeed the factory setting. However, you could increase this number by up to 10% and still get reliable reads and writes. But the higher you went, the more likely it was you'd encounter problems. For example, if you really did go up 10%, to 317, you would often find that disks copied (written) at this speed could not be read by drives that ran at 288. If you wanted reliable reads across multiple drives, you really couldn't write above 300 or so.

When and if you tried to go higher than 10%, you'd begin to get read errors on existing disks.

I think you could also lower speed a bit, but I never saw any point in doing this (except perhaps for an odd misguided attempt at copy protection or something.)

-Paul

3391. Looking for game: Dragon's Eye

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: pcerra.bounce@pacificnet.net
Message-ID: <362ec981.2985857@news.dsp.com>
Source record: 59009

Hi everyone,

sorry to ask this question again, but I decided I'd try one more time.

I'm looking for a copy of the old (1982?) Epyx game "Dragon's Eye."
This game was available for Apple II and Atari, and I'd like to play
the Atari version on the emulator I'm using now. I own a copy of the
game, though my disk has been fried and unusable for many years. This
was a wonderful game that saw you travel through a medeival land
fighting monsters and casting spells while you searched for a large
gem called the Dragon's Eye.

Does anyone have an ATR file of this game? Or does anyone have a copy
of the disk who is willing to create an ATR file? I've looked
everywhere, but I can't find an ATR of this game.

Or can anyone even verify that they know what I'm talking about? I
finally had success tracking down my last ancient game project -- Mar
Tesoro -- so please, if anyone ever played Dragon's Eye or knows that
the game exists, please post a message saying so. That way I won't
feel like I'm the only one. =)

Thanks everyone,
-Paul

3392. FS: Tons of 8-bit stuff for sale! See huge list, or visit webpage now!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: cliff.lawley@home.com
Message-ID: <362ecab1.6641865@news>
Source record: 59010

BEFORE YOU SCROLL TO FAR,
to see this stuff in nicely fomatted html tables, visit...

http://members.home.net/cliff.lawley/ataristuff.htm

Cliff's Atari 8-bit stuff for sale...

All items for sale individually to highest offer by October 31 1998
(I reserve the right to refuse any offers I feel are too low)
Buyer pays shipping

NOTE: NOTHING OFFERED HERE IS NEW.
Therefore, Ratings found on this page are as follows
A - Still in amazingly good shape
B - Reasonable shape
C - Pretty rough

email offers to Cliff at webm@home.com

SOFTWARE
---
in boxes with manuals unless otherwise indicated

---

50 Mission Crush B+ DISK SSI

Bruce Lee B CAS/DISK DataSoft
open but still in plastic

Phantasie 1 A no disk SSI
disks are backup copies

Phantasie 2 A 2 disks 4 sides SSI

Sons of Liberty A 2 disks SSI
with map

Castle Wolfenstein C+ DISK Muse
box crushed but still wrapped

Epidemic C DISK RapidFire (SSI)
box crushed

Gauntlet B+ DISK Mindscape
album style

Fight Night A DISK Accolade
album style

Age of Adventure A DISK EA
album style

Touchdown Football A DISK EA
album style

Pinball Cons. Set A DISK EA
album style

7 Cities of Gold A no disk EA
album style / BOX AND MANUAL ONLY
SORRY disk got corrupted, but album is in great shape

Witness A DISK Infocom
includes matches and all clues, open but still
wrapped

Wizard of War A DISK Midway
box in good shape

Zeppelin C DISK Synapse
box crushed

Lost Tomb A CAS/DISK Stern(DataSoft)
open but still in plastic

Bridge 4.0 A DISK Artworx
hard plastic case

Bop 'n Wrestle A DISK Mindscape
album style

Super Boulderdash A DISK EA
album style

Hardball A DISK Accolade
album style

King Tut's Tomb A DISK Antic Software
album style

cartridges (no boxes, no manuals)

Track & Field (2 controllers available - see hardware)
Centipede
Galaxian
Asteroids
Archon
Ms. Pacman

Joust (7800)

disks with no box (no promises on content of manuals.
Some are full of great useful info, some are 4 page leaflets.)

Starcross Infocom disk

Fort Apocalypse Synapse disk manual
Koronis Rift Lucasfilms (Epyx) disk manual
Eidolon Lucasfilms (Epyx) disk manual
Synassembler Synapse manual
Crisis Mountain microfun disk manual
Deluxe Invaders Roklan disk
Super Boulderdash EA disk manual
Karateka Broderbund disk manual
Crossfire Sierra On-line disk manual
Dragonriders of Pern Epyx disk manual
Pooyan DataSoft disk& manual
cassette
The Sands of Egypt DataSoft disk manual
Zork 1 Infocom disk manual
2 copies (1 with manual)
Spare Change Broderbund disk manual
Whistler's Brother Broderbund disk manual
Mindshadow Activision disk manual

old Mindscape catalogue
(first paid order to ask for it get's it thrown in)

Hardware

ICD P:R: Connection in box with manual includes homemade
RS232 modem adapter

1050 Drive switchable write protect with indicator LED,
disk number switches moved to front

600 XL 64K upgrade

CX80 Trak-ball with manual, couple of pry marks along edge
(made before screws were found under rubber feet) :(

800XL vinyl cover

1050 vinyl cover

800XL 256k upgrade

1050 Drive switchable write protect with indicator LED,
disk number switches moved to front, DOUBLER
CHIP

Atari XE Game System (65XE) in original box with gun / bug hunt /
flight simulator ii

Track&Field controllers (2 of them)

Books

Compute!'s First Book of Atari Games
1983 B+

a very few random pen marks

The Best of Atari Software
Beekman House 1984 B+
a few random pencil marks

Inside Atari Basic by Bill Carris
Reston 1983 C

Compute!'s First Book of Atari
1981 B-

1050 Drive Manual
A

800XL manual
B couple of cup rings on front

Atari BASIC Reference Guide
B slight dog ears

Atari BASIC Reference Guide
B- one half of one page torn out

1050 DOS 3 manual
B

Compute!'s Second Book of Atari
1982 B

Compute!'s Third Book of Atari
1984 B the odd pencil and pen mark

The Easy Guide To Your Atari 600xl/800xl
Sybex 1984 B cover has SLIGHT tear

ANALOG issues

Oct-87 No. 58 cover torn
Feb-87 no. 51 staples pulled through cover
Apr-88 no. 59

/***/
still looking for...(hopefully near Calgary Alberta)
Centipede cocktail cp overlays / manual
Millipede PCB
Mr Do! cocktail art
Pac-man or Ms Pac-man cocktail cp overlays
Gyruss cocktail art
Mario Bros. U/R
/***/

3393. repost / update: computers for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: John <not@achance.com>
Message-ID: <smAX1.1419$T01.1019@nnrp2.ptd.net>
Source record: 59011

let's try this again with my newfound information...please disregard last
offer for sale of 3 - 800XL computers

here is what I have

1 800 XL with 256k ram.....$85

1 800 XL woth RAMBO memory expansion.....$65 - $85 depending on size
of RAM enhancement

if you twist my arm, I may part with this one:
1 800 XL with 256k RAM and RAMROD Board (on RAMROD are the chips for the
800 OS, XL OS, OSNXL OS, and Omniview (80 col.)).....$ make offer

thanks, John

3394. Re: 800XL...all beefed up

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <362ED3D9.A83E53ED@bigfoot.com>
Source record: 59012

I have have this upgrade, it's one circuit borad with 3 possition Swithc that enables you to select between the 3 roms

i have bought upgrade for sale long time a go in a 8 bit cataloge from England (a company that is no longer exist)....

i have a hard copy docs for the Ramrod and Omnimon Xl,

the OmnimonXL upgrade will give you a Emulated 80 column screen, i do not know if the 80 column screen is in a 800 mode or XL mode.

The third chip that you have is probably the Original Atari Rom chip that for some time was Produced

John wrote:

3395. FS: SIO2PC cable, real bargain

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <70mmut$51p$1@korweta.task.gda.pl>
Source record: 59013

Thinking about moving files between 8bit Atari and a PC?
Short on time/money?
Check it out.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=37294006

i have only few more left.

j131

3396. FS: (UK) 8 bit hardware/software

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: Guy Bolton King <guy@birchcrown.demon.co.uk>
Message-ID: <362F14CA.9AAA7682@birchcrown.demon.co.uk>
Source record: 59014

130XE
XC11 Tape drive
1050 Disk drive
Star Raiders Cartridge!!!
Tons of games, many in orig. boxes w/instructions.
Manuals:
Mapping the Atari (Compute!)
De Re Atari (Atari Program Exchange)
Hardware reference (Atari)
OS Source Listing (Atari)
Misc. Basic programming books.

All in full working order.

No joysticks, sadly.

Buyer collects/pays shipment from Edinburgh, Scotland. Make me an
offer...

Guy Bolton King

3397. Syquest EZ135 Scsi

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <70n56nghg1@news.xmission.com>
Source record: 59015

A while back, somebody indicated that they too had a Syquest EZ135 scsi removable drive hooked to their 8bit Atari.

If memory servers, you needed a special terminating resistor to get it to work on the 8bit.

Please respond if you know.

Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

3398. Re: A faulty 800XL - can anyone help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <362F18FA.22F687@ix.netcom.com>
Source record: 59016

Westley Hinsley wrote:
>
> On Mon, 19 Oct 1998, jaa1 wrote:
>
> >Maybe someone could diagnose the cause of a fault on my original 800XL.
> >It works perfectly except that it won't work with a cassette drive any
> >more. It works with a disk drive, printer etc. but not with cassette
> >even when directly plugged in. Attempting a cassette boot (with START
> >and/or OPTION held down) causes the usual bleep. You press start as
> >normal but then nothing happens. Similarly, if you activate the cassette
> >drive directly with a poke nothing happens. It doesn't lock up in any
> >instance however. Any ideas as to what the problem could be?
> >
> Well... when you said 'press start as normal', you should in fact press
> another key, like return, to start loading - start/select/option don't
> start the tape running from there - but you also said that when
> you start it with a poke (presumably POKE 54018,52) it doesn't do
> anything. So I think it's a problem with your tape drive, rather than
> the 800xl itself.
>
> Does the tape drive fast forward and rewind ok? (If it is a 1010, it
> should be able to do both of those without the computer's permission -
> some XC12 decks actually need you to do something like POKE 54018,52 to
> allow them to FF/REW as well. Anyway, if this doesn't work, then there
> could be a problem with the belt drive, or the motor itself. If you can
> hear some motor noise coming from the tape unit, then probably the
> belt has come off, or snapped, or something.
>
> Hope that helps!
>
> %%%%%%%%%%%%
> Wes =:-)

Just to add to this a bit. If the player works by itself check the SIO
cable. The SIO cable could be at fault. If there is, in fact, NOTHING
happening, (no motor noises) check the connections of the SIO cable.
Wires do break and the pins do bend out of shape.
As noted above, if you can't get the FF/FRW or other functions to work
w/o connections to the console, then the player is probably bad. Check
that you have power properly applied to the tape unit and that it is
actually gettinmg into the unit. Check any fuses, etc.
Hope this helps!

--
Robert S Ely --- Communications Systems Technician

rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3399. Re: Wanted 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: "J. Mark Pacey" <MPacey@NorCom.Mb.Ca>
Message-ID: <362F401C.BF8CF226@NorCom.Mb.Ca>
Source record: 59017

Thanks for the advice, I'll try the one chip version. The 1450 was full of problems and was never produced on a large scale however there were many prototypes made.

3400. FS Atari joysticks all types,trackballs(new),ext.w/autofire

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: Fred <fred@bestweb.net>
Message-ID: <01bdfdca$a42bd8c0$8a685ed1@fred1>
Source record: 59018

I have an asst. of atari & atari style joysticks, 6ea originals,epyx
500j,wico beige,6' & 10' ext cables,ext. cables with quick fire(tenma).
Prices are $3 & up.For exact price & list Contact: Fred@bestweb.net

3401. I have the full specs for the tandon FDD

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: John <not@achance.com>
Message-ID: <9qIX1.1468$T01.919@nnrp2.ptd.net>
Source record: 59019

full breakdown of drive.....anybody want them??? (free + shipping)

John

3402. for those trying to contact me by email...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: John <smile@ptdprolog.com>
Message-ID: <ItIX1.1470$T01.967@nnrp2.ptd.net>
Source record: 59020

```
my main service provider's POP3 and SMTP servers suffered a critical
failure...no mail in or out

you can email me at: smile@esu.edu

thanks, John
```

3403. SpartaDOS d,g,f???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981022131529.26077.00004724@ng17.aol.com>
Source record: 59021

Can someone till me in on the newer versions of SpartaDOS... I've been out of it for a while..... I see some versions are available on UMICH as shareware... what I need to know is if they will work with a 400/800... as far as I know, other than the first version, 1.1, and the 4.2 X-cartridge, all 'floppy' versions only work with an XL/XE... I also noticed a 16k cartridge at B&C... ok.. what's this?!

thanks!
Vinnie

3404. Re: 800XL...all beefed up

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <70nnq3$8ob@freenet-news.carleton.ca>
Source record: 59022

"John" (not@achance.com) writes:
> Hi All,
>
> I just opened up my 800XL with the toggle switches on it...
>
> the third chip on this card is AMI 8330BKR / CO61598B - 01 / 1983 Atari /
> Korea
>
> anybody know just what this card is ???????

The card is a Ranrod board sold by Newell Industries. You have the Omnimon, regular OS (Co61598), and probably a 800 compatible OS. As I recall, the omniview 80 column OS started up w/ a pink screen.

Its been a long time though... You might have to hold select or perform some other trick on the Omniview to get 80 column mode enabled. Can't remember now. :(

> the other card I presume to be a memory expansion...
>
> question about this memory chip...why is there a toggle switch for it???

I think its for compatibility w/ another type of memory upgrade.

> ....more brain busters for those with a clue...........

> there is also a chip at location U29...it only has 8 prongs (4 each side)
> labelled PCA EP8212

Delay line. I believe its used to generate late clocks.

> there is also a little white dial in the bottom left corner...all it reads
> is "500k"

Color adjustment pot.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3405. email is back up...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: John <smile@ptdprolog.com>
Message-ID: <pYKX1.1488$T01.1128@nnrp2.ptd.net>
Source record: 59023

```
email is back to being smile@ptdprolog.net

John
```

3406. no reasonable offer refused

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: John <smile@ptdprolog.com>
Message-ID: <E4LX1.1490$T01.819@nnrp2.ptd.net>
Source record: 59024

those prices are based on what I've seen posted...If they are too high then
make a counter offer

cheers!

3407. Re: Win800 and Fine tooned

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: schoedel@tds.net
Message-ID: <70nrb2$4to@news2.tds.net>
Source record: 59025

On 1998-10-21 cvendel@aol.com(Cvendel) said:
cv>If your looking for Fine Tooned try:
cv>www.on_the_lamb.com
cv>Mike Holman has been in hiding since he took in money for 100's of
cv>order for equipment that he never finished or never had in the
cv>first place and then disappeared, I located a large supply of ICD
cv>books from a storage shed in San Mateos last year and a salvage
cv>place called Computer Jones picked it all up, I found a check book
cv>and personal photo's of Mike's in the boxes, but no MIO II's, no
cv>MARS-8's, no nothing, just blank cartridge shells, a lot of old
cv>commmodore crap, some ST stuff, a lot of TI/99 stuff and TONS and
cv>TONS of musician magazines so don't waste your time looking for
cv>Fine Tooned Engineering because there are already a dozen
cv>blood-thirsty maniacs looking for him right now.
cv>Curt
cv>Curt Vendel
cv>webmaster@atari.nu
cv>Curator: The Atari Historical Society
cv>http://www.atari.nu

Hee-hee... www.on-the-lam.com. I love it. I'm so glad I delayed sending
him the bucks for an MIO-2 and MARS-8.

Take Atarian Care,
SysOp*Mike Schoedel

Net-Tamer V 1.11.2 - Test Drive

3408. Re: DOS from scratch

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <70o61v$g1v$1@news.asu.edu>
Source record: 59026

Thanks to all the respondants to my plea. The general uptake I get is, unless I park my Atari, even the disk drive, right next to my work peecee (which isn't going to happen; lovely company rules) and use a SIO2PC, I can't move anything from a peecee to the Atari I've got. Even the emulator (except we've got NT on our machines) to create disks for the Atari, which is a most interesting idea, wouldn't work due to my stock 1050. I will get a DOS diskette from one of you very helpful Atarians.

thanks to the following who mailed me with helpful and informative comments:
Curt Vendel
Chris Chiesa
Robert S Ely
Perry Nir

'Course, it isn't JUST a DOS problem. I will continue to have this problem getting A8 SW off the 'Net...
--
****
* David Ormand | Be Different! *
* dlormand@aztec.asu.edu | Support resistance computers! *
* Tucson, Arizona | TI-99/4A Atari ST *

3409. Re: DOS from scratch

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: Dan Olson <dano@spanky.rdrop.com>
Message-ID: <362FB710.1DA2EF32@spanky.rdrop.com>
Source record: 59027

Hi,
I'm sorry I wasn't able to include a copy of some of the previous posts in my reply here but I'm still screwing around with my news reader. I actually talked to David just before he posted his first message and I'm in the same boat he is, I have a 600XL, 1200XL, 810, and 1050, but no software. I just wanted to know if someone could explain why none of the software out there can make a disk readable in a 1050 floppy drive, I have a Compaticard floppy controller for the PC which I think is able to read/write single density, it seems like it would be no more or less difficult to make a disk for the 1050 than it would be to make one for one of the newer Atari floppys.
Anyway, I too should thank everyone who responded because even though I wasn't the one asking the question, all the info was helpful. Thanks.

Dan

(dano at agora.rdrop.com)

DAVID L. ORMAND wrote:
>
> Thanks to all the respondants to my plea. The general uptake I get
> is, unless I park my Atari, even the disk drive, right next to my
> work peecee (which isn't going to happen; lovely company rules) and
> use a SIO2PC, I can't move anything from a peecee to the Atari I've
> got. Even the emulator (except we've got NT on our machines) to
> create disks for the Atari, which is a most interesting idea, wouldn't
> work due to my stock 1050. I will get a DOS diskette from one of you
> very helpful Atarians.

(snipped)

3410. Atari 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <362FD4D2.6F2D@ccnet.com>
Source record: 59028

Check my web page below.I got about half of it listed.
--
4Jays Classic Video Games and Old Computers
Buy/Sell/Trade/Service/Parts
Atari 2600/5200/7800,Colecovision,Intellivision,
Odyssey 2,Fairchild,Pongs,Handhelds,Etc
Commodore 64/128/Amiga and Atari 8bit/16 bit

http://www.ncal.verio.com/~4jays/

3411. Re: Need a simple Word Processor...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-22 00:00:00 UTC
From: bbuehrig@hannover.sgh-net.de
Message-ID: <362f0995.989562@news.hannover.sgh-net.de>
Source record: 59029

On 19 Oct 1998 14:35:01 GMT, eplicon@wam.umd.edu (Jack H. Lee) wrote:

>VINNIE5757 (vinnie5757@aol.com) wrote:
>: I need a good.. simple... word processor.... for my daughter...I have Letter
>: Perfect and stuff of that cailiber.. but that might be overkill.. any
>: suggestions??? I hear AtariWriter is supposed to be good... (btw... I have an
>: 800... can't use XL/XE pfrograms..)
>
>TextPro is also a very good word processor. It's a supercharged version
>of a word processor Compute! magazine published back '85 (SpeedScript 3.0
>-- I remember all those longs typing in all those numeric data!). Quite
>easy to use. As soon as you load it, you just type away. Worry about the
>special codes later. There were different versions of it (I lost track of
>which was what), but you should be able to use it on the 800.

Yes, TextPro is very good. There you have a many options. It supports
powerful macros!

Another good and simple word processor is the Compy Shop Texteditor.
It is only one File and it is very simple to work with. Easier than
Textpro but not so powerful.

OSon ####
bizarre arts ## AMIGA 1230/50/34/580
morons / HAR ## ATARI 130XE/1Mb/4 OS/Gumby
ICQ 19640932 ## bbuehrig@hannover.sgh-net.de
################ ##############################

3412. Re: Free memory on a 400? How to show..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: Eric Sokolowsky <esok@seal.cs.byu.edu>
Message-ID: <Pine.SGI.3.94.981023001015.28534C-100000@seal.cs.byu.edu>
Source record: 59030

On 19 Oct 1998, VINNIE5757 wrote:

> from basic, type in...
>
> PRINT FRE(0)

Keep in mind that this will only display the amount of free memory in a BASIC program (which doesn't include memory used for OS functions, page six, or memory used by DOS. You can use memory locations 106 or 740 to see how much memory is present in your system. These locations count the number of pages of memory (groups of 256 bytes), so you should do something like:

```
PRINT PEEK(740) * 256
```

to find out how much memory, in bytes, is present in your computer.

3413. Atari Synapse game covers

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <70p7ir$501@bgtnsc03.worldnet.att.net>
Source record: 59031

I just started scanning some posters I have of some of the old synapse box art. I've got them on my webpage, and have scaled them to be desktp wallpaper.. the first offering is Reptilian/Protector II

If you guys like these, I'll do more.. it takes a while to scan them, assemble them (they're oversized) and then scale them to desktop size...

Hope you like the first set! ;))

eventually I'd like to get a whole set.. I'll list what artwork I don't have soon (the scans someone posted here a while back of a brochure gave me a good list of have/have nots.. ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

3414. Re: relocate atari8bit to PC case

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19981023022859.17676.00001974@ngol05.aol.com>
Source record: 59032

Hi Tetsuo!

>I'm thinking about putting atari 8bit in PC case. What do you
>think about the atari? There are many peripherals and many power
>supply. And also, my machine is 130xe and its keyboard is crap.

I had my atari build into an PC case the last years,
now i have placed it back in the original case.
I had problems with cartridges and to connect devices at the expansion port.
The other peripherials make no problems.

>So I had an idea that put atari all peripherals in one PC case,
>even old(just a crap for Windows use...) PC motherboard for
>SIO2PC/APE. It's very smart, isn't it? :)

The idea with the second PC board is great !!! :-), but like ive said above,
theres many work to put your atari in an pc case and enable all the features
like ioexpansion and cartridge slot.
I had thaught i don't need it, but the time has come that i have more
peripherial devices and the corresponding problems.

I know many people that are (already) happy with your atari in pc case, but i
think its the better way to leave it in the old case.

>A question. Is there any good modification to do that?
>Espesially I wanna know about using PC keyboard for 130xe.

Look at: http://members.aol.com/MacFalkner

theres a plan 'Atari Keyboard Interface (AKI)' to build an interface to
connect an IBM keyboard to your atari.

(it works also in a pc case !! ;-)))

bye, Andrï¿½.

3415. Re: A faulty 800XL - can anyone help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <70pmaqgks1@nets3.rz.RWTH-Aachen.DE>
Source record: 59033

>If you can
>hear some motor noise coming from the tape unit, then probably the
>belt has come off, or snapped, or something.
pe that helps!

Or you forgot to press the play button after you a POKE 54018,52.

CU Mathy Van Nisselroy

3416. Re: Posting on Roy Goldman

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <70pmgjgks2@nets3.rz.RWTH-Aachen.DE>
Source record: 59034

>Error! Sorry....
>Wrong message... Roy's in Denver!... That was Curt's reply ot Black Box!
>Yikes... my memory's shot!
>
>Memory upgrade for 'human' needed!

Could be a REFRESH problem? :-)

CU Mathy Van Nisselroy

PS I see you have the standard ATARI selftest, if you would have upgraded
yourself to an UltraSpeedPlus you would have kown which part of you brain had
shut down. :-)

3417. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <70pmkagks3@nets3.rz.RWTH-Aachen.DE>
Source record: 59035

```
>Someone said they
>were working on a new 80 column
>implementation I believe...
>Larry

WHO??????????????????

CU Mathy Van Nisselroy
```

3418. ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <70pn2ogks4@nets3.rz.RWTH-Aachen.DE>
Source record: 59036

Howdy folks

What is this?
A couple a days ago, I download SIX files (most, if not all, demo's from Eastern Europe) and ALL are in ATR format. Common folks, this is ATARI 8bit land!!!!

Yes, I could use an ATR to DCM converter. But why not let the PC/EMulator users run a DCM to ATR converter. PC's are way faster and better at jobs like these. (and you guys and gals using ATR's are already using a PC. I on the other hand, love my ATARI more every second I use a PC!!)

CU Mathy Van Nisselroy

3419. Re: DOS from scratch

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: idavis@my-dejanews.com
Message-ID: <70pts8$8ku$1@nnrp1.dejanews.com>
Source record: 59037

David, All is not lost. When you get your dos disk, see if the person that sends it to you has a terminal progam. What you can look into is either finding a running bbs in your area, or running a bbs at work. You will need a modem on your atari if you don't already have one. Copy the files down at work, and upload them to the bbs. When you get home, dial up the bbs and download the programs. I still think you can find wildcat bbs for the pc for free, or you can run a bbs on your atari, and just call up your own atari and download straight to it. It's not the perfect solution, but with a little work, it can be done. Since a disk image is a little larger than a disk, you might need to get the disk files out of the .atr or .xfd file. I use an emulator, either ATARIWIN800 or xlit, to copy the files out of the disk image straight to the pc drive. Works like a charm. I think both of them will write to H1-4 which you can set up as a directory on your pc hard drive. Then you go to dos in the emulator and copy *.* to H1:. Just a couple of suggestions. Hope they help.

Isaac Davis
indavis@juno.com

In article <70o61v$g1v$1@news.asu.edu>,
dlormand@aztec.asu.edu (DAVID L. ORMAND) wrote:
>
> Thanks to all the respondants to my plea. The general uptake I get
> is, unless I park my Atari, even the disk drive, right next to my
> work peecee (which isn't going to happen; lovely company rules) and
> use a SIO2PC, I can't move anything from a peecee to the Atari I've
> got. Even the emulator (except we've got NT on our machines) to
> create disks for the Atari, which is a most interesting idea, wouldn't
> work due to my stock 1050. I will get a DOS diskette from one of you
> very helpful Atarians.
>
> thanks to the following who mailed me with helpful and informative
> comments:
> Curt Vendel
> Chris Chiesa
> Robert S Ely
> Perry Nir
>
> 'Course, it isn't JUST a DOS problem. I will continue to have this
> problem getting A8 SW off the 'Net...
> --
> **
> * David Ormand | Be Different! *
> * dlormand@aztec.asu.edu | Support resistance computers! *
> * Tucson, Arizona | TI-99/4A Atari ST *

>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3420. Re: Need a simple Word Processor...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981023090558.10877.00000035@ng29.aol.com>
Source record: 59038

```
>TextPro is also a very good word processor. It's a supercharged version
>>of a word processor Compute! magazine published back '85 (SpeedScript 3.0
>>-- I remember all those longs typing in all those numeric data!). Quite

Thank you!!!

PS: I too remember all the type-ins... I hardwired numeric keupads into both my
400 and 800... my dauther wanted to know why they had a ' , (comma) and a
letter 'D'...!
```

3421. Looking for Alan.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: schoedel@tds.net
Message-ID: <70qd04$s3c@news2.tds.net>
Source record: 59039

Anybody have Alan Sharkis' current e-mail address? I keep trying to send e-mail to asharkis@erols.com, and it keeps getting borfed back to me.

Take Atarian Care,
SysOp*Mike Schoedel

We now return to our regularly scheduled flame-throwing.

Net-Tamer V 1.11.2 - Test Drive

3422. Reading DD disks in Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: CopelandR@antispam.lycosmail.com
Message-ID: <3630bd86.8462709@news3.ibm.net>
Source record: 59040

Can Atari800Win read double density *.XFD disks? The reason I ask is I'm using DiskFormer 0.90 to read my Atari disks and transfer them serially as *.XFD's to my PC. The few single and enhanced density disks I've copied seem to work fine when I run them in the emulator, but none of the double density disks will read. (They're all SpartaDOS disks, if it matters.) I don't think it's a DiskFormer problem, since it had no problem detecting the format or reading the sectors as far as I could tell.

Thanks,
Ron

3423. Re: Looking for Alan.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981023140635.26191.00000064@ng80.aol.com>
Source record: 59041

I think you have it right... I notice dthat most of my mail gets kicked back too... just sent one to Ron Copeland re:win800 . ... got rejected... wow.. what a tough crowd!

Vinnie

3424. Re: Reading DD disks in Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981023140736.26191.00000067@ng80.aol.com>
Source record: 59042

Ron... my email got rejected!!!~

Tell me a about win800.. thanks.. email me...

rgds..
Vinnie

3425. Chicago Commodore 64 Expo THIS WEEKEND!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <70qg5s$jdr@news.acns.nwu.edu>
Source record: 59043
Cross-posted to: nwu.general,chi.general,comp.sys.apple2,comp.sys.atari.8bit

How could you not be excited?

****

CHICAGO EXPO
For the Commodore 64, Commodore 128,
and other Commodore Computers

Featuring MAURICE RANDALL and WHEELS 128!

* Meet various luminaries of the Commodore world
o The great Jim Butterfield will be present!

* See the latest developments in Commodore hardware and software
o Hard drives, memory, high speed modems, and SuperCPUs galore
o State of the art productivity, development, and demo software
o The latest in operating systems: Wheels 128!

* Find great deals on hardware and software

* Challenge someone to a game of Archon or MULE and be humbled

-Hosted by the-
SWRAP User Group, Inc.
(South West Regional Association of Programmers)

WHEN: Saturday, OCTOBER 24, 1998
9 AM - 5 PM
COST: $5.00 per household family
WHERE: Holiday Inn Conference Room
LANSING, ILLINOIS

DIRECTIONS: Lansing, Illinois is a southern suburb of
Chicago. Take Interstates 80/94 to Exit 161N, Torrence
Ave North. Turn left at the light by Checkers, then left
again and follow Frontage Rd to the hotel.

CONTACT: RANDY HARRIS c/o SWRAP
P.O. BOX 528232
CHICAGO IL 60652-8232
773-375-9017
E-MAIL: rharris1@genie.idt.net
WEB SITE: http://members.aol.com/rgharris/swrap.html

****

3426. Mountain King question.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3631b8f8.31456599@news.demon.co.uk>
Source record: 59044

What's the idea in Mountain King?

I played it years ago but didn't like it that much (more Star Raiders, Jumpman etc) but saw it on a menu disk and had a bash.

For the senile old folk like me, what is the aim of the game. I either get burnt by the flames or done by the spider.

Collecting the diamonds(????) but the numbers just reset and off it goes again. Hellllllllp :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3427. Re: Mountain King question.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <70qnt4$3m@dailyplanet.wam.umd.edu>
Source record: 59045

Paul Irvine (mclane@dellos.demon.co.uk) wrote:

: What's the idea in Mountain King?

: I played it years ago but didn't like it that much (more Star Raiders,
: Jumpman etc) but saw it on a menu disk and had a bash.

: For the senile old folk like me, what is the aim of the game. I either
: get burnt by the flames or done by the spider.

: Collecting the diamonds(????) but the numbers just reset and off it goes
: again. Hellllllllp :)

Listen to the music (it's "In the Halls of the Mountain King," hence the title of the game) very carefully! The louder it gets, the closer you are to achieving your goal. I forgot the name of the object, but once you obtain it, you have to try to make your away out while trying not to get killed by the spiders or flames, etc. Also use your lamp to see where you go, since the object is hidden from view.

3428. Re: Mountain King question.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: "Tim J. Clevenger" <tim@clevenger.org>
Message-ID: <3630EFE1.EE7C62F2@clevenger.org>
Source record: 59046

Jack H. Lee wrote:
>
> Listen to the music (it's "In the Halls of the Mountain King," hence the
> title of the game) very carefully! The louder it gets, the closer you are
> to achieving your goal. I forgot the name of the object, but once you
> obtain it, you have to try to make your away out while trying not to get
> killed by the spiders or flames, etc. Also use your lamp to see where you
> go, since the object is hidden from view.

Just a quick hint: "out" is at the top of the screen, and once you pick
up the "object," you have to get there before the music stops.

Regards,

Tim Clevenger

3429. Re: Looking for Alan.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3630EFE5.F30A7ECF@erols.com>
Source record: 59047

The address is correct. I have no idea why it bounces. I get e-mail
every day. What's up?

schoedel@tds.net wrote:
>
> Anybody have Alan Sharkis' current e-mail address? I keep trying to send
> e-mail to asharkis@erols.com, and it keeps getting borfed back to me.
>
> Take Atarian Care,
> SysOp*Mike Schoedel
>
> We now return to our regularly scheduled flame-throwing.
>
> Net-Tamer V 1.11.2 - Test Drive

3430. Re: Copying disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <3630e6b2.0@news.iglou.com>
Source record: 59048

On 1998-10-22 lwhite6497@aol.com(LWhite6497) said:
>Hi Alan-
>True. But I was thinking that the conversion
>from 300 to 288 was done at the hardware
>level (clock speed) so that it is transparent
>to software. (?)
It's transparent to most software, unless the software actually measures
the rpm by reading the same sector twice and measuring how long it takes.
I think Atari Planetarium and Flight Simulator (the disk version) did that.

Net-Tamer V 1.08X - Test Drive

3431. Re: FA: Atari 400/800 ZAXXON Cassette Boxed $10.50

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: ebaked@webtv.net
Message-ID: <7351-3630EB77-3@newsd-171.iap.bryant.webtv.net>
Source record: 59049

AUCTION ENDS IN A COUPLE OF HOURS. THE CURRENT BID IS $10.50.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=36980831

ZAXXON
Atari 400/800 16K
©1983 SEGA - Datasoft, Inc.

This auction is for the classic arcade game ZAXXON Atari 400/800 computers with 16K. This is the Cassette version of the game. Includes Cassette, Original Box, Plastic Tray, Datasoft Catalog with other Atari 8-Bit games, and unused Warranty Card. Everything is in Excellent Condition except the Box Cover shows some wear on the corners. The Box has no dents or creases though. This game is untested.

This is a 3 Day Auction ending on Friday 10-23-98. Bidding starts at $0.01 and there is no reserve price.

Please email me if you have any questions.

Thanks,

eBaked

3432. Re: Reading DD disks in Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3633dc21.40458810@news.demon.co.uk>
Source record: 59050

The other Day CopelandR@antispam.lycosmail.com (Ron Copeland) wrote:

>Can Atari800Win read double density *.XFD disks? The reason I ask is
>I'm using DiskFormer 0.90 to read my Atari disks and transfer them
>serially as *.XFD's to my PC. The few single and enhanced density
>disks I've copied seem to work fine when I run them in the emulator,
>but none of the double density disks will read. (They're all
>SpartaDOS disks, if it matters.) I don't think it's a DiskFormer
>problem, since it had no problem detecting the format or reading the
>sectors as far as I could tell.
>
Send me a disk and I will tell you, But I think they will be fine, you
might have to turn the enhanced SIO off but that's either a press on a
4button pad or a mouse click.
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3433. Re: Mountain King question.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <363afe8f.1757245@news.demon.co.uk>
Source record: 59051

The other Day "Tim J. Clevenger" <tim@clevenger.org> wrote:

>Jack H. Lee wrote:
>>
>> Listen to the music (it's "In the Halls of the Mountain King," hence the
>> title of the game) very carefully! The louder it gets, the closer you are
>> to achieving your goal. I forgot the name of the object, but once you
>> obtain it, you have to try to make your away out while trying not to get
>> killed by the spiders or flames, etc. Also use your lamp to see where you
>> go, since the object is hidden from view.
>
>Just a quick hint: "out" is at the top of the screen, and once you pick
>up the "object," you have to get there before the music stops.
>
>Regards,
>
Thank you both...

I'm off to enjoy.

Cheers :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3434. Spin speed problem.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <3630FC46.F1BBEFF3@friko.onet.pl>
Source record: 59052

Paul Cerra wrote:

> I'm not sure about the 1050, but in an 810, there was a fairly
> good-sized potentiometer that you could adjust to control the disk
> drive RPMs. 288 was indeed the factory setting. However, you could
> increase this number by up to 10% and still get reliable reads and
> writes.

If You increase or decrease the speed drive can work corectly, but if the speed is too fast the last sector on actual track can overwrite the first!!! Remember that software inside the disk drive works with the same speed designed to 288 drives.

Alex

3435. Quadrun and Submarine Commander protos for trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <70r2jp$8vt$1@msunews.cl.msu.edu>
Source record: 59053
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I have a Best Electronics Quadrun and Submarine Commander proto for trade.
Both are in plain black cases with a little label telling what game they
are. I am looking for any ER Atari 2600 games not on my list at:

http://pilot.msu.edu/user/reicher6/2600.txt

If your not sure if I need a certain game, try me!

Tempest
reicher6@pilot.msu.edu

3436. 800XL Video Problem: What gives?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-23 00:00:00 UTC
From: "Stephen C. Johnson" <scjohnson@bigfoot.com>
Message-ID: <36312EB4.34B7AE84@bigfoot.com>
Source record: 59054

Hi group,

I am working with an Atari 800xl that had no RF cable, so I went to Radio Shack and picked up an audio dubbing cable (standard coax AV cable). The machine worked fine, sound is fine, except I got some weird color effects: i.e. the "white" text on the "blue" screen in basic was "dark blue" text on a "washed out blue" background. The games and self-test screens were equally curious.

Is there anything special about the RF cable I need to use, or is it a video problem (Modulator, GTIA, Antic?). I assume the text is still supposed to be white/blue, even on an 800XL :)

Thanks,
Steve

3437. Re: 800XL Video Problem: What gives?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-24 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363136be.12318507@news.pressenter.com>
Source record: 59055

On Fri, 23 Oct 1998 21:34:44 -0400, "Stephen C. Johnson"
<scjohnson@bigfoot.com> wrote:

>Hi group,
>
>I am working with an Atari 800xl that had no RF cable, so I went to
>Radio Shack and picked up an audio dubbing cable (standard coax AV
>cable). The machine worked fine, sound is fine, except I got some weird
>color effects: i.e. the "white" text on the "blue" screen in basic was
>"dark blue" text on a "washed out blue" background. The games and
>self-test screens were equally curious.
>
>Is there anything special about the RF cable I need to use, or is it a
>video problem (Modulator, GTIA, Antic?). I assume the text is still
>supposed to be white/blue, even on an 800XL :)
>
>Thanks,
>Steve

I think there _is_ something special about that original cable because
I tried just a plain vanilla RCA patch cable one time and got less
than desirable results as well. Put the included cable back on and
all was cool. It might be the "donut" or conductor resistence or I
dunno.

3438. Re: 800XL Video Problem: What gives?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981023230557.17631.00000305@ng110.aol.com>
Source record: 59056

>Is there anything special about the RF cable I need to use, or is it a
>video problem (Modulator, GTIA, Antic?).

Many years ago I took the little box on the
XL cable apart. As I recall, it was actually a 75 to 300 ohm convertor. No guarantees, as I said it's been a looong time ago. Then again, you might try a JAM!! if you have a PC with a VGA monitor -- the display is so much better.
Larry

3439. Re: Copying disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981023231119.17631.00000307@ng110.aol.com>
Source record: 59057

>It's transparent to most software, unless the software actually measures
>the rpm by reading the same sector twice

Ah, yes. "Skew protection with a spin" so to speak! :-)
Larry

3440. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981023231438.17631.00000309@ng110.aol.com>
Source record: 59058

As the man said on TV:
Will the real Mr. 80 column please stand up!
Larry

3441. Re: Mountain King question.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-24 00:00:00 UTC
From: pcerra.bounce@pacificnet.net
Message-ID: <3631594c.9039339@news.dsp.com>
Source record: 59059

mclane@dellos.demon.co.uk (Paul Irvine) wrote:

>
>What's the idea in Mountain King?
>
>I played it years ago but didn't like it that much (more Star Raiders,
>Jumpman etc) but saw it on a menu disk and had a bash.
>
>For the senile old folk like me, what is the aim of the game. I either
>get burnt by the flames or done by the spider.
>
>Collecting the diamonds(????) but the numbers just reset and off it goes
>again. Hellllllllp :)

Paul, this is from memory, so I really hope I don't steer you wrong.

First you need to collect the requisite amount of diamonds. Once you do this, an invisible flame appears somewhere in the cavern. It's not 100% invisible... sometimes it flickers for a moment and then you can see it. The way to find it is to listen to the music. The louder the music gets, the closer you are to it. Oh, and I think you can press the joystick button, and your flashlight will illuminate it if you're standing close to it.

Once you get this flame, go down to that little temple area that is protected by flames. Go to where the opening in the bottom is and stand underneath it. Then push your joystick straight down, I think it is. Something like that. When you do that, a skull will appear, filling the passageway. You can then push up, and you'll climb up the skull like a ladder. Now you're in the temple, and you can climb the pillars and get the crown!

Once you get the crown, a timer begins and the "Mountain King" piece begins to play. The tempo increases as time goes by, which can be a bit nerve wracking (that's the idea.) The point now is to become the King of the Mountain, and you do this by returning to the surface and climbing up to the highest mountain.

But now, if one of those cave bats (birds?) touches you, the crown will be stolen from you and returned to the temple, and you'll have to start all over again. The bats can be tough to avoid, and they will swoop right at you. You are helpless while you are falling, so try not to fall long distances. Although you'd try to avoid this anyway because you're trying to go up, not down.

And that's it! Once you get to the top, you get some cool strobing Atari colors, and then you advance to the next difficulty level and you get to do it again. That's what sucks about this game... the map is always the same. If there were different maps, gameplay would be more fun, but I almost never played for very long because it got repetetive in a hurry.

-Paul

remove .bounce to reply

3442. Atari800 emulator for DOS question

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-24 00:00:00 UTC
From: pcerra.bounce@pacificnet.net
Message-ID: <36315bf0.9715333@news.dsp.com>
Source record: 59060

Hi folks,

I'm using the Atari800 emulator, DOS version. I would use Atari800win but the only machine I have access to right now that also has a joystick is running win 3.1, and unless I'm mistaken, this emulator needs Win 95/98 to run, correct? So that's why I'm using Atari800 for DOS. I have some questions about it.

First of all, my version (can't remember the version # offhand, so I hope it's not relevant) says that it can handle "artifacting" which is the way the Atari 800 used the different-coloured pixels on the television screen to get extra colors. Some games, like Mouskattack!, used this feature. Without it, the game lacks the proper colors and looks like it is covered in black vertical stripes, because of course many pixels were turned off.

Anyway, the question is: am I crazy, or does this feature simply not work? The instructions say to use the "-artif" flag, but I get an error when I try it.

Second question. How do I use this emulator to run games that span multiple disks? For example, I want to play games like Seven Cities of Gold, or Alternate Reality, that have multiple disks. Normally, when I want to play a game that is in .ATR format, I just run the emulator by typing "ATARI800 \atari\filename.atr" or something like that. But what happens when I am prompted by the game for disk 2? Do I need to press F1 and then can I enter the pathname for a new disk? Or is there something else I need to do?

Thanks in advance to anyone who can help me with this.

Oh, actually, I have a third question, but I doubt anyone can answer this one. Mario Mariotta kindly sent me an .ATR file of a 1981 game (that requires BASIC) called Mar Tesoro. In this game, you search for sunken treasure. The game draws a new map of an island every time you play, and then you sail around the squares on the map. Treasure is randomly distributed for you to locate. I owned this game long ago (the disk is now fried) and so I used to play it regularly.

My question is this: when I used to play, I'd find quite a bit of treasure. Now when I try to play using the emulator, it usually happens that I find NO TREASURE WHATSOEVER before I run out of money and the game ends. So obviously the random number generator is failing. Has anyone ever experienced this kind of thing before, not specifically with this game but with any other games that you are running on this emulator (or any other for that matter) ?

Thanks folks!

--
Paul Cerra (pcerra.bounce@pacificnet.net) -- Remove .bounce to reply
I'm looking for an .ATR file of the EPYX game "Dragon's Eye." If you
can help, please email me and you will be my hero forever!

3443. Update: FS: Tons of 8-bit stuff for sale! See huge list, or visit webpage now!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-24 00:00:00 UTC
From: webm@home.com
Message-ID: <36316ee2.4910509@news>
Source record: 59061

Okay, I've decided that waiting till October 31st before any sales are
final was a bad idea. Therefore, if you want to make a higher offer
on anything with an offer already pending, do it now. I will start
finalizing deals on Monday. This list has been updated to show you
items that already have offers made.

Thanks again,

Cliff
webm@home.com

****

BEFORE YOU SCROLL TO FAR,
to see this stuff in nicely fomatted html tables, visit...

http://members.home.net/cliff.lawley/ataristuff.htm

Cliff's Atari 8-bit stuff for sale...

All items for sale individually to highest offer by October 26 1998
(I reserve the right to refuse any offers I feel are too low)
Buyer pays shipping

NOTE: NOTHING OFFERED HERE IS NEW.
Therefore, Ratings found on this page are as follows
A - Still in amazingly good shape
B - Reasonable shape
C - Pretty rough

email offers to Cliff at webm@home.com

SOFTWARE
---
in boxes with manuals unless otherwise indicated
---

50 Mission Crush B+ DISK SSI offer pending

Bruce Lee B CAS/DISK DataSoft
open but still in plastic

Phantasie 1 A no disk SSI
disks are backup copies

Phantasie 2 A 2 disks 4 sides SSI

Sons of Liberty A 2 disks SSI
with map

Castle Wolfenstein C+ DISK Muse
box crushed but still wrapped

Epidemic C DISK RapidFire (SSI)
box crushed

Gauntlet B+ DISK Mindscape
album style

Fight Night A DISK Accolade
album style

Age of Adventure A DISK EA
album style

Touchdown Football A DISK EA
album style

Pinball Cons. Set A DISK EA
album style

7 Cities of Gold A no disk EA
album style / BOX AND MANUAL ONLY
SORRY disk got corrupted, but album is in great shape

Witness A DISK Infocom
includes matches and all clues, open but still
wrapped

Wizard of War A DISK Midway
box in good shape

Zeppelin C DISK Synapse
box crushed

Lost Tomb A CAS/DISK Stern(DataSoft)
open but still in plastic

Bridge 4.0 A DISK Artworx
hard plastic case

Bop 'n Wrestle A DISK Mindscape
album style

Super Boulderdash A DISK EA
album style

Hardball A DISK Accolade
album style

King Tut's Tomb A DISK Antic Software
album style

cartridges (no boxes, no manuals) offer pending on all of these
as one lot, but you can make offers individually if you like...

Track & Field (2 controllers available - see hardware)

Centipede
Galaxian
Asteroids
Archon
Ms. Pacman

Joust (7800)

disks with no box (no promises on content of manuals.
Some are full of great useful info, some are 4 page leaflets.)

Starcross Infocom disk
Fort Apocalypse Synapse disk manual
Koronis Rift Lucasfilms (Epyx) disk manual
Eidolon Lucasfilms (Epyx) disk manual
Synassembler Synapse manual offer pending
Crisis Mountain microfun disk manual
Deluxe Invaders Roklan disk
Super Boulderdash EA disk manual
Karateka Broderbund disk manual
Crossfire Sierra On-line disk manual
Dragonriders of Pern Epyx disk manual
Pooyan DataSoft disk& manual
cassette
The Sands of Egypt DataSoft disk manual
Zork 1 Infocom disk manual SOLD
Zork 1 Infocom disk
Spare Change Broderbund disk manual
Whistler's Brother Broderbund disk manual
Mindshadow Activision disk manual

old Mindscape catalogue
(first paid order to ask for it get's it thrown in)

Hardware

ICD P:R: Connection in box with manual includes homemade
RS232 modem adapter

1050 Drive switchable write protect with indicator LED,
disk number switches moved to front

600 XL 64K upgrade

CX80 Trak-ball with manual, couple of pry marks along edge
(made before screws were found under rubber feet) :(

800XL vinyl cover offer pending, but would rather sell as a set

1050 vinyl cover

800XL 256k upgrade

1050 Drive switchable write protect with indicator LED,
disk number switches moved to front, DOUBLER
CHIP

Atari XE Game System (65XE) in original box with gun / bug hunt /
flight simulator ii

Track&Field controllers (2 of them)

Books

Compute!'s First Book of Atari Games
1983 B+
a very few random pen marks

The Best of Atari Software
Beekman House 1984 B+
a few random pencil marks

Inside Atari Basic by Bill Carris
Reston 1983 C

Compute!'s First Book of Atari
1981 B-

1050 Drive Manual offer pending
A

800XL manual offer pending
B couple of cup rings on front

Atari BASIC Reference Guide
B slight dog ears

Atari BASIC Reference Guide
B- one half of one page torn out

1050 DOS 3 manual offer pending
B

Compute!'s Second Book of Atari
1982 B

Compute!'s Third Book of Atari
1984 B the odd pencil and pen mark

The Easy Guide To Your Atari 600xl/800xl
Sybex 1984 B cover has SLIGHT tear

ANALOG issues

Oct-87 No. 58 cover torn
Feb-87 no. 51 staples pulled through cover
Apr-88 no. 59
/***/
still looking for...(hopefully near Calgary Alberta)

```
Centipede cocktail cp overlays / manual
Millipede PCB
Mr Do! cocktail art
Pac-man or Ms Pac-man cocktail cp overlays
Gyruss cocktail art
Mario Bros. U/R
/*****************************************************************/
```

3444. Re: Syquest EZ135 Scsi

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-24 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <70rlv1kfh1@mohawk.hwcn.org>
Source record: 59062

jeking@NOSPAM.COM wrote:
: A while back, somebody indicated that they too had a Syquest EZ135 scsi
: removable drive hooked to their 8bit Atari.

: If memory servers, you needed a special terminating resistor to get it to
: work on the 8bit.

: Please respond if you know.

: Thanks.

I once borrowed my friend's external Scsi Ez135 which had a big terminating resistor pack on it. I could not get it to format. I don't know what the problem was, but perhaps it was a parity issue.

I would probably have bought one for my 8 bit if I could have gotten it to work. It would be nice to know if it is possible, and what I was doing wrong.

Willy

3445. Re: Atari800 emulator for DOS question

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-24 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3636ad40.2416338@news.demon.co.uk>
Source record: 59063

The other Day pcerra.bounce@pacificnet.net (Paul Cerra) wrote:

>Hi folks,
>
>I'm using the Atari800 emulator, DOS version. I would use Atari800win
>but the only machine I have access to right now that also has a
>joystick is running win 3.1, and unless I'm mistaken, this emulator
>needs Win 95/98 to run, correct? So that's why I'm using Atari800 for
>DOS. I have some questions about it.

Atari800win needs DirectX to run (version 6)..thats why 95/98.

>Anyway, the question is: am I crazy, or does this feature simply not
>work? The instructions say to use the "-artif" flag, but I get an
>error when I try it.

Righty, I'm trying this on version 0.9.7 which is the latest version but
its been up a while. The command line I used was :-

atari800 -artif

That works without an error BUT you don't get artifacting. But if you
type

atari800 -video 1 -artif

Its a better screen size AND you now have the artifacting :)
>
>Second question. How do I use this emulator to run games that span
>multiple disks? For example, I want to play games like Seven Cities
>of Gold, or Alternate Reality, that have multiple disks. Normally,
>when I want to play a game that is in .ATR format, I just run the
>emulator by typing "ATARI800 \atari\filename.atr" or something like
>that. But what happens when I am prompted by the game for disk 2? Do
>I need to press F1 and then can I enter the pathname for a new disk?
>Or is there something else I need to do?
>
>Thanks in advance to anyone who can help me with this.

Atari800 bloke again to the rescue..Forget the commandline way to do it.
Run the emu with those earlier params and then hit F1 and use the menu
to pick what disks you want for all 8 drives :)

This menu is accessible all the time and is also used for games that
only swap on D1: , so you would just load till the game asks for the
other disk, hit F1, browse to the next disk and return to the emu with
the escape key.

>
>My question is this: when I used to play, I'd find quite a bit of
>treasure. Now when I try to play using the emulator, it usually
>happens that I find NO TREASURE WHATSOEVER before I run out of money
>and the game ends. So obviously the random number generator is
>failing. Has anyone ever experienced this kind of thing before, not
>specifically with this game but with any other games that you are
>running on this emulator (or any other for that matter) ?

As for the rnd function, maybe Petr or Rich can answer on its
functionality. Seem to remember something re a rnd update or fix at one
point?, so use the latest version if you are not already.

But there are some bits that fall over on the emu's, they are not
perfect (but damn near!!) and some bits hiccup, but at the end of the
day they are fantastic bits of code. So smile and try another title :)

Btw I know you were not complaining, just thought I would mention it as
there are those that DO complain about the slightest detail but forget
they pay NOTHING for these proggies :)
>
>Thanks folks!

What nice people we are :) have fun and let me know how you get on.
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3446. FS Atari 400/800 Death Star/Star Wars

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-24 00:00:00 UTC
From: rcooper185@aol.com
Message-ID: <19981024121831.16431.00000659@ng-fi1.aol.com>
Source record: 59064

I have an Atari 400/800 Star Wars Return of the Jedi Death Star Battle cart up for sale at ebay. This cart is VERY rare, even more rare than SW Arcade, which is also rare. Just go to www.ebay.com, hit search, and type in Atari Star Wars, or just Atari--the auction ends tomorrow.

3447. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-24 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_909241148@rtfm.mit.edu>
Source record: 59065
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 21, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

3448. Re: Spin speed problem.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-24 00:00:00 UTC
From: pcerra.bounce@pacificnet.net
Message-ID: <36324f1a.448850@news.dsp.com>
Source record: 59066

Aleksander Martin <alex6502@friko.onet.pl> wrote:

>Paul Cerra wrote:
>
>> I'm not sure about the 1050, but in an 810, there was a fairly
>> good-sized potentiometer that you could adjust to control the disk
>> drive RPMs. 288 was indeed the factory setting. However, you could
>> increase this number by up to 10% and still get reliable reads and
>> writes.
>
>If You increase or decrease the speed drive can work corectly, but if
>the speed is too fast the last sector on actual track can overwrite the
>first!!! Remember that software inside the disk drive works with the
>same speed designed to 288 drives.
>
Correct. But that's why I said that with an 810 you had perhaps a 10%
speed range to work with. I had success putting my 810 up to 317 RPM,
but not consistent success. People who had drives that ran below 288
often couldn't read disks that I'd written at 317. So I typically
kept my 810 running at 300-302. It was a 5% speed increase and I
never noticed any problems. Did it make a difference? Probably not,
but it was fun to imagine that it did. =)

--
Paul Cerra (pcerra.bounce@pacificnet.net) -- Remove .bounce to reply
I'm looking for an .ATR file of the EPYX game "Dragon's Eye." If you
can help, please email me and you will be my hero forever!

3449. Wanted: ANALOG Compendium book

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <70uiid$cv3$1@supernews.com>
Source record: 59067

The subject line says it all -- I'm looking for the Atari book The ANALOG Compendium.

--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com

3450. prices?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: baa_agent2@my-dejanews.com
Message-ID: <70uefeaej1@nnrp1.dejanews.com>
Source record: 59068

I am wondering what a cart for atari 800; Miner 2049'er would cost today,
and how much a atari xe with nothin would sell for. Please e-mail me at
bantwoobie@aol.com...do not e-mail my dejanews address i dont read them

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3451. FS Original atari controllers 6 for $15 + ship

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: Fred <fred@bestweb.net>
Message-ID: <01be0013$b6df03c0$24685ed1@fred1>
Source record: 59069

I have 6 atari controllers for sale (one with a broken fire button) All
for $15 (or best offer)+ shipping.
Contact Fred@ bestweb.net

3452. Free Articles on the DGS Website

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01be001d$0caa6de0$6d5008c3@comgar-w95-001>
Source record: 59070

Don't forget that there are currently 17 Atari 8-bit articles re-published from our Atari 8-bit News-Paper (which is no longer in publication) on our Website for viewing. Also on there are our full Atari 8-bit catalogue of PD and Commercial software and our current used list of mags/books/etc. Also available are demos of Quick and Digi-Studio to download.
http://www.dgs.clara.net

Dean Garraghty

3453. SIO2PC FAQ posted on web page

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <70v9qf$pu3$1@news.csw.net>
Source record: 59071

I recently wrote a FAQ on SIO2PC and related issues and posted it on my web page. You can get to the SIO2PC page at www.cswnet.com/~nkennedy/sio2pc.htm and click a link to the separate FAQ page, or go directly to www.cswnet.com/~nkennedy/siofaq.htm

The FAQ contains--

Information on SIO2PC and its capabilities
Suggestions on resolving problems
Technical detail on the SIO bus (for those who might want to do some programming for it)
Recommended resourses
Some more links to bring up text files related to SIO2PC

I still plan to post my source code and an ATR image with some Atari stuff on it.

Please let me know what questions the FAQ didn't answer and also inform me of any errors you find.

Nick

3454. wtb ATARI 1450xld + 815 drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <70vcji$qd0$2@platane.wanadoo.fr>
Source record: 59072

```
make offers
```

3455. Re: Mountain King question.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <363638f3.2837477@news.demon.co.uk>
Source record: 59073

The other Day pcerra.bounce@pacificnet.net (Paul Cerra) wrote:

>mclane@dellos.demon.co.uk (Paul Irvine) wrote:
>
>>
>>What's the idea in Mountain King?
>>

>Paul, this is from memory, so I really hope I don't steer you wrong.
>
Cheers Paul...Sorry for the late thank you.. :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3456. Looking for a Public News Group that hold the comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <3633425C.5A5B8679@bigfoot.com>
Source record: 59074

Hi all...

i have problem with my current ISP news group server, i miss lot of
messages
since they do not recived them all.

i treid 2 other ISP here and the same story some messages you can see in
one
ISP News server that in the other you can't etc...

Does ony one knows of a Public News server that stored the
comp.sys.atari.8bit

Regards

Nir Dary
ndary@bigfoot.com

3457. Re: connecting a Serial/PS mouse to the Atari computer...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <363343B1.B7AD09D8@bigfoot.com>
Source record: 59075

you are correcnt...

there where some utility that enabled the Atari St mouse and amiga mouse
to work with the 8bit softwere (Like Black Magic composer) or GOS.

I was wandering if some one thought on an Interface wher a PC mouse
can Work as an Atari St Mouse, (since Atari st/ Amiga Mouses are hard to find)

Regards,

Nir Dary
ndary@bigfoot.com

MacFalkner wrote:

> Hey, wich program do you use?
>
> Generally...is there a program for the atari wich uses a serial or ps2 mouse?
>
> wich memory / i/o-registers does it use, do you know the ATARI-protocol?
>
> are there some people who want to connect a mouse, there must be a new standard
> defined... do you have software for the new standard???
>
> i often thought about this problem but theres no software-standard to use a
> mouse!
>
> im right ? nice to read your response...
>
> bye, Andrï¿½.

3458. Re: prices?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: John <smile@ptdprolog.com>
Message-ID: <rFIY1.203$M8.375@nnrp1.ptd.net>
Source record: 59076

your email address does not work...

baa_agent2@my-dejanews.com wrote in message
<70uefeaej1@nnrp1.dejanews.com>...
>I am wondering what a cart for atari 800; Miner 2049'er would cost today,
>and how much a atari xe with nothin would sell for. Please e-mail me at
>bantwoobie@aol.com...do not e-mail my dejanews address i dont read them
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3459. Re: prices?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: John <smile@ptdprolog.com>
Message-ID: <3FIY1.202$M8.403@nnrp1.ptd.net>
Source record: 59077

your email address does not work...

baa_agent2@my-dejanews.com wrote in message
<70uefeaej1@nnrp1.dejanews.com>...
>I am wondering what a cart for atari 800; Miner 2049'er would cost today,
>and how much a atari xe with nothin would sell for. Please e-mail me at
>bantwoobie@aol.com...do not e-mail my dejanews address i dont read them
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3460. comp.sys.atari.announce?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <70vpnmlui1@supernews.com>
Source record: 59078

I haven't seen activity on comp.sys.atari.announce in forever. Does it have an active moderator? If not, I'm inclined to take on that job.

Thanks for any insight,
--Kevin Savetz

--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com

3461. Zaxxon question

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: shawn <shawnm@noisemusic.org>
Message-ID: <Pine.SUN.3.96.981025145941.25048B-100000@cti02.citenet.net>
Source record: 59079

Hi. Was Zaxxon only released on cassette for the Atari 8bit computers? I have the cassette version and it doesn't load anymore (maybe the tape is dirty or stretched?). I'd really love a cartridge version - was one ever released? If so, where could I buy one? (I looked at some of the usual online stores already)

Thanks.

Shawn Mativetsky, B.Mus ___ *
percussionist (\ _/
shawnm@noisemusic.org __/
http://www.noisemusic.org/shawnm/ \/^\
____/ /

3462. Amiga <-> Atari 8bit how?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: Gerrit-kjeld Dusseljee <dussel@xs4all.nl>
Message-ID: <7104eo$bf2$1@news2.xs4all.nl>
Source record: 59080

Does anybody know how to connect a Amiga to a 8-bit Atari?
And maybe to use it as a external drive?

Amiga4000/060@50/604e@200 PowerPC/118MB ram/4.3GB HD/12xCDrom/Toccata
soundcard/Hypercom3Z highspeed ser/par ports
Atari 600XL/800XL/800XE/2600/Lynx
Sega Megadrive-CD/Mastersystem/Gamegear
Nintendo Snes/N64

3463. Re: Zaxxon question

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <7109anrjq1@roch.zetnet.co.uk>
Source record: 59081

On 25 Oct 1998 15:01:47 , shawn wrote:
> Hi. Was Zaxxon only released on cassette for the Atari 8bit computers?

It was released on disk, but not cartridge. The disk version also
contains features not on the cassette version, e.g. 3D movement in the
middle shoot-em-up section.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3464. Re: Free memory on a 400? How to show..

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.981025174747.29973I-100000@fissure.scar>
Source record: 59082

To find out free ram (in basic) just type ? FRE(0)

13326 (something like that) means you got a 16k rachine
37902 means you got a 48k machine (or more)

Anything in the middle of those means you likely have a 24k or 32k
machine.

For amounts greater than 48k, its a bit harder becuase basic can;t see
that RAM directly. You need an elaborate way to check the RAM.

Alan
University of Toronto
Computer Science, Management and Economics

3465. Re: (UK) 8 bit hardware/software

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: Sean <sean@the-rusty-gate.demon.co.uk>
Message-ID: <909356798.7836.0.nnrp-03.c1ed29b0@news.demon.co.uk>
Source record: 59083

Did you get my offer via e-mail?

Sean...

--

Guy Bolton King wrote in message
<362F14CA.9AAA7682@birchcrown.demon.co.uk>...
>
>Buyer collects/pays shipment from Edinburgh, Scotland. Make me an
>offer...
>
>Guy Bolton King

3466. Re: Zaxxon question

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-25 00:00:00 UTC
From: dnsdebro@aol.com
Message-ID: <19981025185720.10662.00001260@ng61.aol.com>
Source record: 59084

>On 25 Oct 1998 15:01:47 , shawn wrote:
>> Hi. Was Zaxxon only released on cassette for the Atari 8bit computers?
>
>It was released on disk, but not cartridge.

Zaxxon WAS released on cartridge. It was like the cassette version though. I think it was released by Parker Bros.

dnsdebro

3467. Re: Com and Exe to ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <363411B1.289757F5@asw.cz>
Source record: 58938

Mike Starnes wrote:
>
> Has anyone seen any software out there to convert Com and Exe files to Atr
> files??
>
> I have a lot of coms and exes that I want to convert.

Check this page:
http://home.columbus.rr.com/ksiders/atari.htm

But I can't recommend to convert them. Better use DOS or program called
SIDLOAD:
http://ch.twi.tudelft.nl/~sidney/atari/index.html

Jindroush
(kubecj.spam@asw.cz)

3468. Re: Amiga <-> Atari 8bit how?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: bbuehrig@hannover.sgh-net.de
Message-ID: <36343e3a.4298723@news.hannover.sgh-net.de>
Source record: 58939

On 25 Oct 1998 22:15:33 +0100, Gerrit-kjeld Dusseljee
<dussel@xs4all.nl> wrote:

>Does anybody know how to connect a Amiga to a 8-bit Atari?
>And maybe to use it as a external drive?
>-------
>Amiga4000/060@50/604e@200 PowerPC/118MB ram/4.3GB HD/12xCDrom/Toccata
>soundcard/Hypercom3Z highspeed ser/par ports
>Atari 600XL/800XL/800XE/2600/Lynx
>Sega Megadrive-CD/Mastersystem/Gamegear
>Nintendo Snes/N64

I don't know how to do it but I'm very interested in it! On ATARI ST
Computers does exist a program that is called XL DeeJay. It does
exactly this job! Why not to find out how it works and program an own
program for the amiga?

Bye...

OSon ####
bizarre arts ## AMIGA 1230/50/34/580
morons / HAR ## ATARI 130XE/1Mb/4 OS/Gumby
ICQ 19640932 ## bbuehrig@hannover.sgh-net.de
################ ##################################

3469. Re: Com and Exe to ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <711ne5$gq9$1@news.csw.net>
Source record: 58940

With the SIO2PC package, MAKADISK.EXE will do it. Also, SIO2PC allows you to install a plain PC file (not an ATR image). You can do this, create an ATR image with SIO2PC, and copy the "plain" file to it.

Are your COM and EXE files stored on Atari disks or on the PC? If everything is already on the PC, you could also to use Xformer to do something like I just described.

There are probably other utilities out there that will do it. Try following the 8-bit web ring. Start with my page at www.cswnet.com/~nkennedy/sio2pc.htm and browse the web ring.

Nick

Mike Starnes wrote in message ...
>Has anyone seen any software out there to convert Com and Exe files to Atr
>files??
>

3470. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <711tlmdbv1@guardian.matra.co.uk>
Source record: 58941

Okay...got the hardware. I now need a way of getting the Atari to connect to the PC, but I'm not exactly proficient at electronics and component assembly. Does anyone in the UK have a ready-built SIO2PC cable (for sale)?

Thanks,

Trystan

3471. Re: A faulty 800XL - can anyone help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: jaa1 <jaa1@ukc.ac.uk>
Message-ID: <36348C9D.1A9E@ukc.ac.uk>
Source record: 58942

Regarding people's responses to my posted message, it is not my cassette recorder since it works fine with my 130XE using the same leads and everything. Could one of the chips have blown? (like PIA)

3472. Re: the basic command ? fre(0)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: jaa1 <jaa1@ukc.ac.uk>
Message-ID: <36348E59.6AD@ukc.ac.uk>
Source record: 58943

John wrote:
>
> it seems when I type in ? fre(0) I always get 37902 as the answer...is this
> 48k RAM ???
>
> One of my 800XL computers had a tag on it that said 256k...is this possible?
> (note: even this one reads 37902 from fre(0))
>
> thanks, John
John, although your computer may have 48K ram it doesn't mean that all of it is free for use. A lot of it is used for the screen display, display list etc., as well as for internal lists of data used by BASIC and by the OS (operating system) while running so you can't use it for your programs. The BASIC FRE command only shows the amount available for your programs after the space for the items above has been made. In reply to your second question, your 800XL may have 256k worth of RAM but this does not mean that you can use all of it at once! This is what catches people out. The central processing chip (the 6502) that handles all of the memory can only handle up to 64k at any one time, so the extra memory usually has to be "switched" in and out in blocks of about 32k at a time. Why 32k? Because as I said earlier, BASIC and the OS use up the rest of the available RAM and if you were to switch any part of BASIC and/or the OS out the computer would crash no less than 1/60 second later! Obviously you have the RAMBO expansion installed... does anyone know how to use this?

P.S. Sorry if anyone has already replied to this but I couldn't see any replies to your message on the newsgroup area. James Austin.

3473. Re: Reading DD disks in Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: CopelandR@antispam.lycosmail.com
Message-ID: <3634a520.497106@news3.ibm.net>
Source record: 58944

vinnie5757@aol.com (VINNIE5757) wrote:

>Tell me a about win800.. thanks.. email me...

It's an excellent Win95 Atari 800 emulator. You can find it at:

http://www.cris.com/~Twist/atari800win/

Ron

3474. COMPUTERS!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: John <smile@ptdprolog.com>
Message-ID: <sT1Z1.88$vH.12@nnrp1.ptd.net>
Source record: 58945

```
1 800XL 256K RAM , P.S., TV Adaptor, 1010 CASSETTE, Star Raiders Cart.
...................$50

2 800.......1 16k Power, No TV Adaptor, 410 Cassette, BASIC
Cart........$20
1 48k..............Power, No TV Adaptor, BASIC
Cart.................................$20

1027 Printer $35

thanks, John

P.S. add shipping :)
```

3475. question about cartridges...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: John <smile@ptdprolog.com>
Message-ID: <sE2Z1.91$vH.340@nnrp1.ptd.net>
Source record: 58946

I have several good games, but the gold contacts have worn out. Is there
any way to restore these contacts???
(PacMan, DonkeyKong, Miner 2049er, Up & Down)

thanks muchly, John

3476. Re: question about cartridges...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: John <smile@ptdprolog.com>
Message-ID: <sG2Z1.92$vH.126@nnrp1.ptd.net>
Source record: 58947

in reply to my own message, I have an eprom burner, so could I take my blank
cart and swap the chip???(I think I answered my own question :))

John wrote in message ...
>I have several good games, but the gold contacts have worn out. Is there
>any way to restore these contacts???
>(PacMan, DonkeyKong, Miner 2049er, Up & Down)
>
>thanks muchly, John
>
>

3477. Re: AMP files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <3634afe0.0@news.iglou.com>
Source record: 58948

On 1998-10-20 mclane@dellos.demon.co.uk said:
>What's this AMP program...Don't remember this one..
>Thought I was pretty good with the old bits. BTW, if you do please
>let me know the URL
>Cheers....
AMP is Antic Music Processor, a music program that shows the notes as vertical bars and can also show the song lyrics while it plays. The second version allowed users to write their own music with lyrics. It looks like there is a copy of it in umich.edu in the "Sounds/Collections" directory. I don't know what songs are included in that file, but the AMP version of "Come Sail Away" was amazing.

Hop in my Chrysler, it's as big as a whale and it's about to set sail.

Net-Tamer V 1.08X - Test Drive

3478. Re: question about cartridges...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: John <smile@ptdprolog.com>
Message-ID: <SU2Z1.95$vH.187@nnrp1.ptd.net>
Source record: 58949

doesn't that figure, the proms in the old cartridges are soldered...any
ideas???

John wrote in message ...
>I have several good games, but the gold contacts have worn out. Is there
>any way to restore these contacts???
>(PacMan, DonkeyKong, Miner 2049er, Up & Down)
>
>thanks muchly, John
>
>

3479. Re: Mountain King question.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: mhop@snip.net
Message-ID: <3633e7e8.34874614@news.snip.net>
Source record: 58950

On Sat, 24 Oct 1998 04:43:34 GMT, pcerra.bounce@pacificnet.net (Paul Cerra) wrote:

>
>But now, if one of those cave bats (birds?) touches you, the crown
>will be stolen from you and returned to the temple, and you'll have to
>start all over again. The bats can be tough to avoid, and they will
>swoop right at you. You are helpless while you are falling, so try
>not to fall long distances. Although you'd try to avoid this anyway
>because you're trying to go up, not down.

Those damn bats.. I don't know how anyone can get past them!

3480. Up -n- Down

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: John <smile@ptdprolog.com>
Message-ID: <9V4Z1.111$vH.256@nnrp1.ptd.net>
Source record: 58951

Ever hear of Up -n - Down by Bally Midway ??? It's a blast

BTW previous posting about malfunctioning carts. is resoved thanks to one
nice emailer :)

3481. 2 tidbits: WOA 98 video, atari.com

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2610981646490001@refdesk.library.carleton.edu>
Source record: 58952

Just a couple little things you might be interested in.

www.atari.com is finally a live link again - it takes you to
www.hasbro-interactive.com

Also, I received my World of Atari '98 Show video the other day. The
quality was a little bit less that what I was expecting for some reason,
but I still found it very worth my money to purchase it. It's always cool
to see faces to attach e-mail addresses to!

I came fairly close to going this year; having seen what I missed, I'm
probably now more likely to go if they do it again next year.

Information on the video, produced by Mark Santora, is available at:

http://home.earthlink.net/~santora/

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3482. Help Me identify this monitor - ATARI SM124

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: Headley Sappleton <hsappleton@sprintmail.com>
Message-ID: <712v18mcs1@ash.prod.itd.earthlink.net>
Source record: 58953
Cross-posted to: alt.atari.2600,alt.atari,rec.games.video.atari,comp.sys.atari.8bit

I found a monitor at an auction, I would like to know which System it can be used on. It is 11.25"(diagonal) screen size. The fron says "Atari SM124". Its color is grey. It was manufactured in FEB 1987. It has an attached plug cord (13 pins-round). If necessary, could you give me as much information as possible.

Regards

3483. Re: Help Me identify this monitor - ATARI SM124

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981026212248.22193B-100000@halifax.chebucto.ns.ca>
Source record: 58954
Cross-posted to: alt.atari.2600,alt.atari,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

You sent this to every Atari group but the correct one 'comp.sys.atari.st'
(so I added it) as it is a monochrome monitor for an ST/TT. It allows
high resolution (and only this level) on all 16 and 32 bit Ataris. For
low or medium resolution, you need the SM1224 (RGB color).

On Mon, 26 Oct 1998, Headley Sappleton wrote:

> I found a monitor at an auction, I would like to know which System it can be
> used on. It is 11.25"(diagonal) screen size. The fron says "Atari SM124".
> Its color is grey. It was manufactured in FEB 1987. It has an attached plug
> cord (13 pins-round). If necessary, could you give me as much information as
> possible.

3484. Re: Syquest EZ135 Scsi

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: jm@dvdmonthly.com
Message-ID: <7139djndc1@boris.eden.com>
Source record: 58955

Whatever this black box is, please someone email me and let me know about it
and where I can get one... Sounds great...

Thanks
James

drake thomas (phd posi) wrote in message <710u9a$3r3$1@news.umbc.edu>...
>I have had a Syquest EZ135 hooked up to my Black Box for some time.

3485. Broken R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <713cde$nm8$1@news.storm.ca>
Source record: 58956

I'm setting up my 800xl, and have hit a major snag. I can plug my R-Time 8 into my SDX cart, no problems. But the pass-through cart connector on my R-Time 8 is shot, so I can't have SDX->RTime->Action; I have to omit the RTime, and keep setting the Jiffy clock by hand.

Any hardware gurus who can diagnose my RTime by long distance and give me a simple cure?

Thanks in advance,

David Paterson

3486. Re: Help Me identify this monitor - ATARI SM124

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: Dan Mazurowski <smedley@gte.antispam.net>
Message-ID: <363537E8.15FB@gte.antispam.net>
Source record: 58957
Cross-posted to: alt.atari.2600,alt.atari,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Tony Cianfaglione wrote:
>
> You sent this to every Atari group but the correct one 'comp.sys.atari.st'
> (so I added it) as it is a monochrome monitor for an ST/TT. It allows
> high resolution (and only this level) on all 16 and 32 bit Ataris. For
> low or medium resolution, you need the SM1224 (RGB color).
>

Minor correction here - the SM124 is NOT compatible with the TT. The
same is true for all other ST monitors. The TT uses a color VGA monitor
for most video modes, and the mono monitor for the TT is a big 19"
beast.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ISP address.

3487. Quadrun and Submarine Commander for trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <713id0$8cq$1@msunews.cl.msu.edu>
Source record: 58958
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I have a Best Electrons Quadrun and Submarine Commander proto for trade. I am looking for any ER game not on my list at:

http://pilot.msu.edu/user/reicher6/2600.txt

Tempest

3488. For Sale: Rare and Extremely Rare Atari 2600 Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <713jlb$p09$1@nntp2.uunet.ca>
Source record: 58959
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I have the following Rare and Extremely Rare, loose atari 2600 games for sale. All have been tested as working:

Alien by 20th Century Fox
California Games by Epyx
Commando by Activision
Crackpots by Activision
Crypts of Chaos by 20th Century Fox
Fantastic Voyage by 20th Century Fox
Kung Fu Superkicks by Telegames
Master Builder by Spectravideo
Midnight Magic by Atari
Plaque Attack by Activision
Pressure Cooker by Activision
Sky Jinks by Activision
Solar Storm by Imagic
Spider Man bu Parker Brothers
Spider Maze by K-Tel Vision
Summer Games by Epyx
Venture by Atari
Video Checkers by Atari
Winter Games by Epyx

If you are interested in any of the above, then drop me a line with your offer for each cartridge.

Thanks,

Richard.
~~~~~~
Richard Smith
Barrie, Ontario, Canada
email: rsmith@planeteer.com
Homepage: http://toronto.planeteer.com/~rsmith
Atari Warehouse: http://toronto.planeteer.com/~rsmith/atari.htm
~~~~~~

3489. Re: Zaxxon question

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19981025190716.26676.00000636@ngol05.aol.com>
Source record: 59085

Zaxxon was released on tape and disk by Datasoft and on cartridge by SEGA.
The tape and cartridge versions are the same, the disk version has some more features.

Bertrand M. (LEXX)

3490. Com and Exe to ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: Mike Starnes <mds@nojunkmtco.com>
Message-ID: <coSY1.233$OK1.2277858@iagnews.iagnet.net>
Source record: 59086

Has anyone seen any software out there to convert Com and Exe files to Atr files??

I have a lot of coms and exes that I want to convert.

Thans for any help you can give

Mike

3491. Re: Syquest EZ135 Scsi

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-26 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <710u9a$3r3$1@news.umbc.edu>
Source record: 59087

I have had a Syquest EZ135 hooked up to my Black Box for some time.
I have not tried it with any other interface, like the MIO.

One cannot low-level format it from the Atari as far as I can determine,
but that is unnecessary anyways and usually not recommended. Just need to
partition with the Black Box utilities or equivalent and then format from
SpartaDos or Mydos, etc.

It does require that a special terminating resistor is resident if it is
the only SCSI device in the loop. If using as an internal hard drive
(which is possible!) you will need to get the internal resistor from
Syquest direct. They sent it to me for free in a letter!

If external, you will need any standard 50-pin external resistor pack.

Tom

jeking@NOSPAM.COM wrote:
: A while back, somebody indicated that they too had a Syquest EZ135 scsi
: removable drive hooked to their 8bit Atari.

: If memory servers, you needed a special terminating resistor to get it to
: work on the 8bit.

: Please respond if you know.

: Thanks.

: --
: @ @ @ ------------------------------------ @ @ @
: @ @ @ James King - Atari Fanatic! @ @ @
: @ @ @ ------------------------------------ @ @ @
: Atari 8bit Hobbyist by choice, IT Professional by Accident!
: To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

--
Quality Engineering Specialist -- IT Management & Software Consultant
Digital Archaeologist, Quality Advocate, Software Analysis Services
*** Transformation via People, Process, & Technology ***
The best way to predict the future is to invent it now!
Thomas Drake tom.drake@coastalresearch.com

3492. Thanks for "M" key help !!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: Bill Fairbanks <BILLFAIRBANKS@worldnet.att.net>
Message-ID: <01be0204$e6b1f6a0$dc9f4d0c@default>
Source record: 58888

Just a note of thanks to everyone that anwered my plea
for an "M" key for my Atari 800. Mark Statzer, Jeff Thomas,
and William Moeller, just to name a few, are terrific representatives
of the Atari community. Folks like that make me proud of our group
of Atari enthusiasts.

Thanks Again !!!!!

Bill Fairbanks

3493. FA: Atari 400/800 4 Cassette Programs $0.01 FREE S/H

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: ebaked@webtv.net
Message-ID: <4790-36366A3A-8@newsd-174.iap.bryant.webtv.net>
Source record: 58889

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=38374650

4 CASSETTE PROGRAMS
Atari 400/800
©1980's Atari, Inc.

This auction is for 4 Data Cassette Programs for the Atari 400/800 and other 8 Bit Atari Home Computers with a cassette drive. They are all loose and in Very Good Condition, but they are untested. The 4 Cassettes are:

Hangman (CX4108)
©198? Atari, Inc.
Basic Cartridge CXL4002 Required
White tape with Rainbow Color Label

Writing Programs One (CX4106)
©1981 Atari, Inc.
Basic Cartridge CXL4002 Required
White tape with Rainbow Color Label

Touch Typing (CX4110)
©1980 Atari, Inc.
Basic Cartridge CXL4002 Required
White tape with Rainbow Color Label

101 Programming Tips & Tricks (TX9033)
©1983 Atari, Inc.
Black tape with Silver Label

Shipping is FREE in the USA ONLY, any International Buyers must pay all shipping charges.

This is a 3 Day Auction ending Friday 10-30-98. Bidding starts at $0.01 and there is no reserve price. Shipping is paid by the seller.

Please email me if you have any questions.

Thanks,

eBaked

3494. Black Box on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: Christopher Kmiec <ckmiec@mediaone.net>
Message-ID: <363694A2.A2421E3@mediaone.net>
Source record: 58890

Hi,

Just wanted to let everybody know that I have posted my Black Box up for
an auction at eBay, along with some other items, at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=38443109

Thanks,

Chris Kmiec

3495. WANTED: EA Titles

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <715gap$1ft$1@ramp2.tir.com>
Source record: 58891

```
Electronic Arts "M.U.L.E." packaging & instructions (like new condition)
Electronic Arts "One on One" packaging (like new condition)
--
*** The Collectaholic's Page - http://www.tir.com/~mkusz/
```

3496. Re: A faulty 800XL - can anyone help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <7136v1fok1@supernews.com>
Source record: 58960

jaa1 (jaa1@ukc.ac.uk) wrote:
: Regarding people's responses to my posted message, it is not my cassette
: recorder since it works fine with my 130XE using the same leads and
: everything. Could one of the chips have blown? (like PIA)

It's possible the PIA could be at fault but before I'd tear into that I suggest you look at a couple other things. First inspect the SIO connector pins on the back of the computer. I've seen pins get bent over and crushed so they don't make connection with the plug. If this has happened to pin 8, straighten it and it should work again.

2 4 6 8 10 12 SIO connector looking
1 3 5 7 9 11 13 into computer

The only function of pin 8 is for the cassette drive and won't affect anything else. If that's not the trouble then I'd suggest you open up the case and look at the solder connections where the SIO socket mounts to the board. Resolder them if any connections are broken. The next possible cause is a transistor (Q7) and associated components that pulls pin 8 of the SIO connector to +5V when the cassette motor is supposed to run. If all that is ok then you're looking at the PIA chip or the data to it. Good luck.

Steve

3497. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <AKbZ1.381$B6.8824026@news1.i1.net>
Source record: 58961
Body handling: HTML body converted to readable text

Cathryn Mataga (cathryn@junglevision.com) wrote:
: I kind of miss GENIE, the way it was in the old days. I found that
: the discussions on the old pay services were a lot more fun than
: Usenet, which even had problems back in the old days, I recall.
:

Are you related in any way to William(?) Mataga, creator of the Shamus and
Zeppelin?

John
jvogel@i1.net

3498. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <kPbZ1.382$B6.8824026@news1.i1.net>
Source record: 58962

DarkChyld [Ronald J. Hall] (thechyld@pcc-uky.campus.mci.net) wrote:
:
: It was in 1983 that I got my first 800XL. I put it on layaway at a local
: Murphys Mart. Wound up paying $99.00 for it, and a couple of weeks later,
: $99.00 for a 1050 drive... I remember sitting up to 3am just typing in
: those programs, watching them run (once I went back and corrected any of
: my typos), then turning the darn thing off and losing it all until I
: typed it in again. (this was until I got my floppy!) Couldn't get enough

Been there, done that :)

And then I bought a Percom disk drive. Tried typing in the program in one
of the magazines for "Retrofire!" (all those numbers!!!) and couldn't get
it to work until I got a copy from a friend :)

John
jvogel@i1.net

3499. Re: Mountain King question.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <RWbZ1.383$B6.8824026@news1.i1.net>
Source record: 58963

```
Paul Cerra (pcerra.bounce@pacificnet.net) wrote:
:
: Once you get the crown, a timer begins and the "Mountain King" piece
: begins to play. The tempo increases as time goes by, which can be a
: bit nerve wracking (that's the idea.)

Oh yeah :), it was quite effective at producing a frenzy :)
```

3500. help with Atari 800 and Canon BJ200

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981026235451.18843.00002012@ng135.aol.com>
Source record: 58964

Anyone have any success hooking up a Canon BJ200 to an Atari 800??? I'm using an 850 interface... and my eyes are popping... cannot seem to get the line feed to work... all else seems somewhat ok.... cannot really tell since it is writing over and over and over the same line...!!!

help?
Thanks..
Vinnie

3501. Re: help with Atari 800 and Canon BJ200

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3636649c.37259954@news.pressenter.com>
Source record: 58965

On 27 Oct 1998 04:54:51 GMT, vinnie5757@aol.com (VINNIE5757) wrote:

>Anyone have any success hooking up a Canon BJ200 to an Atari 800??? I'm using
>an 850 interface... and my eyes are popping... cannot seem to get the line feed
>to work... all else seems somewhat ok.... cannot really tell since it is
>writing over and over and over the same line...!!!

I don't know about the Canon BJ200, but many of the dot matrix
printers used to have LF & CR options setablw via DIP switch. Maybe
canon just assumes usage on a PC I dunno. Some printer interfaces
for the Atari8 also have LF/CR options (notibly the Black Box I use)
but I do not know what the 850 has.

3502. Re: COMPUTERS!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: Pashkovsky Alexey <scout@t2.technion.ac.il>
Message-ID: <Pine.GSO.3.95.981027095246.23112A-100000@techst02.technion.ac.il>
Source record: 58966

Hi !
I'd like to buy the 800XL, but prefferably with a disk drive rather than
with tape, and if tape than XC12, not the 1010, since I've never seen it.
If still interested in selling, mail me at : pulp@netvision.net.il
Also, if you have other Atari parts - describe'em too.
Thanks.

On Mon, 26 Oct 1998, John wrote:

> 1 800XL 256K RAM , P.S., TV Adaptor, 1010 CASSETTE, Star Raiders Cart.
> $50
>
> 2 800.......1 16k Power, No TV Adaptor, 410 Cassette, BASIC
> Cart........$20
> 1 48k..............Power, No TV Adaptor, BASIC
> Cart.................................$20
>
> 1027 Printer $35
>
> thanks, John
>
> P.S. add shipping :)
>
>
>
>

3503. Searching for FEUD and Kickstart ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: markus.wuehl@docnet.de
Message-ID: <7145fr$t1b$1@nnrp1.dejanews.com>
Source record: 58967

I am searching for the games feud and kickstart. Can somebody help me?
Where can I find the ATR files.

Thanks

Markus

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3504. Re: Broken R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <714345$r6v@freenet-news.carleton.ca>
Source record: 58968

"David A. Paterson" (david_p@storm.ca) writes:
> I'm setting up my 800xl, and have hit a major snag. I can plug my R-Time 8
> into my SDX cart, no problems. But the pass-through cart connector on my
> R-Time 8 is shot, so I can't have SDX->RTime->Action; I have to omit the
> RTime, and keep setting the Jiffy clock by hand.
>
> Any hardware gurus who can diagnose my RTime by long distance and give me a
> simple cure?
>

I don't own an R-Time anymore, but if the connector is the same as the one
on my SDX cart, it is just a standard card edge connector with the leads
cut very short. They are bent inward and soldered to the board to make
the connection.

Common things to look for: Bent contacts in the connector, or contacts so
worn they are pushed back and have lost thier spring. You can try
flexing them back out w/ a dental pick, but if that fails you might need
a new one. Also check for broken solder contacts at the attachment point.

Should cost you about $2 for a new one, but finding one w/ exactly 30
contacts at a place w/ no minimum order might be a challenge. If all else
fails try digikey or order directly from AMP. (both expensive im sure)

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3505. Re: help with Atari 800 and Canon BJ200

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: Sean <sean@thegate.demon.co.uk>
Message-ID: <909485890.25722.0.nnrp-10.c1ed29b0@news.demon.co.uk>
Source record: 58969

I connected a BJC70 to an 800XL and got exactly the same problem. (the whole page being printed on one line) I managed to fix it by changing the printer's internal settings to make line feed automatic, carriage return automatic and the printer needs to be in BJ mode. (fnar)

My Bob Term manual still looks great, the pages formatted just right, all I had to do was nail 'em together!

Sean...
--
VINNIE5757 wrote in message <19981026235451.18843.00002012@ng135.aol.com>...
>Anyone have any success hooking up a Canon BJ200 to an Atari 800??? I'm using
>an 850 interface... and my eyes are popping... cannot seem to get the line feed
>to work... all else seems somewhat ok.... cannot really tell since it is
>writing over and over and over the same line...!!!
>
>help?
>Thanks..
>Vinnie
>

3506. AMIS BBS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: Rick Collette <rcollet1@midsouth.rr.com>
Message-ID: <LajZ1.47$hl1.472504@newse1.midsouth.rr.com>
Source record: 58970

Can someone send over a copy of A.M.I.S. bbs for the 8bit?

3507. Re: help with Atari 800 and Canon BJ200

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981027074530.28133.00000017@ng71.aol.com>
Source record: 58971

Sean... that's what' got me going nuts... it IS in BJ mode, and for some odd reason, makes no difference with the dip switch... and, per the manual, it should.... switch 6 is the one... I've got 12 switches... how are your set???
thanks../.
Vinnie

3508. Re: 800XL Video Problem: What gives?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <3635C758.54092DF4@mitre.org>
Source record: 58972

Hi--

I have some new information for anyone who can help. After hooking up the 800XL to the television, I squinted real hard and noticed the RED component is missing. Plenty of green and blue, but no red. I am still using the Non-Original RF cable, and going straight through to the TV (no switchbox). The 400/800 switchbox is a pass through for the 75 Ohm (F Connector) jack-- is this true of the 800XL box as well?

If anyone has an original 800XL RF cable they'd part with (cheap!), or better yet, confirm that the same thing happens on theirs with an AV patch cable in place of the original Atari cable, please let me know!

BTW, I plan to get a JAM!! for Christmas, but I need to know if this computer works now!!! :)

Thank You,
Steve

LWhite6497 wrote:
>
> >Is there anything special about the RF cable I need to use, or is it a
> >video problem (Modulator, GTIA, Antic?).
>
> Many years ago I took the little box on the
> XL cable apart. As I recall, it was actually a 75 to 300 ohm convertor. No
> guarantees, as I said it's been a looong time ago. Then again, you might try a
> JAM!! if you have a PC with a VGA monitor -- the display is so much better.
> Larry

3509. Re: question about cartridges...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <714pomlcf1@nnrp1.dejanews.com>
Source record: 58973

You can buy something called conductive ink that comes in a pen to "write"
circuit board traces.
I have had sega carts that had chewed up traces that I repaired with solder.
Just get a little solder to flow into the scratch from the connector and then
file it down flat.
:)

Mark

In article <sG2Z1.92$vH.126@nnrp1.ptd.net>,
"John" <smile@ptdprolog.com> wrote:
> in reply to my own message, I have an eprom burner, so could I take my blank
> cart and swap the chip???(I think I answered my own question :))
>
> John wrote in message ...
> >I have several good games, but the gold contacts have worn out. Is there
> >any way to restore these contacts???
> >(PacMan, DonkeyKong, Miner 2049er, Up & Down)
> >
> >thanks muchly, John
> >
> >
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3510. Re: Help Me identify this monitor - ATARI SM124

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: len777@my-dejanews.com
Message-ID: <714njgiok1@nnrp1.dejanews.com>
Source record: 58974
Cross-posted to: alt.atari.2600,alt.atari,rec.games.video.atari,comp.sys.atari.8bit

Beware of Headley Sappleton. He is a cheap scammer, a software pirate and a spammer wanna-be. About a month ago I needed to transfer some files from 5.25" Applewrite formatted disks to Mac or Apple formatted 3.5" disks. I saw his post in a NG; he was looking for a 3.5" drive. I sent him an Email and got a response. (Copies of both are at the end of the message). I sent him the drive and the SASE with disks. Since Priority mail to Delaware cost $5.00 and COD would have cost another $6.00 I foolishly did not send it COD. I have received nothing from him since then and he has not replied to any of my Emails from 3 different accounts. Headley is a fucking cheap scumbag to scam someone out of $5.00 after receiving a free drive. If you are dumb enough to buy anything he sells, you know what to expect. Another glimpse into Headley's character can be gained from his post to alt.comp.shareware (found via Dejanews):

" "grab" email addresses
Author:
HeadleyEmail:hsappleton@sprintmail.comDate:1997/08/23Forums:alt.comp.
shareware
 I am trying to find any of the programs discribed below; possible
shareware version so i can check them out thoroughly: (1) news server (2) a
software to "grab" email addresses from a newsgroup (3)a software to "grab"
email addresses from a web page

I rarely visit these forums so i would appreciate if you could please email me at hsappleton@sprintmail.com
sincerely
Headley"

Spam anyone?

Len

From: "Headley Sappleton" <hsappleton@sprintmail.com>
Save
Address

Block
Sender To: "Len Ketslakh" <lazykat-7@hotmail.Com>
Subject: Re: Free Drive (s) Date: Sat, 26 Sep 1998 14:52:06 -0400

Hi Len
You're on. Send me the drive by priority mail. Tell me how much the shipping cost. My address is: Headley Sappleton
187 Coral Dr, Claymont, De 19703. For the first time I will only go for the 11gs 3.5" floppy drive. If this works out well, I may want the 11gs and software for it. I do have programs like PageMaker, and Adobe Illustrator, etc. Reply first and let me know what you are doing.

Regards
Headley

-----Original Message-----
From: Len Ketslakh <lazykat-7@hotmail.com>
To: hsappleton@sprintmail.com <hsappleton@sprintmail.com>
Date: Friday, September 25, 1998 8:17 PM
Subject: Free Drive (s)

>Dear Sir,
>I saw your post in the newsgroup. I'd be happy to send you a 3.5 drive
>or two free of charge, provided you pay S&H. I can even send you a free
>IIGS with some software and games. All I ask in exchange is that after
>getting the drive you transfer a couple of floppies worth of files for
>me onto a Mac or Apple formatted 800k floppy disk and send it back.
>Len
>PS I live in Amherst, Massachusetts

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3511. Atari computer games with comic books?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: Fredrik Ekman <ekman@lysator.liu.se>
Message-ID: <dwpvbeukbn.fsf@sally.lysator.liu.se>
Source record: 58975

Hi!

I just recently learned that several Atari 2600 video games were shipped with comic books and would like to know if the computer versions of same games were likewise. The list of games follows:

Defender (Atari, DC)
Berzerk (Atari, DC)
Star Raiders (Atari, DC)
Phoenix (Atari, DC)
Galaxian (Atari, DC)
Centipede (Atari, DC)
Dig Dug (Atari, DC)
Swordquest: Earthworld (Atari, DC)
Swordquest: Fireworld (Atari, DC)
Swordquest: Waterworld (Atari, DC)
Yars' Revenge (Atari, DC)
Action Man: Action Force (Parker Brothers)

I suppose a number of these (Swordquest, Action Man) were not even released for Atari computers but most, I believe, were. So: were any of these games shipped with comic books for the Atari computers?

Were there any other Atari computer games that shipped with comic books?

/F

3512. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: w_gayk@NOSPAMbielefeld.netsurf.de
Message-ID: <MPG.109fe36e6954ae31989716@news.uni-x.net>
Source record: 58976
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

My suggestions:

Any 8 bitter is allowed (also NES and PC's), But limited to 6 Mhz Clockrate, to have a somewhat fair competition.

Hardware:
Stock Unit, Floppy/Tape, Color/Monocrome Monitor. That's all.
No Cartridges, no memory-enhancements, no turbocards and no soundenhancements (eg. Synergy Sid card for plus/4).

Voting:
The whole crowd votes, but votesheets contain the Scene the voter belongs to.
Scene dependant Percentage-voting: Means, if 1 of 10 CPC-sceners votes atari, Atari gets 10 percent from the CPC-Scene. If 100 of 1000 C-64 sceners vote Atari, Atari gets 10 percent from the C-64 Scene.
So we avoid that a big scene has too much influence, just because of its size.
To avoid selfvoting, selfvoting is NOT allowed. Means: Atari voters vote for C-64, Spec and CPC, but not for Atari-Demos. C-64 voters vote Atari, Spec and CPC, etc, but no C-64 Demo.

To get a clear overall impression AND to avoid mass-contributions we limit the amount of demos to 5 Contributions per System.

The Demo doesn't need to be unreleased. To be fair, we let each scene chose it's contestants. As a C-64 Scener I would probably chose "Dutch Breeze/BML", "Tower Power/CML", "Parts/Oxyron", "Last Traktor III/Horizon" and "Spasmolytic/Censor" to compete for C-64.
With this rule we get the best demos from each system to show real abilities, not just the abilities of one or 2 lazy coders who try to code a fast crap demo for this competition.

All Demos will be recorded on VHS-Video to avoid Problems with Videobeamer-connections.

Wouldn't that be a proper rule for... eeeehh maybe TP 8 in Denmark?

-Brix/Plush-

3513. Re: help with Atari 800 and Canon BJ200

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: belthasar@scbbs.bungi.com.nospam
Message-ID: <909502332.1@scbbs.bungi.com.NOSPAM>
Source record: 58977

ABOUT THE CANON BJ200

Yes it will work. I used to use mine with it before the printer blew itself
up. One of the DIP switches on the top of the printer controls
Linefeeds.
The switch functions are listed inside the front printer cover.

... "3 million years in space, nothing! Then 5 suddenly show up!" *
Holly

~~~ Telegard v3.09.g2/mL
~~~

3514. Re: Long live the fellowship :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <714qcu$q9k$1@news.campus.mci.net>
Source record: 58978

On 27 Oct 1998 04:17:20 , John Vogel wrote:

->Been there, done that :)
->
->And then I bought a Percom disk drive. Tried typing in the program in one
->of the magazines for "Retrofire!" (all those numbers!!!) and couldn't get
->it to work until I got a copy from a friend :)
->
->John
->jvogel@i1.net

Sheesh, and those "peeks" and "pokes"! <smile> I can still remember finally
getting that Lightning program to work right (first time, I had only a
partial streak running across the screen). Wouldn't trade those memories
for anything... ;-)

PS Like the first time I showed my father that Lightning program. He looked
at it, then said "Nice...but what can you -do- with it?" <big grin>

____
/ / / / /\
/ --T-- / Sysop of The DarkForce! BBS / /\ / /
/ -A T A R I- / Phone 1-606-886-9014 Today! / Dark><Chyld / /
/ --G-- / The Fuji -still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3515. Re: help with Atari 800 and Canon BJ200

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981027110840.10604.00000063@ng-fb2.aol.com>
Source record: 58979

Can you tell me hwo you set your switches.. The only dip switch that refers to this.. switch 6, still does the same thing! Overwriting...

Since there are 12, were there any other changes...
thanks
Vinnie

3516. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: Harcon <ikhan@cs.strath.ac.uk>
Message-ID: <3635F331.6F20CD15@cs.strath.ac.uk>
Source record: 58980
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Brix wrote:
>
> The whole crowd votes, but votesheets contain the Scene the voter belongs to.
> Scene dependant Percentage-voting: Means, if 1 of 10 CPC-sceners votes atari, Atari gets
> 10 percent from the CPC-Scene. If 100 of 1000 C-64 sceners vote Atari, Atari gets 10
> percent from the C-64 Scene.

And if all dragon owners (yes all 1 of them!!) votes speccy, then the
speccy scene get 100% support from the dragon scene???? Also, will the
6mhz limitation include underclocked comps? or compss running at there
normal capacity

3517. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <3635ff06.13461746@thunder>
Source record: 58981
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Tue, 27 Oct 1998 16:10:20 +0100, w_gayk@NOSPAMbielefeld.netsurf.de
(Brix) enlightened us thusly:

>
>My suggestions:
>
>Any 8 bitter is allowed (also NES and PC's), But limited to 6 Mhz Clockrate, to have a
>somewhat fair competition.

So no PcW16? Why not just limit it to 'any computer which uses an
8-bit data bus'? Don't forget that the machines with faster
processors tend to have to shift more memory around on the screen so
things balance out.

Incidentally, my proposed '8-bit data bus' rule disqualifies PCs
unless they have an 8088 or 80188 CPU.

As to your idea of having an award for 'best use of hardware',
unfortunately, the vast majority of 8-bitters are unaware of the
capabilities of other platforms and would not be able to make an
informed decision.

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

3518. Re: Mountain King question.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <7156i0$9f5$1@nnrp1.dejanews.com>
Source record: 58982

In article <3633e7e8.34874614@news.snip.net>,
mhop@snip.net wrote:

> Those damn bats.. I don't know how anyone can get past them!

I have found that once you practice the fastest path to the top you should ignore the bats and just go for it. Maybe just little tweaks at the last second.
Mark

p.s. I have an extra mountain king cart if anybody wants to trade.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3519. Re: Help Me identify this monitor - ATARI SM124

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: icesnake@spambusters.ml.org
Message-ID: <715cc2$fqi@news.or.intel.com>
Source record: 58983
Cross-posted to: alt.atari.2600,alt.atari,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

In article <Pine.GSO.3.95.iB1.0.981026212248.22193B-100000@halifax.chebucto.ns.ca>, Tony Cianfaglione <ab616@chebucto.ns.ca> wrote:
>
>You sent this to every Atari group but the correct one 'comp.sys.atari.st'
>(so I added it) as it is a monochrome monitor for an ST/TT. It allows
>high resolution (and only this level) on all 16 and 32 bit Ataris. For
>low or medium resolution, you need the SM1224 (RGB color).

Tony, the TT requires a VGA or SVGA monitor.

HTH

>> No "courtesy copies" via e-mail, please. <<
Hate spam? Join The Great American Pink-Out!
http://www.ybecker.net/pink/
Find help fast at http://www.SPAMBUSTERS.ml.org
FREE Mars!

3520. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: Graham Briggs <gb226@cam.ac.uk>
Message-ID: <Pine.LNX.4.05.9810272031270.14703-100000@www-stu.cai.cam.ac.uk>
Source record: 58984
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Tue, 27 Oct 1998, David Cantrell wrote:

-)>My suggestions: >Any 8 bitter is allowed (also NES and PC's), But
-)limited to 6 Mhz Clockrate, to have a >somewhat fair competition.

That would allow an Amstrad NC100 to enter...

-)So no PcW16? Why not just limit it to 'any computer which uses an
-)8-bit data bus'?

Sinclair QL?

-)Incidentally, my proposed '8-bit data bus' rule disqualifies PCs
-)unless they have an 8088 or 80188 CPU.

Oh no!

Graham

3521. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: gt7357a@gatech.edu
Message-ID: <715cia$imj@catapult.gatech.edu>
Source record: 58985
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

From: NukeEmUp@ThePentagon.com (David Cantrell)
>Incidentally, my proposed '8-bit data bus' rule disqualifies PCs
>unless they have an 8088 or 80188 CPU.

But what about Pentiums that have ISA slots (with the AT
extension bit pulled out)?
Cheers,
Phil
>--
>David Cantrell, part-time Unix/perl/SQL/java techie
> full-time chef/musician/homebrewer
> occasional CPC user
> http://www.ThePentagon.com/NukeEmUp

--
Philip C. Tsao (gt_7357a@prism.gatech.edu) <- remove the '_'
Georgia Institute of Technology, Atlanta Georgia, 30332, USA
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt7357a
WWW page: http://www.prism.gatech.edu/~gt7357a

3522. 2600 questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: jakeadog@aol.com
Message-ID: <19981027160719.25508.00000155@ng78.aol.com>
Source record: 58986

Hello,
I just came across a mint condition Atari 2600.
Only problem is the cord to the TV/Antenna part is cut clean.
I spliced it and the picture is terrible. Is there one that I can use that is compatible with the new cable ready tv's?
The picture kinda "bounces" up and down, what could this be?
P.S. this system was still in the box....very very good condition.
Thanks,
Eddie (Boston Ma. U.S.A.)

3523. Northern SAM & Spectrum (and 8-Bit) Show Site update

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-27 00:00:00 UTC
From: nsss_98@usa.net
Message-ID: <363659eb.1717504@news.clara.net>
Source record: 58987
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

```
For more details of the show, either Email the above address, or take
a look at:

http://nsss.home.ml.org/

Thanks.

(c) 1998 David Ledbury, Silly sausage productions....
Use outside of this newsgroup is actually quite sad really, as
in all honest it's not really worth repeating elsewhere ;)
```

3524. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be0213$69ce1420$4d5e0fcb@default>
Source record: 58892
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

gt7357a@gatech.edu wrote in article <715cia$imj@catapult.gatech.edu>...
> From: NukeEmUp@ThePentagon.com (David Cantrell)
> >Incidentally, my proposed '8-bit data bus' rule disqualifies PCs
> >unless they have an 8088 or 80188 CPU.
>
> But what about Pentiums that have ISA slots (with the AT
> extension bit pulled out)?
> Cheers,
He means eight bit data bus on the processor, in which case only the
8088/80188 applies.

3525. Spelhunker

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: gotfried@hotmail.com
Message-ID: <3636b05a.0@news.total.net>
Source record: 58893

Hi, I'm searching for this early '80s game called Spelhunker
(Something about speleology)

I used to play it on Atari 800.

Any server adresses ???

Thanks

3526. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <716nk7$rn8@cpca3.uea.ac.uk>
Source record: 58894
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Brix wrote in message ...
:
:My suggestions:
:
:Any 8 bitter is allowed (also NES and PC's), But limited to 6 Mhz
Clockrate, to have a
:somewhat fair competition.

That's not a particulary good way of limiting speed though, is it? I mean,
everyone who has been even vaguely following any of these threads should
know by that a 6Mhz 6502 would be faster than a 6Mhz Z80. The same goes for
other processor flavours.

:Hardware:
:Stock Unit, Floppy/Tape, Color/Monocrome Monitor. That's all.
:No Cartridges, no memory-enhancements, no turbocards and no
soundenhancements (eg. Synergy
:Sid card for plus/4).

Sounds fair to me. By "No Cartridges" I presume we aren't excluding them for
NES demos. :) Or to supply BASIC to a CPC+ (which wouldn't do anything
without one) or other machines which absolutely have to have them. Just
things like Fastloader cartridges or Sideways ROMS.

:Voting:
:The whole crowd votes, but votesheets contain the Scene the voter belongs
to.
:Scene dependant Percentage-voting: Means, if 1 of 10 CPC-sceners votes
atari, Atari gets
:10 percent from the CPC-Scene. If 100 of 1000 C-64 sceners vote Atari,
Atari gets 10
:percent from the C-64 Scene.
:So we avoid that a big scene has too much influence, just because of its
size.
:To avoid selfvoting, selfvoting is NOT allowed. Means: Atari voters vote
for C-64, Spec
:and CPC, but not for Atari-Demos. C-64 voters vote Atari, Spec and CPC,
etc, but no C-64
:Demo.

But smaller scenes get a bigger influence? And what about people who sort of
belong in two scenes, do they have to choose one, or are they excluded from
both?

:To get a clear overall impression AND to avoid mass-contributions we limit the amount of
:demos to 5 Contributions per System.
:
:The Demo doesn't need to be unreleased. To be fair, we let each scene chose it's
:contestants. As a C-64 Scener I would probably chose "Dutch Breeze/BML", "Tower
:Power/CML", "Parts/Oxyron", "Last Traktor III/Horizon" and "Spasmolytic/Censor" to
:compete for C-64.
:With this rule we get the best demos from each system to show real abilities, not just the
:abilities of one or 2 lazy coders who try to code a fast crap demo for this competition.

Well, I really don't think mass contribution was ever going to be a problem, especially if the demo has to be written in assembly. Also if released demos are allowed then its unlikely we will see any new demos, unless the deadline is ages away. Who wants to try to compete with say Shock on the Speccy, or Logon's The Demo on a CPC. However, if they are excluded people might try a little intro type demo, or something.

:All Demos will be recorded on VHS-Video to avoid Problems with Videobeamer-connections.

How? Sure its easy for machines like the Speccy and C64 which broadcast their piss-poor displays to a TV, but those with proper graphics *have* to use a monitor. Are you supposed to sit in front of the screen with a camcorder, trying to get a decent picture of the display? Are people supposed to base their decisions on a fuzzy, out of focus picture?

Furthermore, how are people going to see these videos? I know, maybe we could turn them into multi-megabyte mpegs or avis and upload them to a website. Of course if we had restricted tricks to what an emulator can mimic we wouldn't have this problem, now would we.

What the hell is a Videobeamer anyway?

:Wouldn't that be a proper rule for... eeeehh maybe TP 8 in Denmark?

Eh? What's TP 8? Is it some sort of convention? If so, why don't people just take machines along instead of pissing about with videotapes?

AndyC

3527. Re: Broken R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <716ptb$461$1@nets3.rz.RWTH-Aachen.DE>
Source record: 58895

Howdy David

Find the ICD site (wasn't it www.icd.com) and click the Email button. Thomas (or was that Tom) told me a while ago (via Email) that as soon as they had time, they'd look if they could still do something for the 8 bit Atari. Like find parts and 8 bit Hardware they might still have that is now gattering dust in a back corner somewhere in the basement (or something like that).

>I'm setting up my 800xl, and have hit a major snag. I can plug my R-Time 8
>into my SDX cart, no problems. But the pass-through cart connector on my
>R-Time 8 is shot, so I can't have SDX->RTime->Action; I have to omit the
>RTime, and keep setting the Jiffy clock by hand.
>
>Any hardware gurus who can diagnose my RTime by long distance and give me a
>simple cure?
>
>Thanks in advance,
>
>David Paterson

3528. Re: help with Atari 800 and Canon BJ200

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <716qiv$461$2@nets3.rz.RWTH-Aachen.DE>
Source record: 58896

>Can you tell me hwo you set your switches.. The only dip switch that refers to
>this.. switch 6, still does the same thing! Overwriting...
>
>Since there are 12, were there any other changes...
>thanks
>Vinnie

Howdy Vinnie

Don't forget that most printers only look at the DIP switches when the printer is turned on! I've got a Canon 4200. It has NO dip-switches. (but I have a BlackBox, which has a menu to cure this). Stupid thing with those modern printers is, that they are intended for the average PC user.

On the 850, you might have to switch on "light translation". But please don't ask me how.

BTW on the Canon 4200 you can change some settings by switching it on an holding the power button. It will then start to beep. If you remember correctly, you let go of the power button after a certain numbers off beeps. The 4200 only has two buttons, power and resume. Had to "shorten" the page height from 22 to 12 inches. Other wise it split up a DaisyDot III page in two .

CU Mathy Van Nisselroy

3529. 65816 crossassembler Unix/DOS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: Andre Fachat <fachat@vandyke.physik.tu-chemnitz.de>
Message-ID: <716s75$gi8$3@narses.hrz.tu-chemnitz.de>
Source record: 58897
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

```
65816 cross assembler xa65

The new version of the 6502 crossassembler now supports

65816 opcodes!

The assembler is under GNU public license and can be found at:
http://www.tu-chemnitz.de/~fachat/8bit/cross/xa/index.html

General description:

- C-like Preprocessor to make macros
- label "hiding" on different levels,
i.e. multiple use of the same label possible
- 1.5-pass assembler:
Everything that can be derefenced is being assembled in pass 1 and
saved in memory. The second pass does the rest. This (together
with hashing etc) gives quite a good speed (30kByte binary out of
300kByte source in less than two minutes on an 8MHz Atari ST -
hey, the first versions would have taken half an hour for this
job! - my 486DX4/100 with linux needs around two seconds or so...)
- needs no linker - all stuff is in source code (with this speed,
it's ok)
- (optional) support for relocatable 'o65' file format,
including linker, relocator and file utility. A loader in 6502
assembly code is also included. 65816 is not yet supported here, though.
- reads DOS and Unix(tm) files (LF or CR+LF)
```

so long
Andr&#65533; Fachat

--
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
------Fight SPAM - join CAUCE http://www.cauce.org------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit&#65533;t Chemnitz, FRG
http://www.tu-chemnitz.de/~fachat

3530. Re: Syquest EZ135 Scsi

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7171htrfq1@news.xmission.com>
Source record: 58898

drake thomas (phd posi) <tdrake1@umbc.edu> wrote:

> It does require that a special terminating resistor is resident if it is
> the only SCSI device in the loop. If using as an internal hard drive
> (which is possible!) you will need to get the internal resistor from
> Syquest direct. They sent it to me for free in a letter!

Do you happen to have that part number? When I contact Syquest, what do I
ask for?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

3531. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <363a0f63.66791981@thunder>
Source record: 58899
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 27 Oct 1998 21:05:14 GMT, gt7357a@gatech.edu enlightened us thusly:

>From: NukeEmUp@ThePentagon.com (David Cantrell)
>>Incidentally, my proposed '8-bit data bus' rule disqualifies PCs
>>unless they have an 8088 or 80188 CPU.
>
> But what about Pentiums that have ISA slots (with the AT
>extension bit pulled out)?

I assume there's a smiley there somewhere.

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

3532. WTB: Atari 800 Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <36371F50.5A4148C3@mitre.org>
Source record: 58900

Hi Group--

I am looking for a working Atari 800 keyboard. It's OK if there are any
(or all!) keycaps missing.

Please respond with asking price to:

sjohnson@mitre.org

Thanks :)

Steve

3533. Re: 2600 questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <717gep$h4l$1@nnrp1.dejanews.com>
Source record: 58901

In article <19981027160719.25508.00000155@ng78.aol.com>,
jakeadog@aol.com (Jake A Dog) wrote:
> Hello,
> I just came across a mint condition Atari 2600.
> Only problem is the cord to the TV/Antenna part is cut clean.
> I spliced it and the picture is terrible. Is there one that I can use that is
> compatible with the new cable ready tv's?
> The picture kinda "bounces" up and down, what could this be?
> P.S. this system was still in the box....very very good condition.
> Thanks,
> Eddie (Boston Ma. U.S.A.)

Are you talking about the RF connector that the atari cable plugs into or the
cable from the atari to the RF switchbox? If it's the atari side that cable is
easily replaced. Just open the unit and you will see the end on the circuit
board is a standard rca phono connector.
The original atari's didn't have a channel select switch and only work on
channel 3. Then they added a switch for channel 2 or 3. Try both.

Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3534. Atari show??

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <xDHZ1.38$L4.2154922@newsfeed.avtel.net>
Source record: 58902

I've read a couple posts about the Atari 98 Show. I've been out of it for so long, I didn't even realize they were doing this. Can anyone tell me about it? How often is it, where does it take place, who attends, etc.? Thanks!

3535. Re: Amiga <-> Atari 8bit how?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.909592778@math.tu-berlin.de>
Source record: 58903

Hi!

bbuehrig@hannover.sgh-net.de (OSon) writes:

>On 25 Oct 1998 22:15:33 +0100, Gerrit-kjeld Dusseljee
><dussel@xs4all.nl> wrote:

>>Does anybody know how to connect a Amiga to a 8-bit Atari?
>>And maybe to use it as a external drive?
>>-------
>>Amiga4000/060@50/604e@200 PowerPC/118MB ram/4.3GB HD/12xCDrom/Toccata
>>soundcard/Hypercom3Z highspeed ser/par ports
>>Atari 600XL/800XL/800XE/2600/Lynx
>>Sega Megadrive-CD/Mastersystem/Gamegear
>>Nintendo Snes/N64

>I don't know how to do it but I'm very interested in it! On ATARI ST
>Computers does exist a program that is called XL DeeJay. It does
>exactly this job! Why not to find out how it works and program an own
>program for the amiga?

The easy method: Connect the XL over the interface box (a 850 or 850XL) with
the serial line with the Amiga. That's how it works here. I could offer, too,
programs to transfer data from Amiga to Atari and the other way 'round.

The hard method: Build a tiny hardware that connects the Atari interface
(using TTL levels) with the Amiga serial line (using RS-232 levels, i.e.
+/- 12V), then write a program on the Amiga side emulating a disk drive.

I also build an interface like this and could send you the shematics in case
you're interested in it. However, requires some experience in soldering.
(Not on the computers directly, but to build the interface...)
The interface was supposed to be driven by software from the Amiga side,
which then would have to emulate disk drives and somewhat more. A partially
working C source is available for this program which will already emulate
disk drives. However, I never completed the program due to lack of interest
and the easier solution pointed out above. In case someone wants to continue
with that project, just drop me a line...

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:

/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3536. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: Tim Wilson <mathew@rx9.com>
Message-ID: <717p5ihul1@news-1.news.gte.net>
Source record: 58904

Anyone know why the Alternate Reality Series was canned. They were porting it to newer systems as they came so the were current with the technology supported. I would have loved to finish the series and I am still curious as to what many of the references in the game would turn out to be later.

3537. service for european users/collectors of arcade machines/8-16 bit computers and consoles (crosspost sorry)

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: ChillZ <chillz@nospam.mers.com>
Message-ID: <2hKZ1.4861$U4.893587@news.tpnet.pl>
Source record: 58905
Cross-posted to: alt.atari-jaguar.discussion,alt.emulators.ibmpc,comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.arcade

Hello,

Me and my friend have setup some free service for
european collectors and users of Arcade Machines,
Old Computers and Consoles. We decided to provide
this service after we have searched for pages that
could help us to buy some old hardware. AFAIK there
are very few sites in Europe that help with that.
Anyway, please take a look at this url:

http://www.mirage.com.pl/nostalgia/rgvac.html

you will find there some auction boards that can
be used for free by anyone who wants to buy or sell
mentioned items. I am planning to add some message
boards if there will be a demand for that (ie the
page will seem to be useful for people).

All comments, ideas and suggestions are welcomed!

Please send comments to ChillZ (my e-mail address
can be found at the given url).

Thank you,

ChillZ (on #emu on IRC net)

3538. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: "Kira L. Brown" <kbrown@neutralino.demon.com.uk>
Message-ID: <489C42F9CA%kbrown@neutralino.demon.com.uk>
Source record: 58906
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <Pine.LNX.4.05.9810272031270.14703-100000@www-stu.cai.cam.ac.uk>
Graham Briggs <gb226@cam.ac.uk> wrote:

> On Tue, 27 Oct 1998, David Cantrell wrote:
>
> -)So no PcW16? Why not just limit it to 'any computer which uses an
> -)8-bit data bus'?
>
> Sinclair QL?

...has an 8bit databus.

kira.

--
This is a tagline.

3539. Re: Com and Exe to ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: baronvr <baronvr@REMOVEusa.net>
Message-ID: <eqjiF1qA#GA.137@ntawwabp.compuserve.com>
Source record: 58907

It's looks pretty close to loading a DOS disk and choosing "Binary Load".
If it listed files in menu form then it would be a dream come true. Anyone
working on something like that?

c cole

--

Spike's Big Vectrex Page
http://members.xoom.com/baronvr/
Opening Halloween

Thomas Richter wrote in message ...
>Hi Mike!
>
>"Mike Starnes" <mds@nojunkmtco.com> writes:
>
>>Has anyone seen any software out there to convert Com and Exe files to Atr
>>files??
>
>>I have a lot of coms and exes that I want to convert.
>
>What about this tiny .xfd file that boots .exe and .com files from the
>H: handlers?
>
>

3540. Atari 8-bit game docs, manuals, hints page I found...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: baronvr <baronvr@REMOVEusa.net>
Message-ID: <#M4gD9qA#GA.137@ntawwabp.compuserve.com>
Source record: 58908

I havent checked all the Atari link pages lately so I might be the only person who didnt know about this page already. Anyways, I just found it so here it is for those of you who didnt know it was there...

http://www.crestviewfl.com/~richard/atari-docs.htm

c cole

--
Spike's Big Vectrex Page
http://members.xoom.com/baronvr/
Opening Halloween

3541. Re: Spelhunker

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <363961fd.13823519@news.demon.co.uk>
Source record: 58909

The other Day <gotfried@hotmail.com> wrote:

>Hi, I'm searching for this early '80s game called Spelhunker
>(Something about speleology)
>
>I used to play it on Atari 800.
>
>Any server adresses ???
>
Hah, one of my all time favs

http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit%3ayogis_site/ATR/
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3542. Re: Atari computer games with comic books?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: Tom Boucher <trekkie@nospam.kc.net>
Message-ID: <rNLZ1.1262$KW3.5250@newsfeed.slurp.net>
Source record: 58910

Oh man I forgot about the swordquest games, that brings back some memories.

The Atari computer games never came with any of the comic books. the 2600 series was the only one that came with the Atari Force comics.

Wish I had my originals...oh well.

3543. Re: wtb ATARI 1450xld + 815 drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: Tom Boucher <trekkie@nospam.kc.net>
Message-ID: <oOLZ1.1264$KW3.5225@newsfeed.slurp.net>
Source record: 58911

the 1450XLD was only a prototype, good luck finding one.

patrice MULLER wrote in message <70vcji$qd0$2@platane.wanadoo.fr>...
>make offers
>
>

3544. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36398b9a.61033612@news.pressenter.com>
Source record: 58912

On Wed, 28 Oct 1998 13:43:54 -0500, "Tim Wilson" <mathew@rx9.com>
wrote:

>Anyone know why the Alternate Reality Series was canned. They were porting
>it to newer systems as they came so the were current with the technology
>supported. I would have loved to finish the series and I am still curious as
>to what many of the references in the game would turn out to be later.

Ask Phil Price.

3545. Re: Atari show??

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2810981549560001@macmcurrent.library.carleton.edu>
Source record: 58913

In article <xDHZ1.38$L4.2154922@newsfeed.avtel.net>, "Michael Chandler"
<mchandle@earthlink999.net> wrote:

>I've read a couple posts about the Atari 98 Show. I've been out of it for
>so long, I didn't even realize they were doing this. Can anyone tell me
>about it? How often is it, where does it take place, who attends, etc.?

try: http://www.atarihq.com/atari98/

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3546. Wanted: Music Construction Set

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: Peter Hirschberg <peterh@REMOVEcronuscom.com>
Message-ID: <71846tqkb1@clarknet.clark.net>
Source record: 58914

Okay, this is a long shot, but...

Does anybody have a 'Music Construction Set' (Electronic Arts)
disk for sale and ALSO as a disk image?
I want to buy the disk for use with an emulator, but I don't
have a way to transfer the disk (too darned lazy to build a
cable).

I'm not looking for pirated software, as I'm willing to buy
the disk from someone, I just want whoever sells it to me to
also supply a PC disk image.

thanks!

peter
peterh@REMOVEcronuscom.com
(remove REMOVE to reply)

3547. Anybody remember the demo "Jane's program"?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: Peter Hirschberg <peterh@REMOVEcronuscom.com>
Message-ID: <7184co$qr7$1@clarknet.clark.net>
Source record: 58915

Does anybody remember a demo called "Jane's program"?

It featured a box that user moved around on the screen with
the joystick. When you pressed the fire button, different
colored "squares" would drop from the box and bounce on the
bottom of the screen, with each color making a distinct musical
note when it hit the bottom. You could pick up the squares
laying on the bottom of the screen, and drop them again
with the fire button. The boxes dropped in the order that
you picked them up, so you could almost create little 'tunes'.
Pretty neat.

Anybody have/remember this program?

Thanks!

peter
peterh@REMOVEcronuscom.com
(remove REMOVE to reply)

3548. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: Green Been <gb226@cam.ac.uk>
Message-ID: <Pine.LNX.4.05.9810282242570.1186-100000@www-stu.cai.cam.ac.uk>
Source record: 58916
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Wed, 28 Oct 1998, Kira L. Brown wrote:

-)> -)So no PcW16? Why not just limit it to 'any computer which uses an
-)> -)8-bit data bus'?
-)> Sinclair QL?
-)...has an 8bit databus.

Yup, a 68008.

That would beat the other computers, except that the QL sucked mightily
when it came to graphics and sound. Sinclair really knew how to woo
customers, and how to fit 100% of the components on the circuit board...

[demo competition]

Just limit the entries to computers which are commonly taken to be 8-bit,
have keyboards, and were reasonably popular somewhere in the world
sometime. If a million New Brains were sold in Dubai, then they can enter
too... I take reasonably popular to mean had several releases by top
software houses (of the time), and sold >10,000...

A special entry can be created for souped up computers, so those 10MHz
Enterprise 64's can enter.

1k demos, 4k demos and full size demos.
Best Slideshow / music disk.

How about an award for best serious software? This is just as valid,
because some 8-bitters were more suited to this than games. I suppose CPM
has to be banned though, or entered as a platform in its own right.

Graham

Why doesn't Pine recognise comp.sys.acorn anyway?
I wonder what great demo effects can be created on an Aim65?

3549. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: look@my.sig
Message-ID: <7188rq$r5g$4@cfs2.kis.keele.ac.uk>
Source record: 58917
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
In the sacred domain of comp.sys.sinclair didst Kira L. Brown
<kbrown@neutralino.demon.com.uk> eloquently scribe:
: In message <Pine.LNX.4.05.9810272031270.14703-100000@www-stu.cai.cam.ac.uk>
: Graham Briggs <gb226@cam.ac.uk> wrote:

:> On Tue, 27 Oct 1998, David Cantrell wrote:
:>
:> -)So no PcW16? Why not just limit it to 'any computer which uses an
:> -)8-bit data bus'?
:>
:> Sinclair QL?

: ...has an 8bit databus.

But not for long....
I wish that damned Goldfire would hurry UP!!!!
--
-------------------------------------------------------------------------------
|u5a77@teach.cs.keele.ac.uk| "I'm alive!!! I can touch! I can taste! |
| Andrew Halliwell | I can SMELL!!! KRYTEN!!! Unpack Rachel and |
| Finalist in:- | get out the puncture repair kit!" |
| Computer Science | Arnold Judas Rimmer- Red Dwarf |
-------------------------------------------------------------------------------
|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |
-------------------------------------------------------------------------------
```

3550. Re: Zaxxon question

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <718dni$o96@user.iwaynet.net>
Source record: 58918

In article <Pine.SUN.3.96.981025145941.25048B-100000@cti02.citenet.net>,
shawn <shawnm@noisemusic.org> wrote:
>Hi. Was Zaxxon only released on cassette for the Atari 8bit computers? I
>have the cassette version and it doesn't load anymore (maybe the tape is
>dirty or stretched?). I'd really love a cartridge version - was one ever
>released? If so, where could I buy one? (I looked at some of the usual
>online stores already)

Well the Atari C: handler automaticly compensates for stretching.
When you first start loading a tape file and you hear that first whine
(packet/block/sector of data)
that sounds different from the rest,thats the calibration block that
allows the Atari to adjust the baud rate (default:600) to match the tape
exactly.

3551. 8 bit Atari Programming books on ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <3637f78f.0@news.inil.com>
Source record: 58919

I have multiple programming books for auction on ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item= itemnumber

Itemnumber

38233475: Atari Programming with 55 Programs
38599196: Atari sound and graphics programming book
38600882: Atari Games & Recreations Programming book
38603001: Basic Exercises for the Atari programingbook
38604311: Computes 1st book of Atari book
38605007: Computes 2nd book of Atari book
38605585: Computes 3rd book of Atari book
38610490: Computes 1st book of Atari Graphics
38611441: Computes 1st book of Atari Games
38612407: Atari Pilot for Beginners
38614292: The Atari Assembler
38615622: Atari Basic Tutorial by SAMS
38656848: Atari Programmers Reference 400/800
38654678: Games for your Atari Computer
38663376: Programming the 65816 (atari)
38664731: 65816 / 65802 Assembly Programming Atari
38666514: 6502 Applications - atari,apple,aim,rockwell
38668044: Advanced Atari Programming Techniques
38669409: Machine Lang for Beginners Atari,Apple,Commodore
38670897: 2nd Book of Mach Lang for Atari,Apple,Commodore

Thank you for you patience...
Rory
mcmahon@inil.com

3552. Atari SX212 Modem ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-28 00:00:00 UTC
From: ALF <ethernyet@aol.com>
Message-ID: <719068$b6b$2@supernews.com>
Source record: 58920

Hi, I recently acquired an Atari SX212 modem without any manual, software, cable, or power supply. I was wondering if people out there had info. on this modem? I'd imagine I could get a generic A/C adapter, but I don't know the voltage. Is it Hayes compatible? Is the AT command reference & default config. info. online somewhere? Also, it appears to connect to either an 8-bit or 16-bit Atari machine? Finally, by the"212" moniker, I presume it is a 1200 baud modem?

Thanks a bunch, everyone...

ALF

3553. Re: Broken R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: schoedel@tds.net
Message-ID: <71a5pj$c6b@news2.tds.net>
Source record: 58838

On 1998-10-26 david_p@storm.ca said:
da>Newsgroups: comp.sys.atari.8bit
da>I'm setting up my 800xl, and have hit a major snag. I can plug my
da>R-Time 8 into my SDX cart, no problems. But the pass-through cart
da>connector on my R-Time 8 is shot, so I can't have
da>SDX->RTime->Action; I have to omit the RTime, and keep setting the
da>Jiffy clock by hand.
da>Any hardware gurus who can diagnose my RTime by long distance and
da>give me a simple cure?
da>Thanks in advance,
da>David Paterson

Have you tried cleaning the contacts? They tend to gum up with age.

Take Atarian Care,
SysOp*Mike Schoedel

I thimk I've finally got this ficts, fics, fixd....

Net-Tamer V 1.11.2 - Test Drive

3554. Re: question about cartridges...

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: schoedel@tds.net
Message-ID: <71a5po$c6b@news2.tds.net>
Source record: 58839

On 1998-10-26 smile@ptdprolog.com said:
sm>Newsgroups: comp.sys.atari.8bit
sm>I have several good games, but the gold contacts have worn out. Is
sm>there any way to restore these contacts???
sm>(PacMan, DonkeyKong, Miner 2049er, Up & Down)
sm>thanks muchly, John

There was/is something sold in audio stores called Tweek, which you dabbed on your stereo's connectors to get a better connection. Should work on computer type connectios as well.

Take Atarian Care,
SysOp*Mike Schoedel

I call things as I see them; If I didn't see them, I make them up!

Net-Tamer V 1.11.2 - Test Drive

3555. Weekly 8-bit Chat

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: schoedel@tds.net
Message-ID: <71a5pv$c6b@news2.tds.net>
Source record: 58840

On behalf of Tom Hunt and CTH, I'd like to invite all interested parties to the weekly online Atari 8-bit chat session. Every Saturday morning at 9:30 Eastern Time USA. Point your browser to http://cth.tzo.com, click Atari 8-bit, the enter the all browser chat room and sign in. Always something to talk about. We hope to see you there.

--Take Atarian Care,
--SysOp*Mike

Take Atarian Care,
SysOp*Mike Schoedel

Net-Tamer V 1.11.2 - Test Drive

3556. Re: Spelhunker

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <363da662.1664667@news.demon.co.uk>
Source record: 58841

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>gosh! with montezuma's revenge having been updated, Battlezone, and now
>centipede, will spelunker be far behind?? ;))

Well you have Asteroids being redone as well BUT so far I have not seen
an update I like. Battelzone was ok...but M.Z's has been panned from
what I hear.

Just proves, 3D graphics, a PII 450 and 500megs of HD space don't always
make a game :)
>
>gareee, looking forward to 90's versions of synapse stuff..
>
Gareee, who might be waiting a long time ;)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3557. MultiBoot / Rob C. Menu

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <3638b775.55716@news.demon.nl>
Source record: 58842

I found some usefull programs in my diskbox. But they are under the
MultiBoot 'filesystem. Plus that i only can load them with a 400/800
emulator.
I can convert a menu item to boot disk. Is there a converter to file?
And where can i get it!

Louis

3558. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <489C65736D%news@youmustbejoking.demon.com.uk>
Source record: 58843
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <Pine.LNX.4.05.9810282242570.1186-100000@www-stu.cai.cam.ac.uk>
Green Been <gb226@cam.ac.uk> wrote:

[snip]
> [demo competition]

> Just limit the entries to computers which are commonly taken to be 8-bit,
> have keyboards, and were reasonably popular somewhere in the world
> sometime. If a million New Brains were sold in Dubai, then they can enter
> too... I take reasonably popular to mean had several releases by top
> software houses (of the time), and sold >10,000...

> A special entry can be created for souped up computers, so those 10MHz
> Enterprise 64's can enter.

> 1k demos, 4k demos and full size demos.
> Best Slideshow / music disk.

> How about an award for best serious software? This is just as valid,
> because some 8-bitters were more suited to this than games. I suppose CPM
> has to be banned though, or entered as a platform in its own right.

The above left in for the benefit of those of us who read comp.sys.acorn.misc
:-)

> Why doesn't Pine recognise comp.sys.acorn anyway?

It exists as a hierarchy, not as a newsgroup in its own right. I've modified
the Newsgroups header appropriately.

--
| Darren Salt anti-UCE | Spectrum +3, | nr. Ashington,
| ds@youmustbejoking,demon | Risc PC, A3010, | Northumberland
| arcsalt@spuddy,mew,co,uk | BBC Master 128 | Toon Army
| Retrocomputing: a PC card in a Risc PC

Government corruption is always reported in the past tense.

3559. Are there any archives for Programs from Atari Magazines?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: baronvr <baronvr@REMOVEusa.net>
Message-ID: <eoxy7T2A#GA.220@nih2naab.prod2.compuserve.com>
Source record: 58844

Are there any archives for Programs from Atari Magazines?

Magazines such as Compute!, Analog, Antic (other than the official site)...Even if I still had all my old mags I no longer would have the time to type them all in.

On a related note, my memory fails me now, what was the Atari Program Exchange again? I downloaded Dandy and the answer is on the tip of my tongue...

c cole

--
Spike's Big Vectrex Page
http://members.xoom.com/baronvr/
Opening Halloween

[please remove spamblock before emailing...]
--

3560. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <71ajoh$102$1@nnrp1.dejanews.com>
Source record: 58845

In article <363985ea.268987101@207.97.159.250>,
nospam@youknowwhere.com wrote:

> >I'm tired of seeing the megabyte ATR files containing all these games I want.
>
> Almost all of those games are available separately from a few sites,
> since that is where I got them from to put on the mega images. The
> mega images were created for my convenience. Obviously there is no
> easy way to use them on a standalone 8 bit system but they work great
> in Ape.

Considering in 1986 and 87 with either a 300 or 1200 baud modem it took me
two years to collect about 600 disks. Now I compare that to a T1 download of
a few mega images in about an hours time.

Thanks to this I realize I had way too much spare time back then :)
I for one appreciate those mega images :)

Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3561. Re: Help Me identify this monitor - ATARI SM124

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: Paul Moerman <mabn@xs4all.nl>
Message-ID: <71aive$3oi$1@news2.xs4all.nl>
Source record: 58846
Cross-posted to: alt.atari.2600,alt.atari,rec.games.video.atari,comp.sys.atari.8bit

> The SM124 is 640x400 paper white monochrome. The only computer it
>will connect directly to (13-pin DIN plug) is an Atari ST.
>
>

Or a STe
or a Mega STe
or a Stacy
or a falcon030

.. ;-) paul

3562. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: vjouppi@sci.fi
Message-ID: <363aab4b.22094642@news.sci.fi>
Source record: 58847
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Wed, 28 Oct 1998 22:53:08 +0000, Green Been <gb226@cam.ac.uk>
wrote:

>I wonder what great demo effects can be created on an Aim65?

If you're talking unexpanded, then maybe a jerk-scroller.. :-)
--
Universal CBM, PEZ, and TI-calc nut, Scout, Glider pilot, "Student"
Email: vjouppi@sci.fi, URL: http://www.sci.fi/~vjouppi/
GSM: +358-40-5679999, IRCNet: Jope
A4000|CSII040/40MHz/28MB|CV64/2MB|2*512MB|1942

3563. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: w_gayk@NOSPAMbielefeld.netsurf.de
Message-ID: <MPG.10a2e2b110d250a9989726@news.uni-x.net>
Source record: 58848
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <3635F331.6F20CD15@cs.strath.ac.uk>, ikhan@cs.strath.ac.uk says...
> Brix wrote:
> >
> > The whole crowd votes, but votesheets contain the Scene the voter belongs to.
> > Scene dependant Percentage-voting: Means, if 1 of 10 CPC-sceners votes atari, Atari
gets
> > 10 percent from the CPC-Scene. If 100 of 1000 C-64 sceners vote Atari, Atari gets 10
> > percent from the C-64 Scene.
>
> And if all dragon owners (yes all 1 of them!!) votes speccy, then the
> speccy scene get 100% support from the dragon scene???? Also, will the
> 6mhz limitation include underclocked comps? or compss running at there
> normal capacity

Huh, that would mean we need a minimum of voters for each scene - thanks for this hint.
I think I had the Stock computer - rule, which means "not overclocked" "not underclocked"
- just the clockrate it has usually without modification.

-Brix/Plush-

3564. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: w_gayk@NOSPAMbielefeld.netsurf.de
Message-ID: <MPG.10a2e5229e5b1c00989727@news.uni-x.net>
Source record: 58849
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <3635ff06.13461746@thunder>, NukeEmUp@ThePentagon.com says...
> On Tue, 27 Oct 1998 16:10:20 +0100, w_gayk@NOSPAMbielefeld.netsurf.de
> (Brix) enlightened us thusly:
>
> >
> >My suggestions:
> >
> >Any 8 bitter is allowed (also NES and PC's), But limited to 6 Mhz Clockrate, to have a
> >somewhat fair competition.
>
> So no PcW16? Why not just limit it to 'any computer which uses an
> 8-bit data bus'? Don't forget that the machines with faster
> processors tend to have to shift more memory around on the screen so
> things balance out.

Not bad either, but I'd prefer the 8bit processor rule - the adressbus size is rather hard to find out on exotic machines.. those dudes could tell you anything.

> Incidentally, my proposed '8-bit data bus' rule disqualifies PCs
> unless they have an 8088 or 80188 CPU.

> As to your idea of having an award for 'best use of hardware',
> unfortunately, the vast majority of 8-bitters are unaware of the
> capabilities of other platforms and would not be able to make an
> informed decision.

The best use of hardware can't be found out by the public, that's true.
Most C-64 sceners don't know about mode-splitting on CPC and most CPC-Sceners probably don't know about the difficulties of high-color-density in C64-Graphics or Sprites-over-FLI tricks.
My intention was more to give an award for the "BEST LOOKING EFFECTS MADE WITH AN 8 BIT MACHINE" than giving an award for best use of hardware.

-Brix/Plush-

3565. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: w_gayk@NOSPAMbielefeld.netsurf.de
Message-ID: <MPG.10a2e569721a6f07989728@news.uni-x.net>
Source record: 58850
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <Pine.LNX.4.05.9810272031270.14703-100000@www-stu.cai.cam.ac.uk>,
gb226@cam.ac.uk says...
> On Tue, 27 Oct 1998, David Cantrell wrote:
>
> -)>My suggestions: >Any 8 bitter is allowed (also NES and PC's), But
> -)limited to 6 Mhz Clockrate, to have a >somewhat fair competition.
>
> That would allow an Amstrad NC100 to enter...

I don't know that machine - would it be a problem?

-Wanja-

3566. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: w_gayk@NOSPAMbielefeld.netsurf.de
Message-ID: <MPG.10a2e8e8a4b75d2e989729@news.uni-x.net>
Source record: 58851
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <Pine.LNX.4.05.9810282242570.1186-100000@www-stu.cai.cam.ac.uk>,
gb226@cam.ac.uk says...
> On Wed, 28 Oct 1998, Kira L. Brown wrote:
>
> -)> -)So no PcW16? Why not just limit it to 'any computer which uses an
> -)> -)8-bit data bus'?
> -)> Sinclair QL?
> -)...has an 8bit databus.
>
> Yup, a 68008.
>
> That would beat the other computers, except that the QL sucked mightily
> when it came to graphics and sound. Sinclair really knew how to woo
> customers, and how to fit 100% of the components on the circuit board...
>
> [demo competition]
>
> Just limit the entries to computers which are commonly taken to be 8-bit,
> have keyboards, and were reasonably popular somewhere in the world
> sometime. If a million New Brains were sold in Dubai, then they can enter
> too... I take reasonably popular to mean had several releases by top
> software houses (of the time), and sold >10,000...

That would be C64/128,Spectrum,Amstrad CPC464/664/6128, Atari 800Xl (and it's little brother), Spectravideo (MSX).

> 1k demos, 4k demos and full size demos.
> Best Slideshow / music disk.

1k Demos are rather useless, they only show coding abilities, and too less Graphic-abilities.

When we do such competition on a usual eent, like TP8, Mekka/Symposium or so, we won't have time for various competitions. We have to get it all in one.

Full size demos provide all - good music, good GFX, good code.
This is why I suggested that each scene sends a choice of 5 of their best demos ever released to the competition.
Note: The Effect counts - no matter how hard the code is, if it looks ugly, it will me misjudged by the voters.

> How about an award for best serious software? This is just as valid,
> because some 8-bitters were more suited to this than games. I suppose CPM
> has to be banned though, or entered as a platform in its own right.

Not bad, but how do you compare POVRAY to LIGHTWAVE 3d or even Lotus123 for example? I have problems with this, because you cannot judge by the amout of features (a GFX-Program that also rubs you dick, switches the TV on/off and controls your CD-Player isn't really what I call a good GFX-Program, when it has one brush only).
You can also NOT judge the usability, because some prefer A mouse with GUI, some prefer Key-shortcuts, some Pulldownmenus, some windows... the more you get used to the software the more you'll like it maybe (or not).. judging the usability requires a fair experience, which is pretty hard to gain during a short competition.

-Brix/Plush-

3567. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: w_gayk@NOSPAMbielefeld.netsurf.de
Message-ID: <MPG.10a2ee92d749057498972b@news.uni-x.net>
Source record: 58852
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <716nk7$rn8@cpca3.uea.ac.uk>, a.p.cadley@uea.ac.uk says...
>
> Brix wrote in message ...
> :
> :My suggestions:
> :
> :Any 8 bitter is allowed (also NES and PC's), But limited to 6 Mhz
> Clockrate, to have a
> :somewhat fair competition.
>
> That's not a particulary good way of limiting speed though, is it? I mean,
> *everyone* who has been even vaguely following any of these threads should
> know by that a 6Mhz 6502 would be faster than a 6Mhz Z80. The same goes for
> other processor flavours.

Yes, but do you want someone to compete with a 20Mhz clocked 8-bit machine (if there was one).
This is just to eliminate too fast machines. Most stock units are in this area anyway (3,5 Mhz spectrum, 2 Mhz C128, 1 Mhz C-64)
Note, I'm talking about stock units. Others are not allowed.

> :Hardware:
> :Stock Unit, Floppy/Tape, Color/Monocrome Monitor. That's all.
> :No Cartridges, no memory-enhancements, no turbocards and no
> soundenhancements (eg. Synergy
> :Sid card for plus/4).
>
> Sounds fair to me. By "No Cartridges" I presume we aren't excluding them for
> NES demos. :) Or to supply BASIC to a CPC+ (which wouldn't do anything
> without one) or other machines which absolutely have to have them. Just
> things like Fastloader cartridges or Sideways ROMS.

NES has no floppy-drive, nor has an ATARI 2600. We make exceptions of the rules when the machines have nothing but a cartridge port, also when the machine needs a cartridge to work (like the mentioned CPC+ or TI66)

> :Voting:
> :The whole crowd votes, but votesheets contain the Scene the voter belongs
> to.
> :Scene dependant Percentage-voting: Means, if 1 of 10 CPC-sceners votes
> atari, Atari gets
> :10 percent from the CPC-Scene. If 100 of 1000 C-64 sceners vote Atari,
> Atari gets 10
> :percent from the C-64 Scene.

> :So we avoid that a big scene has too much influence, just because of its
> size.
> :To avoid selfvoting, selfvoting is NOT allowed. Means: Atari voters vote
> for C-64, Spec
> :and CPC, but not for Atari-Demos. C-64 voters vote Atari, Spec and CPC,
> etc, but no C-64
> :Demo.
>
> But smaller scenes get a bigger influence? And what about people who sort of
> belong in two scenes, do they have to choose one, or are they excluded from
> both?

Chose one.
Other ways would be excluding all competing scenes from voting and letting the PC community decide or letting the whole Partypeople vote (of course still no selfvoting allowed).

> :To get a clear overall impression AND to avoid mass-contributions we limit
> the amount of
> :demos to 5 Contributions per System.
> :
> :The Demo doesn't need to be unreleased. To be fair, we let each scene chose
> it's
> :contestants. As a C-64 Scener I would probably chose "Dutch Breeze/BML",
> "Tower
> :Power/CML", "Parts/Oxyron", "Last Traktor III/Horizon" and
> "Spasmolytic/Censor" to
> :compete for C-64.
> :With this rule we get the best demos from each system to show real
> abilities, not just the
> :abilities of one or 2 lazy coders who try to code a fast crap demo for this
> competition.
>

> Well, I really don't think mass contribution was ever going to be a problem,
> especially if the demo has to be written in assembly. Also if released demos
> are allowed then its unlikely we will see any new demos, unless the deadline
> is ages away. Who wants to try to compete with say Shock on the Speccy, or
> Logon's The Demo on a CPC. However, if they are excluded people might try a
> little intro type demo, or something.

I think to show the best of all is the best solution. So we get a clear impression what is possible, and not what os possible in time. Let the best compete with the best. No deadline.

> :All Demos will be recorded on VHS-Video to avoid Problems with
> Videobeamer-connections.
>
> How? Sure its easy for machines like the Speccy and C64 which broadcast
> their piss-poor displays to a TV, but those with proper graphics *have* to
> use a monitor. Are you supposed to sit in front of the screen with a
> camcorder, trying to get a decent picture of the display? Are people

> supposed to base their decisions on a fuzzy, out of focus picture?

Here is the reason why all should be on Video. A SCART-Plug always gives a fair picture. I doubt there will be any 8-bit machine that needs more than this.
Btw: On a videobeamer every picture (even from PCs) is a bit blury as the limit goes for all machines it isn't such a problem...

> Furthermore, how are people going to see these videos? I know, maybe we
> could turn them into multi-megabyte mpegs or avis and upload them to a
> website. Of course if we had restricted tricks to what an emulator can mimic
> we wouldn't have this problem, now would we.

The competition will be held on a usual convention. So no need to upload it anywhere.

> What the hell is a Videobeamer anyway?

A machine that throws the picture, seen on the monitor or TV-screen to a Wall. Cinema-size. So the whole voting Public in the competition room can see it.

> :Wouldn't that be a proper rule for... eeeehh maybe TP 8 in Denmark?
>
> Eh? What's TP 8? Is it some sort of convention? If so, why don't people just
> take machines along instead of pissing about with videotapes?

[TP8]
Yes it is a 3-days convention held around christmas in Denmark.

[videotapes]
On those conventions there were always problems with connecting all the different machines (Pc,Acorn,C-64,Amiga) to the Videobeamer, because of different plugs and signals. So now the standard for all non-PC's is to record the Demos on VHS a short time before the competition.
This is done by the Organizers of the Party together with a guy who has the knowledge and who brings the machine to play the demo.

-Brix/Plush-

3568. Re: Looking for games in .atr format.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: petejal@aol.com
Message-ID: <19981029170914.21219.00001072@ng70.aol.com>
Source record: 58853

Thank you for the info...I'll be spending some time downloading these...There were a lot of games there that I have been looking for. I'm a happy man :)

One more question...I didn't see Castle Wolfenstein or Beyond Castle Wolfenstein. Does anyone know where those two games are? If I can find those, my "collection" will be complete. Thanks again. ~Pete.

3569. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <71ar8c$4gg@bgtnsc02.worldnet.att.net>
Source record: 58854

I like them too, but would like to have seen them better organized.. (like
all the synapse stuff in one, all the lucasarts stuff in another, ect..

still love me though as they are.. we need more! ;)))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

8bitz@my-dejanews.com <8bitz@my-dejanews.com> wrote in message
<71ajoh$102$1@nnrp1.dejanews.com>...
>In article <363985ea.268987101@207.97.159.250>,
> nospam@youknowwhere.com wrote:
>
>> >I'm tired of seeing the megabyte ATR files containing all these games I
want.
>>
>> Almost all of those games are available separately from a few sites,
>> since that is where I got them from to put on the mega images. The
>> mega images were created for my convenience. Obviously there is no
>> easy way to use them on a standalone 8 bit system but they work great
>> in Ape.
>
>Considering in 1986 and 87 with either a 300 or 1200 baud modem it took me
>two years to collect about 600 disks. Now I compare that to a T1 download
of
>a few mega images in about an hours time.
>
>Thanks to this I realize I had way too much spare time back then :)
>I for one appreciate those mega images :)
>
>Mark
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3570. Re: Looking for games in .atr format.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3638f255.8489889@news.pressenter.com>
Source record: 58855

On Thu, 29 Oct 1998 13:43:12 GMT, wysk@gmx.de (Joerg Wysk) wrote:

>petejal@aol.com (PeteJal) schrieb:
>
>Hello,
>
>> I have been using the Holme's web site for all my Atari 8bit needs, but I am
>>looking for some games that aren't on that site. Can anyone please send me, or
>>upload a list of current running sites that have 8bit games in .atr format? I
>>know there has to be more than this one. Thanks in advance.
>
>A new ATR Archive is under construction.
>
>http://www.dbyte.com/wysk/index.htm
>
>cu,
>Joerg

Cool page. What kind of longevity do you project? I have lots to
contribute.

3571. Re: Looking for games in .atr format.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3639f289.8541893@news.pressenter.com>
Source record: 58856

On 29 Oct 1998 22:09:14 GMT, petejal@aol.com (PeteJal) wrote:

>Thank you for the info...I'll be spending some time downloading these...There
>were a lot of games there that I have been looking for. I'm a happy man :)
>
>One more question...I didn't see Castle Wolfenstein or Beyond Castle
>Wolfenstein. Does anyone know where those two games are? If I can find those,
>my "collection" will be complete. Thanks again. ~Pete.

I have 'em.

3572. Re: Atari SX212 Modem ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363bf36c.8768750@news.pressenter.com>
Source record: 58857

On Wed, 28 Oct 1998 22:12:01 -0800, "ALF" <ethernyet@aol.com> wrote:

>Hi, I recently acquired an Atari SX212 modem without any manual, software,
>cable, or power supply. I was wondering if people out there had info. on
>this modem? I'd imagine I could get a generic A/C adapter, but I don't know
>the voltage. Is it Hayes compatible? Is the AT command reference & default
>config. info. online somewhere? Also, it appears to connect to either an
>8-bit or 16-bit Atari machine? Finally, by the"212" moniker, I presume it
>is a 1200 baud modem?

9VAC, center posative.

3573. Re: Spelhunker

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <71asbf$b2t@bgtnsc02.worldnet.att.net>
Source record: 58858

Paul Irvine wrote in message

>Gareee, who might be waiting a long time ;)

Yup just might.. but maybe by then I'll be able to run bounty bob correctly!
;))

And I really liked battlezone! great value! (I got mine for $24.95)

centipede looks interesting, and asteroids sounds great!!

Now where the hell is a 90's version of rescue at fractalus?? Talk about a
great concept that could take great advantage of 90's 3d technology!!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

3574. Re: Weekly 8-bit Chat

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363cf422.8950277@news.pressenter.com>
Source record: 58859

On 29 Oct 1998 16:40:31 GMT, schoedel@tds.net wrote:

>
>
>On behalf of Tom Hunt and CTH, I'd like to invite all interested parties to
>the weekly online Atari 8-bit chat session. Every Saturday morning at 9:30
>Eastern Time USA. Point your browser to http://cth.tzo.com, click Atari
>8-bit, the enter the all browser chat room and sign in. Always something to
>talk about. We hope to see you there.
>
>--Take Atarian Care,
>--SysOp*Mike
>
>Take Atarian Care,
>SysOp*Mike Schoedel
>
>Net-Tamer V 1.11.2 - Test Drive

That's 8:30am here. After a Friday night out.... ouch. How long do
you guys usually chat for?

3575. Re: Are there any archives for Programs from Atari Magazines?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <71bh73$19e$1@supernews.com>
Source record: 58860

In article <eoxy7T2A#GA.220@nih2naab.prod2.compuserve.com> , "baronvr"
<baronvr@REMOVEusa.net> wrote:

>Are there any archives for Programs from Atari Magazines?
>
>Magazines such as Compute!, Analog, Antic (other than the official
>site)...Even if I still had all my old mags I no longer would have the time
>to type them all in.

Antic software is available at
http://atarimagazines.com/software/software.html and ANALOG software is
available from http://sunsite.unc.edu/kevina/atari/mag/analog/

--Kevin Savetz

3576. Antic Sound Processor

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: Aaron Christopher Finney <A_Finney@public.com>
Message-ID: <36394CFB.DEB8054F@public.com>
Source record: 58861

Has anyone played around with this? More importantly, played around with it and gotten it to work? I built the interface and it's not going to well. The situation:

1) I got the program to run fine. But loading any of the included samples and trying to play them results in an _extremely_ distorted sound. I can barely make out a basic rhythm in Ghostbusters.

2) Testing the interface: it won't read any sound unless the input level is _extremely_ high, and then it is distorted. If I lower the level, it cuts in periodically (presumably when it peaks over the threshold) and what does come in is also distorted. Any ideas/thoughts/comments?

Aaron

3577. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <718c0opgo1@news.iwaynet.net>
Source record: 58921

In article <70pn2ogks4@nets3.rz.RWTH-Aachen.DE>,
Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
>Howdy folks
>
>What is this?
>A couple a days ago, I download SIX files (most, if not all, demo's from
>Eastern Europe) and ALL are in ATR format. Common folks, this is ATARI 8bit
>land!!!!
>
>Yes, I could use an ATR to DCM converter. But why not let the PC/EMulator
>users run a DCM to ATR converter. PC's are way faster and better at jobs like
>these. (and you guys and gals using ATR's are already using a PC. I on the
>other hand, love my ATARI more every second I use a PC!!)

Yeh.There's a programme called DCMTOATR (or DCM2ATR?) on the IBM that converts DCM files to ATR files in SECONDS!
And,if you don't have total success with that,you can always run DISKCOMM from within the emulator.I use PC Xformer for this since it can use files DIRECTLY as well as those in ATR files and it's the fastest emulator.

And,of course,ATR files were never meant to be used on BBSes or FTP sites. They're simply too big to download.They aren't compressed at all.And there's no way to know if they get corupted.Plus the only way to download them is to have a disk drive that can handle disks bigger than the one the ATR contains.Or else use that programme that XMODEM (not CRC!) downloads the file directly to the disk's sectors rather than to a file.Files should be put in seperate ALF files.Disks should be put in DCM files which you might ALF as well.
(Bob Puff's SuperUnARC handles ALF files as well as SpartaDOS X's ARC)

I'm tired of seeing the megabyte ATR files containing all these games I want.

3578. Re: Spelhunker

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <718g36$a3f@bgtnsc03.worldnet.att.net>
Source record: 58922

gosh! with montezuma's revenge having been updated, Battlezone, and now
centipede, will spelunker be far behind?? ;))

gareee, looking forward to 90's versions of synapse stuff..

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <363961fd.13823519@news.demon.co.uk>...
>The other Day <gotfried@hotmail.com> wrote:
>
>>Hi, I'm searching for this early '80s game called Spelhunker
>>(Something about speleology)
>>
>>I used to play it on Atari 800.
>>
>>Any server adresses ???
>>
>Hah, one of my all time favs
>
>http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit%3ayogis_site/ATR/
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

3579. Looking for games in .atr format.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: petejal@aol.com
Message-ID: <19981028203237.19659.00000628@ng-ft1.aol.com>
Source record: 58923

Hello all,
I have been using the Holme's web site for all my Atari 8bit needs, but I am looking for some games that aren't on that site. Can anyone please send me, or upload a list of current running sites that have 8bit games in .atr format? I know there has to be more than this one. Thanks in advance. ~Pete.

3580. For sale....Atari 800 and accessories

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: factor@jump.net
Message-ID: <3637f070.632970460@news.jump.net>
Source record: 58924

Atari 800, Indus GT drive, cassette, printer interface, manuals/books,
aprx 2 dozen cartridges. Some great 80's games! Defender, Donkey Kong,
Dig Dug, Centipede, many more!

All for $50 plus shipping.

Contact Jeff at
factor@jump.net

3581. Re: Zaxxon question

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: jm@dvdmonthly.com
Message-ID: <7191ru$k4q$1@boris.eden.com>
Source record: 58925

I have Zaxxon somewhere.. Email me and I will send it to you as an attachment. Ooops! Did I say that?

3582. Re: wtb ATARI 1450xld + 815 drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: jm@dvdmonthly.com
Message-ID: <7191qd$k4i$1@boris.eden.com>
Source record: 58926

I saw one for sale about seven months ago for around $375.00

Tom Boucher wrote in message ...
>the 1450XLD was only a prototype, good luck finding one.
>
>patrice MULLER wrote in message <70vcji$qd0$2@platane.wanadoo.fr>...
>>make offers
>>
>>
>
>

3583. Re: Atari SX212 Modem ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36381115.F360D839@earthlink.net>
Source record: 58927

Hello ,
the SX 212 is a fully hays compatible RS- 232 1200 baud modem it was made for the 16 bit machines and for Atari PC's I have a 212 stored away. I'll do so digging and see if the manual lists and unusual commands, But if I recall correctly the command set set pretty much matched the hays and Supra offering of the time. I'll also check my power supply and get the current specs off of it.

Harold Alley Jr.
AtariPC

If Atari made it I should have it... somewhere. Supporting the Fuji since '77

ALF wrote:

> Hi, I recently acquired an Atari SX212 modem without any manual, software,
> cable, or power supply. I was wondering if people out there had info. on
> this modem? I'd imagine I could get a generic A/C adapter, but I don't know
> the voltage. Is it Hayes compatible? Is the AT command reference & default
> config. info. online somewhere? Also, it appears to connect to either an
> 8-bit or 16-bit Atari machine? Finally, by the"212" moniker, I presume it
> is a 1200 baud modem?
>
> Thanks a bunch, everyone...
>
> ALF

3584. Re: wtb ATARI 1450xld + 815 drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981029052612.00161.00000929@ng41.aol.com>
Source record: 58928

>>the 1450XLD was only a prototype, good luck finding one.

I wonder about how many of each were made? I heard that a lot (>200 815's)
made it
out the door. Anybody have any numbers they think might be close?
Larry

3585. WTB: 8Bit Eq.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: Rick Collette <rcollet1@midsouth.rr.com>
Message-ID: <yyZZ1.177$hl1.1823972@newse1.midsouth.rr.com>
Source record: 58929

I need the following stuff:

Any 8bit Atari: 800XL or later
Any FDD (810, 1050, Indus, Percom, whatever)
RF Box for the Atari

Plus - if anyone knows any way to make a "null modem cable" for the 8bit,
whether it includes a P;R; or like box does not matter to me.

Also, if anyone has AMIS BBS lying aroung.. :)

3586. Re: Anybody remember the demo "Jane's program"?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: belthasar@scbbs.bungi.com.nospam
Message-ID: <909666143.1@scbbs.bungi.com.NOSPAM>
Source record: 58930

pe> It featured a box that user moved around on the screen with the
pe> joystick. When you pressed the fire button, different colored
pe> "squares" would drop from the box and bounce on the bottom of
the
pe> screen, with each color making a distinct musical note when it
hit
pe> the bottom. You could pickup the squares laying on the bottom
of the
pe> screen, and drop them again with the fire button. The boxes
dropped
pe> in the order that youpicked them up, so you could almost create
pe> little 'tunes'. Pretty neat.

pe> Anybody have/remember this program?

I have this program on a Futura issue...Minutes of fun until you fill
the
screen and can't do anything else but reset :)

Anyone know if Futura DiskMagazine still exists?

- Belthasar, Sysop- Realm of Eternal Darkness (508)278-4044

... 3 out of 4 people make up 75% of the population.

~~~ Telegard v3.09.g2/mL
~~~

3587. Re: Looking for games in .atr format.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: wysk@gmx.de
Message-ID: <719req$5t7$1@fermi.tro.net>
Source record: 58931

petejal@aol.com (PeteJal) schrieb:

Hello,

> I have been using the Holme's web site for all my Atari 8bit needs, but I am
>looking for some games that aren't on that site. Can anyone please send me, or
>upload a list of current running sites that have 8bit games in .atr format? I
>know there has to be more than this one. Thanks in advance.

A new ATR Archive is under construction.

http://www.dbyte.com/wysk/index.htm

cu,
Joerg

3588. Re: Help Me identify this monitor - ATARI SM124

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <36388531.268801497@207.97.159.250>
Source record: 58932
Cross-posted to: alt.atari.2600,alt.atari,rec.games.video.atari,comp.sys.atari.8bit

On Mon, 26 Oct 1998 18:03:50 -0500, "Headley Sappleton"
<hsappleton@sprintmail.com> wrote:

>I found a monitor at an auction, I would like to know which System it can be
>used on. It is 11.25"(diagonal) screen size. The fron says "Atari SM124".
>Its color is grey. It was manufactured in FEB 1987. It has an attached plug
>cord (13 pins-round). If necessary, could you give me as much information as
>possible.
>
It's an Atari ST monitor for Atari 520, 1040 st, and others probably.
I think its the color one, but dont quote me on that one.

3589. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: Paul Hill <paul@lagernet.clara.co.uk>
Message-ID: <601.606T2731T8055560@lagernet.clara.co.uk>
Source record: 58933
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
On 28-Oct-98 01:19:28, Clockmeister wrote Re: 8 bit demo competition Rules:
>gt7357a@gatech.edu wrote in article <715cia$imj@catapult.gatech.edu>...
>> From: NukeEmUp@ThePentagon.com (David Cantrell)
>> >Incidentally, my proposed '8-bit data bus' rule disqualifies PCs
>> >unless they have an 8088 or 80188 CPU.
>>
>> But what about Pentiums that have ISA slots (with the AT
>> extension bit pulled out)?
>> Cheers,
>He means eight bit data bus on the processor, in which case only the
>8088/80188 applies.

How about a Sinclair QL with its 68008? It has an 8bit data bus IIRC :)

--
Paul
```

3590. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <363985ea.268987101@207.97.159.250>
Source record: 58934

>>Yes, I could use an ATR to DCM converter. But why not let the PC/EMulator
>>users run a DCM to ATR converter. PC's are way faster and better at jobs like
>>these. (and you guys and gals using ATR's are already using a PC. I on the
>>other hand, love my ATARI more every second I use a PC!!)

Of course, the collary to this is.... since I made those ATR's myself
and made them available to others (via ZIP) for APE users, and for
myself, ATR is the format of choice for me. Why should I run a
converter when I don't have to? Why cant the emulators and APE use
DCM's directly? Then, there would be a choice.

>
>I'm tired of seeing the megabyte ATR files containing all these games I want.

Almost all of those games are available separately from a few sites,
since that is where I got them from to put on the mega images. The
mega images were created for my convenience. Obviously there is no
easy way to use them on a standalone 8 bit system but they work great
in Ape.

3591. Re: Help Me identify this monitor - ATARI SM124

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: kickass <kickass@leading.net>
Message-ID: <Pine.BSI.4.05L.9810291040190.25054-100000@users.southeast.net>
Source record: 58935
Cross-posted to: alt.atari.2600,alt.atari,rec.games.video.atari,comp.sys.atari.8bit

It's a Monochrome Atari ST Monitor. the SM(onochrome) series are all
monochrome, and the SC(olour) series are all colour.

Zilla
KDK

On Thu, 29 Oct 1998, Yogi wrote:

> On Mon, 26 Oct 1998 18:03:50 -0500, "Headley Sappleton"
> <hsappleton@sprintmail.com> wrote:
>
> >I found a monitor at an auction, I would like to know which System it can be
> >used on. It is 11.25"(diagonal) screen size. The fron says "Atari SM124".
> >Its color is grey. It was manufactured in FEB 1987. It has an attached plug
> >cord (13 pins-round). If necessary, could you give me as much information as
> >possible.
> >
> It's an Atari ST monitor for Atari 520, 1040 st, and others probably.
> I think its the color one, but dont quote me on that one.
>
>
>

3592. Re: Help Me identify this monitor - ATARI SM124

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.LNX.3.95.981029112030.15889D-100000@moose.erie.net>
Source record: 58936
Cross-posted to: alt.atari.2600,alt.atari,rec.games.video.atari,comp.sys.atari.8bit

On Thu, 29 Oct 1998, Yogi wrote:

> On Mon, 26 Oct 1998 18:03:50 -0500, "Headley Sappleton"
> <hsappleton@sprintmail.com> wrote:
>
> >I found a monitor at an auction, I would like to know which System it can be
> >used on. It is 11.25"(diagonal) screen size. The fron says "Atari SM124".
> >Its color is grey. It was manufactured in FEB 1987. It has an attached plug
> >cord (13 pins-round). If necessary, could you give me as much information as
> >possible.
> >
> It's an Atari ST monitor for Atari 520, 1040 st, and others probably.
> I think its the color one, but dont quote me on that one.

The SM124 is 640x400 paper white monochrome. The only computer it
will connect directly to (13-pin DIN plug) is an Atari ST.

3593. programming the 850

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-29 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981029113714.12251.00001216@ng30.aol.com>
Source record: 58937

Anyone know how to set the 850 to add a LF after a CR for the Printer port?
The manual says it can be done.. seems only thru software... This might be hard
to do if using packaged software....

Thanks...
Vinnie

3594. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <489D26D128%news@youmustbejoking.demon.com.uk>
Source record: 58788
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Would posters to this thread make sure that they're crossposting to
comp.sys.acorn.misc, *not* comp.sys.acorn (which doesn't exist)?

--
| Darren Salt anti-UCE | Spectrum +3, | nr. Ashington,
| ds@youmustbejoking,demon | Risc PC, A3010, | Northumberland
| arcsalt@spuddy,mew,co,uk | BBC Master 128 | Toon Army
| Nothing much, coming your way *soon*...

Nothing is ever accomplished by a reasonable man.

3595. Re: FA: Atari 400/800 4 Cassette Programs $4.75 FREE S/H

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: ebaked@webtv.net
Message-ID: <10699-363A019E-22@newsd-174.iap.bryant.webtv.net>
Source record: 58789

AUCTION ENDS IN 6 HOURS. CURRENT BID IS $4.75.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=38374650

-Remove the "3D" before the item number above if it appears for the link
to work-

4 CASSETTE PROGRAMS
Atari 400/800
©1980's Atari, Inc.

This auction is for 4 Data Cassette Programs for the Atari 400/800 and
other 8 Bit Atari Home Computers with a cassette drive. They are all
loose and in Very Good Condition, but they are untested. The 4 Cassettes
are:

Hangman (CX4108)
©198? Atari, Inc.
Basic Cartridge CXL4002 Required
White tape with Rainbow Color Label

Writing Programs One (CX4106)
©1981 Atari, Inc.
Basic Cartridge CXL4002 Required
White tape with Rainbow Color Label

Touch Typing (CX4110)
©1980 Atari, Inc.
Basic Cartridge CXL4002 Required
White tape with Rainbow Color Label

101 Programming Tips & Tricks (TX9033)
©1983 Atari, Inc.
Black tape with Silver Label

Shipping is FREE in the USA ONLY, any International Buyers must pay all
shipping charges.

This is a 3 Day Auction ending Friday 10-30-98. Bidding starts at $0.01
and there is no reserve price. Shipping is paid by the seller.

Please email me if you have any questions.

Thanks,

eBaked

3596. Re: wtb ATARI 1450xld + 815 drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363b234b.3894194@news.pressenter.com>
Source record: 58790

On 30 Oct 1998 12:49:58 GMT, vinnie5757@aol.com (VINNIE5757) wrote:

>815 is a dual drive... it's 2 810's (one on top of the other...) if you ever
>had an 810.. (as I did)... they're big! just imagine 2 toasters, stacked! In
>comparison to the 1050, I guess the 1050 would be called 'half height'.. where
>the 810 was full height!... Srorage has come a long way!

Hmm, seems I was wrong about the 815.

3597. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363a226d.3671725@news.pressenter.com>
Source record: 58791

On 30 Oct 1998 11:36:30 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>>Thanks to this I realize I had way too much spare time back then :)
>>I for one appreciate those mega images :)
>>
>>Mark
>
>Howdy Mark
>
>A PC can turn a DCM file into an ATR file in (I guess) 30 seconds. An Atari 8
>bit need atleast ten times that much (very carefull estimate).
>
>Please think about MY spare time.
>
>CU Mathy Van Nisselroy

Maybe it is assumed that people crusing through these internet newgroups are using something more powerful than an Atari8 to do it, and so ARE able to handle files quicker on a quicker machine.

Would ALL people who are reading this newsgroup using nothing more than an Atari 8-bit computer (however enahnced) please reply and state so.

3598. Re: Spelhunker

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363c2421.4107911@news.pressenter.com>
Source record: 58792

On Fri, 30 Oct 1998 13:18:55 GMT, brenner@biochem.mpg.de (Markus
Brenner) wrote:

>In article <718g36$a3f@bgtnsc03.worldnet.att.net>, "Gareee" <gareee@worldnet.att.net>
wrote:
>>gosh! with montezuma's revenge having been updated, Battlezone, and now
>>centipede, will spelunker be far behind?? ;))
>
>YEAH! A new version of Spelunker, this would be it! OTOH there was an Arcade
>version of the game, I hope MAME will emulate it eventually.

There was an arcade version of Spelunker? Never heard of it.

3599. Re: New Memory Upgrade for XE computers

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363d25a7.4498503@news.pressenter.com>
Source record: 58793

On 30 Oct 1998 11:46:53 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Howdy folks
>
>If you own an XE computer and want to upgrade.....WAIT.
>
>I seem to have found a way to stuff 1MB into my XE without loosing separate
>ANTIC and CPU bank access. I'm still testing, but MyDOS recognises imidiately
>(when using Option "O" in the menu"). At the moment neither VTOCFIX nor the
>TASKMASTER in the BlackBox see it. Anybody have a clue??

What is the TASKMASTER in the BB? I have a BB and have not heard of TASKMASTER.

3600. Re: wtb ATARI 1450xld + 815 drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <71de77$ei2$1@news.storm.ca>
Source record: 58794

Actually, you're both right. The 815 was a double-density dual drive, with
two SS/DD mechanisms stacked on top of each other.
Jon Melbo wrote in message <363b234b.3894194@news.pressenter.com>...
>On 30 Oct 1998 12:49:58 GMT, vinnie5757@aol.com (VINNIE5757) wrote:
>
>>815 is a dual drive... it's 2 810's (one on top of the other...) if you
ever
>>had an 810.. (as I did)... they're big! just imagine 2 toasters, stacked!
In
>>comparison to the 1050, I guess the 1050 would be called 'half height'..
where
>>the 810 was full height!... Srorage has come a long way!
>
>Hmm, seems I was wrong about the 815.
>

3601. Re: 800XL-OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <71de77$ei2$2@news.storm.ca>
Source record: 58795

Atari did release the commented 400/800 source code; it's available from
vendors like Best Electronics or B&C (http://www.myatari.com) I don't know
of an _official_ Atari 800xl source listing, but the later editions of
Mapping the Atari did include some xl/xe OS specific information, including
addresses for some routines (both new and moved from the 400/800).

Hope this helps.

David
Robert Lippmann wrote in message <36398F33.F758358B@email.sps.mot.com>...
>Hello everybody out there!
>I'm looking for a documented OS-Listing of my favourite Atari
>800XL. Has someone such stuff? Online documents preferred ;-)
>
>Best regards and thanks for the effort,
>Robert

3602. Re: Anybody remember the demo "Jane's program"?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981030181155.05405.00000391@ng03.aol.com>
Source record: 58796

>How many of them are offered by Page 6? >The first 6 issues and the sampler
>were in the PD but after 6 he made them >shareware.

There is a two-part article about the Futura
magazines. It is not specific, but it implies that
all are available Page 6. The final issue (21)
evidently had a "goodbye" from Stuart Murray.
LW

3603. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <363a4236.0@news.iglou.com>
Source record: 58797
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 1998-10-27 gt7357a@gatech.edu said:
>>Incidentally, my proposed '8-bit data bus' rule disqualifies PCs
>>unless they have an 8088 or 80188 CPU.
>But what about Pentiums that have ISA slots (with the AT
>extension bit pulled out)?
Maybe if you removed the simms and used 8-bit ISA cards for memory...
Anyone who would go to all that trouble to win an 8-bit competition
should be in therapy. But seriously, some Tandy PCs had an 80286 CPU and
an 8-bit bus.

Net-Tamer V 1.08X - Test Drive

3604. Re: Are there any archives for Programs from Atari Magazines?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: baronvr <baronvr@REMOVEusa.net>
Message-ID: <O9IUViGB#GA.282@ntdwwaaw.compuserve.com>
Source record: 58798

Thanks a heap. I didnt know about the Analog Archive...

c cole

--
Spike's Big Vectrex Page
http://members.xoom.com/baronvr/
Opening Halloween

[please remove spamblock before emailing...]
--
Kevin Savetz wrote in message <71bh73$19e$1@supernews.com>...
>In article <eoxy7T2A#GA.220@nih2naab.prod2.compuserve.com> , "baronvr"
><baronvr@REMOVEusa.net> wrote:
>
>>Are there any archives for Programs from Atari Magazines?
>>
>>Magazines such as Compute!, Analog, Antic (other than the official
>>site)...Even if I still had all my old mags I no longer would have the
time
>>to type them all in.
>
>Antic software is available at
>http://atarimagazines.com/software/software.html and ANALOG software is
>available from http://sunsite.unc.edu/kevina/atari/mag/analog/
>
>--Kevin Savetz

3605. Re: Atari SX212 Modem ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: ALF <ethernyet@aol.com>
Message-ID: <71dst9qjs1@supernews.com>
Source record: 58799

Thanks everyone!!!!

ALF

3606. Re: programming the 850

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <71f954$h11$1@news.storm.ca>
Source record: 58800

Or, check out the Xetec Graphix AT. Plugs into the SIO port (no pass-through connection) It offers Auto line feeds, 155 conversions, Atari character graphics dumps, and forcing Bit 8 low all frop its own DIP switches. (Only problem now is that it only has a 6 foot cable - and my printer is 20 feet away!)

David

Steve Wallace wrote in message <71dmje$6be$1@supernews.com>...
>VINNIE5757 (vinnie5757@aol.com) wrote:
>: Anyone know how to set the 850 to add a LF after a CR for the Printer port?
>: The manual says it can be done.. seems only thru software... This might be hard
>: to do if using packaged software....
>
>: Thanks...
>: Vinnie
>
>Under "Printer Software Operation", page 84 of my 850 Operator's Manual
>states, "The Interface Module translates EOL into ASCII CR (Carriage
>Return, 13 decimal). No other translations are made."
>
>Most printers have dip switches or configuration memory to set line feed
>with CR. If your printer MUST have both a CR and LF it won't work from
>the 850 printer port. I think the Supra MicroPrint interface generates
>both. You might be able to find it at ATV or B&C. Read the FAQ for a
>vendor list at:
>
> www.faqs.org/faqs/atari-8-bit/faq/
>
>Steve
>

3607. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: Green Been <gb226@cam.ac.uk>
Message-ID: <Pine.LNX.4.05.9810300103190.14932-100000@www-stu.cai.cam.ac.uk>
Source record: 58862
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Thu, 29 Oct 1998, Brix wrote:

-)> That would allow an Amstrad NC100 to enter...
-)I don't know that machine - would it be a problem?

No, it runs a 6MHz Z80B, and is a portable machine from Amstrad released a few years ago. It even had TV adverts. Sort of like a cross between a palmtop and a laptop, it had a 2 colour LCD screen, and simple easy to use software. Dunno what facilities exist to program it except for the built in BBC BASIC. Perhaps it had inline assembler. If it did I might like to get hold of one sometime. I am sure that some pretty fast effects could be done on a small (640x100?) monchrome screen.

I don't know about the NC200.

Graham

3608. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: Green Been <gb226@cam.ac.uk>
Message-ID: <Pine.LNX.4.05.9810300109310.14932-100000@www-stu.cai.cam.ac.uk>
Source record: 58863
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Thu, 29 Oct 1998, Brix wrote:

-)> Just limit the entries to computers which are commonly taken to be 8-bit,
-)> have keyboards, and were reasonably popular somewhere in the world
-)> sometime. If a million New Brains were sold in Dubai, then they can enter
-)> too... I take reasonably popular to mean had several releases by top
-)> software houses (of the time), and sold >10,000...

-)That would be C64/128,Spectrum,Amstrad CPC464/664/6128, Atari 800Xl
-)(and it's little brother), Spectravideo (MSX).

Yep. also the CPC+, Sinclair ZX80/81 (with 16k RAMpack allowed!), PET,
Apple II etc. MSX is a strange one, some MSX's came with laser disk
players and midi keyboards and the like, and they could be quite a
force...

-)1k Demos are rather useless, they only show coding abilities, and too
-)less Graphic- abilities.

I suppose so. 4k demos could be interesting - no pregenerated graphics, it
has to be done on the fly.

-)When we do such competition in a usual event, like TP8, Mekka/Symposium
-)or so, we won't have time for various competitions. We have to get it
-)all in one.

I suppose everybody is waiting for the PC and Amiga demos to come on.

-)Full size demos provide all - good music, good GFX, good code. This is
-)why I suggested that each scene sends a choice of 5 of their best
-)demos ever released to the competition. Note: The Effect counts - no
-)matter how hard the code is, if it looks ugly, it will be misjudged by
-)the voters.

It would be nice to have some new demos though, showcasing the old ones is
valid as they would prove what machine was best at making good looking
demos over all time.

-)> How about an award for best serious software? This is just as valid,
-)> because some 8-bitters were more suited to this than games. I suppose CPM
-)> has to be banned though, or entered as a platform in its own right.

-)have problems with this, because you cannot judge by the amout of
-)features (a GFX-Program that also rubs your dick, switches the TV
-)on/off and controls your CD-Player isn't really what I call a good
-)GFX-Program, when it has one brush only).

Well, for an 8-bit computer, not CPM, the serious software was more limited and had to do what it had to, so there were very few over-featured programs. The CPC had the best 8-bit wordprocessors (Protext / Brunword) although I am unaware of the AppleII contenders, and the BBC had some good ones.

-)You can also NOT judge the usability, because some prefer A mouse with
-)GUI, some prefer Key-shortcuts, some Pulldownmenus, some windows...
-)the more you get used to the software the more you'll like it maybe
-)(or not).. judging the usability requires a fair experience, which is
-)pretty hard to gain during a short competition.

Hell, a program without keyboard shortcuts must be crap :) . It depends on the application, graphics programs like Advanced Art Studio were at their best with a mouse and Pull Down Menus etc, but that is just crap when it comes to WP (well, now advanced text editors). I agree that a competition is too short a time though to judge programs like this. Suppose a newsgroup vote would be the best way...

-)-Brix/Plush-

Graham

3609. Re: Anybody remember the demo "Jane's program"?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981029213233.14643.00001297@ng11.aol.com>
Source record: 58864

>Anyone know if Futura DiskMagazine still exists?

I read that Futura has passed into history.
Their magazines were evidently placed into the P.D. since they are now offered
by Page 6 (NAU) magazine. As such, I would not be
surprised to see the issues on Pool Disk II.
Larry

3610. Re: Atari SX212 Modem ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36394b83.13462572@news.pressenter.com>
Source record: 58865

On Thu, 29 Oct 1998 23:00:28 GMT, jmelbo@pressenter.com (Jon Melbo)
wrote:

>On Wed, 28 Oct 1998 22:12:01 -0800, "ALF" <ethernyet@aol.com> wrote:
>
>>Hi, I recently acquired an Atari SX212 modem without any manual, software,
>>cable, or power supply. I was wondering if people out there had info. on
>>this modem? I'd imagine I could get a generic A/C adapter, but I don't know
>>the voltage. Is it Hayes compatible? Is the AT command reference & default
>>config. info. online somewhere? Also, it appears to connect to either an
>>8-bit or 16-bit Atari machine? Finally, by the"212" moniker, I presume it
>>is a 1200 baud modem?
>
>9VAC, center posative.

My gosh I am so sorry! WARNING WARNING.... it is 9VDC not AC !!!! I
repeat it is Direct Current. 9V center posative. Hopefully my
original note about the center being posative should have raised a
flag (AC has no polarity).

3611. WTB: 8bit Eq.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: Rick Collette <rcollet1@midsouth.rr.com>
Message-ID: <qHb_1.287$hl1.2293516@newse1.midsouth.rr.com>
Source record: 58866

Just an update: I've already made the deals to buy what I need, thanks to
all who have replied..

But I >STILL< need AMIS BBS... :(

3612. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <Pine.PMDF.3.95.981030165641.572525852A-100000@cc.newcastle.edu.au>
Source record: 58867
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Wed, 28 Oct 1998, David Cantrell wrote:

> On 27 Oct 1998 21:05:14 GMT, gt7357a@gatech.edu enlightened us thusly:
>
> >From: NukeEmUp@ThePentagon.com (David Cantrell)
> >>Incidentally, my proposed '8-bit data bus' rule disqualifies PCs
> >>unless they have an 8088 or 80188 CPU.
> > >
> > > But what about Pentiums that have ISA slots (with the AT
> > >extension bit pulled out)?
> >
> > I assume there's a smiley there somewhere.

I think its an excellent idea. As long as the data pins on the
processor above d7 have been snipped (to prevent cheating with 16bit and
wider data access), let them in.

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

3613. Re: Looking for games in .atr format.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: jm@dvdmonthly.com
Message-ID: <71bmsb$8f8$1@boris.eden.com>
Source record: 58868

I don't want to say EVERYTHING, but I have just about all of the exe's and atrs... I have a CD completely filled with them... Just email me...

3614. Re: wtb ATARI 1450xld + 815 drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: jm@dvdmonthly.com
Message-ID: <71bmtr$8f9$1@boris.eden.com>
Source record: 58869

What the hell is an 815??? Anyway, if someone does have a 1450XLD, I will
pay top dollar, myself..

James

LWhite6497 wrote in message <19981029052612.00161.00000929@ng41.aol.com>...
>>>the 1450XLD was only a prototype, good luck finding one.
>
>I wonder about how many of each were made? I heard that a lot (>200 815's)
>made it
>out the door. Anybody have any numbers they think might be close?
>Larry

3615. Re: Atari SX212 Modem ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <363959EC.59A8FFF8@earthlink.net>
Source record: 58870

Just checked my SX212 power supply and guess what it says for use with XEP80, SX212, and Atari 2600 So, if you have a 2600 power supply you have your modem power. Just make sure your supply is labeled 9 V DC center post is positive.

ALF wrote:

> Hi, I recently acquired an Atari SX212 modem without any manual, software,
> cable, or power supply. I was wondering if people out there had info. on
> this modem? I'd imagine I could get a generic A/C adapter, but I don't know
> the voltage. Is it Hayes compatible? Is the AT command reference & default
> config. info. online somewhere? Also, it appears to connect to either an
> 8-bit or 16-bit Atari machine? Finally, by the"212" moniker, I presume it
> is a 1200 baud modem?
>
> Thanks a bunch, everyone...
>
> ALF

3616. Re: wtb ATARI 1450xld + 815 drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3639858a.32281817@news.pressenter.com>
Source record: 58871

On Fri, 30 Oct 1998 00:35:56 -0800, <jm@dvdmonthly.com> wrote:

>What the hell is an 815??? Anyway, if someone does have a 1450XLD, I will
>pay top dollar, myself..

An 815 is a double density disk drive similar in appearence to the 810
drive.

3617. American TechnaVision email address?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <71c282$3n9$1@korweta.task.gda.pl>
Source record: 58872

Hi all,
Does anybody know what happened to Ralph Maddox's email adress? I can no longer contact him at netcom. Anybody knows if they can be contacted via email?

Artur

3618. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: John Cartmell <john@cartmell.demon.co.uk>
Message-ID: <489d170652john@cartmell.demon.co.uk>
Source record: 58873
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article
<Pine.LNX.4.05.9810300109310.14932-100000@www-stu.cai.cam.ac.uk>, Green
Been <gb226@cam.ac.uk> wrote:

> Well, for an 8-bit computer, not CPM, the serious software was more
> limited and had to do what it had to, so there were very few
> over-featured programs. The CPC had the best 8-bit wordprocessors
> (Protext / Brunword) although I am unaware of the AppleII contenders,
> and the BBC had some good ones.
PCW? LocoScript?
Is there a 32-bit machine with the WP and MailMerge facilities of
LocoScript and LocoMail? If there is I haven't found it yet.

--
John Cartmell - Manchester UK
using a RiscPC & StrongARM - still the best way to understand technology

3619. 800XL-OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: Robert Lippmann <r41620@email.sps.mot.com>
Message-ID: <36398F33.F758358B@email.sps.mot.com>
Source record: 58874

Hello everybody out there!
I'm looking for a documented OS-Listing of my favourite Atari
800XL. Has someone such stuff? Online documents preferred ;-)

Best regards and thanks for the effort,
Robert

3620. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <71c85q$8l6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 58875

Howdy Yogi

Did I step on you toes? Hope not! I was talking about files I downloaded from
Eastern European sites. And I do not know if those can be found on other sites
in Atari 8 bit readable format. But what's the use of uploading bigger files
(ATR's etc. are larger then DiskComm files) when everybody is using ZIP instead
of ARC because it has better compression. And as I said, running a converter
on a PC is way faster then on an Atari 8bit.

CU Mathy Van Nisselroy

arfy@catch-22.org says...
>
>>>Yes, I could use an ATR to DCM converter. But why not let the PC/EMulator
>>>users run a DCM to ATR converter. PC's are way faster and better at jobs
like
>>>these. (and you guys and gals using ATR's are already using a PC. I on the
>>>other hand, love my ATARI more every second I use a PC!!)
>
>Of course, the collary to this is.... since I made those ATR's myself
>and made them available to others (via ZIP) for APE users, and for
>myself, ATR is the format of choice for me. Why should I run a
>converter when I don't have to? Why cant the emulators and APE use
>DCM's directly? Then, there would be a choice.
>
>>
>>I'm tired of seeing the megabyte ATR files containing all these games I want.
>
>Almost all of those games are available separately from a few sites,
>since that is where I got them from to put on the mega images. The
>mega images were created for my convenience. Obviously there is no
>easy way to use them on a standalone 8 bit system but they work great
>in Ape.
>

3621. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <71c8bu$8l6$2@nets3.rz.RWTH-Aachen.DE>
Source record: 58876

>Thanks to this I realize I had way too much spare time back then :)
>I for one appreciate those mega images :)
>
>Mark

Howdy Mark

A PC can turn a DCM file into an ATR file in (I guess) 30 seconds. An Atari 8 bit need atleast ten times that much (very carefull estimate).

Please think about MY spare time.

CU Mathy Van Nisselroy

3622. New Memory Upgrade for XE computers

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <71c8vd$8l6$3@nets3.rz.RWTH-Aachen.DE>
Source record: 58877

Howdy folks

If you own an XE computer and want to upgrade.....WAIT.

I seem to have found a way to stuff 1MB into my XE without loosing separate
ANTIC and CPU bank access. I'm still testing, but MyDOS recognises imidiately
(when using Option "O" in the menu"). At the moment neither VTOCFIX nor the
TASKMASTER in the BlackBox see it. Anybody have a clue??

CU Mathy Van Nisselroy

3623. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <3640ac97.238107500@thunder>
Source record: 58878
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Thu, 29 Oct 1998 22:09:37 +0100, w_gayk@NOSPAMbielefeld.netsurf.de
(Brix) enlightened us thusly:

>Not bad either, but I'd prefer the 8bit processor rule - the adressbus size is rather hard
>to find out on exotic machines.. those dudes could tell you anything.

You can always tell the width of the data bus from what CPU the
machine has. The address bus likewise, but we're ignoring that.

For example, all Z80s have an 8-bit data bus.

>My intention was more to give an award for the "BEST LOOKING EFFECTS MADE WITH AN 8 BIT
>MACHINE" than giving an award for best use of hardware.

Unfair, as some machines are far better suited to good looking effects
than others. eg, the C64 would beat the NC100 every time.

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

3624. Re: wtb ATARI 1450xld + 815 drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981030074958.28133.00001302@ng71.aol.com>
Source record: 58879

815 is a dual drive... it's 2 810's (one on top of the other...) if you ever had an 810.. (as I did)... they're big! just imagine 2 toasters, stacked! In comparison to the 1050, I guess the 1050 would be called 'half height'.. where the 810 was full height!... Srorage has come a long way!

3625. Help! D/L to a PC, Load to an 800!

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981030075532.28133.00001303@ng71.aol.com>
Source record: 58880

I've stumbled into a few boards that have old Atari Software.... Anyone know of a way how I can download, the write to a 5 1/4 floppy, then play on my 400/800 (non XL)... I do have 1050's ... double density... (USDoublers).. so that should take care of the density problem...(I've got SpartaDOSX, MyDos - s/b ok here..)

I'd like to avoid null modem file transfer, if I could... for now...(I'm running out of weekends for my weekend warrior projects!
Thanks...
Vinnie

3626. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <71ccmo$907@cpca3.uea.ac.uk>
Source record: 58881
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

David Cantrell wrote in message <3640ac97.238107500@thunder>...
:On Thu, 29 Oct 1998 22:09:37 +0100, w_gayk@NOSPAMbielefeld.netsurf.de
:(Brix) enlightened us thusly:
:
:>Not bad either, but I'd prefer the 8bit processor rule - the adressbus
size is rather hard
:>to find out on exotic machines.. those dudes could tell you anything.
:
:You can always tell the width of the data bus from what CPU the
:machine has. The address bus likewise, but we're ignoring that.
:
:For example, all Z80s have an 8-bit data bus.

But what about the Sinclair QL? IT has a 68008, which is effectively a 68000
with an 8 bit databus. I'd hardly call it an 8 bit machine though, would
you?

:>My intention was more to give an award for the "BEST LOOKING EFFECTS MADE
WITH AN 8 BIT
:>MACHINE" than giving an award for best use of hardware.

So how would *anything* compare with say, a CPC+ or a SAM coupe? Both are
capable of much better graphics than the majority of 8 bit machines and
neither of them fall into the above 6Mhz category.

How would a ZX81 compete with, well anything. :-)

:Unfair, as some machines are far better suited to good looking effects
:than others. eg, the C64 would beat the NC100 every time.

I'm not so sure about that. ;->

AndyC

3627. Re: Help Me identify this monitor - ATARI SM124

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3639C06F.27A94F1D@sisna.com>
Source record: 58882
Cross-posted to: alt.atari.2600,alt.atari,rec.games.video.atari,comp.sys.atari.8bit

The monitor is from a Atari ST520, or 1040ST, it is monochrome. The ST1224 monitor is color.

You prbably have an answer by now but here it is again.

bob

3628. Re: Spelhunker

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: brenner@biochem.mpg.de
Message-ID: <71cefm$9jt$1@fu-berlin.de>
Source record: 58883

In article <718g36$a3f@bgtnsc03.worldnet.att.net>, "Gareee" <gareee@worldnet.att.net>
wrote:
>gosh! with montezuma's revenge having been updated, Battlezone, and now
>centipede, will spelunker be far behind?? ;))

YEAH! A new version of Spelunker, this would be it! OTOH there was an Arcade
version of the game, I hope MAME will emulate it eventually.

>gareee, looking forward to 90's versions of synapse stuff..

Spelunker was by Broderbund. Yet, Fort Apocalypse 2000... hm. If they only
still knew how to make good games...

-markus

Markus Brenner -==(UDIC)==- no matter how - how hard you try
\\// in your own life, and through the years
Minstrel Dragon (\/) with every up - must come a down
\/ enjoy the laughter and the tears
of happiness (Roger Taylor)
Lord High Mucketty-muck of the UDIC Greybeards (tm)
email: brenner@biochem.mpg.de * WWW: http://www.biochem.mpg.de/~brenner/

3629. Re: Looking for games in .atr format.

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: wysk@gmx.de
Message-ID: <71ckpddi1@fermi.tro.net>
Source record: 58884

jmelbo@pressenter.com (Jon Melbo) schrieb:

>Cool page. What kind of longevity do you project? I have lots to
>contribute.

Thanks. :-)
I hope it will be online for the next years. I have 100 Mb Webspace
from Databyte (Hamburg, Germany), this Company founded the
"atari-computer.de" and "atari-computer.com" Domain.
The http://www.dbyte.com/wysk/index.htm is the official Atari 8 Bit
Archive from "atari-computer.de".
If you have Software that is not in the Archive, please eMail me,
every help is welcome. ;-)
More of my Atari Software will be online soon.

Please excuse my horrible english.

cu,
Joerg

3630. Re: Anybody remember the demo "Jane's program"?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: belthasar@scbbs.bungi.com.nospam
Message-ID: <909764857.1@scbbs.bungi.com.NOSPAM>
Source record: 58885

> Anyone know if Futura DiskMagazine still exists?

l(> I read that Futura has p***ed into history. Their magazines were

l(> evidently placed into the P.D. since they are now offered by
Page 6
l(> (NAU) magazine. As such, Iwould not be surprised to see the
issues
l(> on Pool Disk II. Larry --- * Origin: AOL http://www.aol.com
(Usenet)

How many of them are offered by Page 6? The first 6 issues and the
sampler
were in the PD but after 6 he made them shareware....I hope me still
exists
but it doesn't sound too hopeful.

- Belthasar, Sysop- Realm of Eternal Darkness (508)278-4044

... 2400 bps used to seem so fast...

~~~ Telegard v3.09.g2/mL
~~~

3631. Re: Atari SX212 Modem ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: Jason Hedrick <Terrance.J.Hedrick@DaytonOH.NCR.COM>
Message-ID: <#Nvs5RCB#GA.135@rpc1285.daytonoh.ncr.com>
Source record: 58886

Don't you mean 9 V_DC_ center positive? AC has no polarity!
I'd hate for somebody to toast their modem! :-)

Jason Hedrick

Jon Melbo wrote in message <363bf36c.8768750@news.pressenter.com>...
>On Wed, 28 Oct 1998 22:12:01 -0800, "ALF" <ethernyet@aol.com> wrote:
>
>>Hi, I recently acquired an Atari SX212 modem without any manual, software,
>>cable, or power supply. I was wondering if people out there had info. on
>>this modem? I'd imagine I could get a generic A/C adapter, but I don't
know
>>the voltage. Is it Hayes compatible? Is the AT command reference &
default
>>config. info. online somewhere? Also, it appears to connect to either an
>>8-bit or 16-bit Atari machine? Finally, by the"212" moniker, I presume it
>>is a 1200 baud modem?
>
>9VAC, center posative.

3632. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-30 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <489D261D97%news@youmustbejoking.demon.com.uk>
Source record: 58887
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

[Note corrected crosspost]

In message <MPG.10a2e8e8a4b75d2e989729@news.uni-x.net>
w_gayk@NOSPAMbielefeld.netsurf.de (Brix) wrote:

> In article <Pine.LNX.4.05.9810282242570.1186-100000@www-stu.cai.cam.ac.uk>,
> gb226@cam.ac.uk says...
[snip]
>> [demo competition]

>> Just limit the entries to computers which are commonly taken to be 8-bit,
>> have keyboards, and were reasonably popular somewhere in the world
>> sometime. If a million New Brains were sold in Dubai, then they can enter
>> too... I take reasonably popular to mean had several releases by top
>> software houses (of the time), and sold >10,000...

> That would be C64/128, Spectrum, Amstrad CPC464/664/6128, Atari 800Xl (and
> it's little brother), Spectravideo (MSX).

So what about the million or so BBCs out there, and the 60,000 or so
Electrons?

>> 1k demos, 4k demos and full size demos. Best Slideshow / music disk.

> 1k Demos are rather useless, they only show coding abilities, and too less
> Graphic- abilities.

Hmm...

[snip]
>> How about an award for best serious software? This is just as valid,
>> because some 8-bitters were more suited to this than games. I suppose CPM
>> has to be banned though, or entered as a platform in its own right.

> Not bad, but how do you compare POVRAY to LIGHTWAVE 3d or even Lotus123 for
> example? I have problems with this, because you cannot judge by the amout
> of features [...].

Unfortunately, people do...

> You can also NOT judge the usability, because some prefer A mouse with GUI,
> some prefer Key-shortcuts, some Pulldownmenus,

Pop-up menus are *much* better. For one thing, you don't have those ugly menu
bars cluttering up the display :-)

> some windows... the more you get used to the software the more you'll like
> it maybe (or not).. judging the usability requires a fair experience, which

> is pretty hard to gain during a short competition.

I don't think that you'll get any argument there.

--
| Darren Salt anti-UCE | nr. Ashington, | Spectrum +3,
| ds@youmustbejoking,demon | Northumberland | Risc PC, A3010,
| arcsalt@spuddy,mew,co,uk | Toon Army | BBC Master 128
| The RISC OS version of Snake Pit.

"And afterwards, the universe will explode for your pleasure."

3633. Re: Broken R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <71dkp0lql1@news.xmission.com>
Source record: 58801

David A. Paterson <david_p@storm.ca> wrote:
> I'm setting up my 800xl, and have hit a major snag. I can plug my R-Time 8
> into my SDX cart, no problems. But the pass-through cart connector on my
> R-Time 8 is shot, so I can't have SDX->RTime->Action; I have to omit the
> RTime, and keep setting the Jiffy clock by hand.

I have the same problem as you.. except that I have three Rtime8 carts
that do this..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

3634. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <71dkkt$mk4$1@supernews.com>
Source record: 58802

: Van Nisselroy) wrote:

: Would ALL people who are reading this newsgroup using nothing more
: than an Atari 8-bit computer (however enahnced) please reply and state
: so.

I usually read csa8 with either a 48K or a 64K Atari. I find that my PC
has about 50 times the resources than what I need and is capable of doing
more of the things that I don't want to do than any other computer system.

Steve

3635. Re: programming the 850

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <71dmje$6be$1@supernews.com>
Source record: 58803

VINNIE5757 (vinnie5757@aol.com) wrote:
: Anyone know how to set the 850 to add a LF after a CR for the Printer port?
: The manual says it can be done.. seems only thru software... This might be hard
: to do if using packaged software....

: Thanks...
: Vinnie

Under "Printer Software Operation", page 84 of my 850 Operator's Manual states, "The Interface Module translates EOL into ASCII CR (Carriage Return, 13 decimal). No other translations are made."

Most printers have dip switches or configuration memory to set line feed with CR. If your printer MUST have both a CR and LF it won't work from the 850 printer port. I think the Supra MicroPrint interface generates both. You might be able to find it at ATV or B&C. Read the FAQ for a vendor list at:

www.faqs.org/faqs/atari-8-bit/faq/

Steve

3636. Re: New Memory Upgrade for XE computers

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981031011811.26076.00001732@ng43.aol.com>
Source record: 58804

```
>What is the TASKMASTER in the BB?

You have to have the "ENHANCER" ROM
from CSS (plus a jumper wire, I think).
Larry
```

3637. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363aacb0.39101657@news.pressenter.com>
Source record: 58805

On 31 Oct 1998 00:12:13 GMT, swallace@home.dmv.com (Steve Wallace)
wrote:

>: Van Nisselroy) wrote:
>
>: Would ALL people who are reading this newsgroup using nothing more
>: than an Atari 8-bit computer (however enahnced) please reply and state
>: so.
>
>I usually read csa8 with either a 48K or a 64K Atari. I find that my PC
>has about 50 times the resources than what I need and is capable of doing
>more of the things that I don't want to do than any other computer system.
>
>Steve

I presume you use a shell account? Do you really prefer ASCII 40
column to 80 column ANSI?

3638. Re: Broken R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363bad22.39215619@news.pressenter.com>
Source record: 58806

On 31 Oct 1998 00:14:24 GMT, jeking@NOSPAM.COM wrote:

>David A. Paterson <david_p@storm.ca> wrote:
>> I'm setting up my 800xl, and have hit a major snag. I can plug my R-Time 8
>> into my SDX cart, no problems. But the pass-through cart connector on my
>> R-Time 8 is shot, so I can't have SDX->RTime->Action; I have to omit the
>> RTime, and keep setting the Jiffy clock by hand.
>
>I have the same problem as you.. except that I have three Rtime8 carts
>that do this..

My only RTIME is also flakey with this problem. I have inspected it
and it _look_ all fine (solder joints etc.).

3639. Re: New Memory Upgrade for XE computers

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363cafaf.39868115@news.pressenter.com>
Source record: 58807

On 31 Oct 1998 06:18:11 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>>What is the TASKMASTER in the BB?
>
>You have to have the "ENHANCER" ROM
>from CSS (plus a jumper wire, I think).
>Larry

Okay that tells me that it is a different ROM chip than the one I have in my BB and that a jumper wire is added somewhere, but what the heck does it DO? The suspense is killing me! :)

3640. Re: WTB: Atari 800 Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19981031060548.00130.00001781@ng23.aol.com>
Source record: 58808

Steve,

I have a working keyboard, but it is attached to a working 800 computer. It's a spare, so depending on what you're willing to pay, I might take the keyboard out of it.

By the way, what is the problem with your keyboard? I've found that reluctant keys can be revived by taking the keyboard apart and gently massaging the contact pad with a smooth hard object.

Sincerely,
Gail

3641. FS:Atari 8 Bit hardware & software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: 8bit.nospam@ehrich.com
Message-ID: <363B3170.166285A@ehrich.com>
Source record: 58809
Cross-posted to: alt.atari,comp.sys.atari.8bit,comp.sys.atari

Lots of Atari 8 bit hardware & software for sale on my web site listed
below:

--
http://members.bellatlantic.net/~generic

then click to go to the Computer & Video Game Garage Sale

sw/hw PC 8-Bit MAC Video-Games Music Fun

Try the BRAIN TEASERS & RIDDLES while you are there

Great HTML Color chart also

3642. Atari equipment for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: Michael Bennett <mbennett@scsn.net>
Message-ID: <363B3009.1198@scsn.net>
Source record: 58810

I still have some Atari equipment for sale. Here is the list. Make an offer if interested...

Atari Hardware for sale:

2x 500XJ Epyx joysticks
Atari 850 Interface with cables
Several Tandy Ink Cartridges for Atari Plotter Printer
2x TV switch cables
1 SIO data cable
Atari 1020 Plotter Printer (with power supply)
Atari 1010 Cassette Program Recorder
C017945 Power Supply
600XL (64k)
130XE Computer with 320k RAM (with power supply)
1050 U.S. Doubled Disk Drive (with power supply)

3643. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: w_gayk@NOSPAMbielefeld.netsurf.de
Message-ID: <MPG.10a51ecd7802847b989737@news.uni-x.net>
Source record: 58811
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> :>My intention was more to give an award for the "BEST LOOKING EFFECTS MADE
> WITH AN 8 BIT
> :>MACHINE" than giving an award for best use of hardware.
>
> So how would *anything* compare with say, a CPC+ or a SAM coupe? Both are
> capable of much better graphics than the majority of 8 bit machines and
> neither of them fall into the above 6Mhz category.

Don't forget, that nice GFX are not all that makes a demo.
Also note that good GFX often require more CPU-time.

May the best 8bitter be the winner.. if it was the CPC+.. congratulations.
I won't say it was unfair even if my C-64 ended up being the worst (what I don't expect).
One has to get used to the fact there'll always be a better one.

-Brix-

3644. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: w_gayk@NOSPAMbielefeld.netsurf.de
Message-ID: <MPG.10a53a01b4819df7989740@news.uni-x.net>
Source record: 58812
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> -)have problems with this, because you cannot judge by the amout of
> -)features (a GFX-Program that also rubs your dick, switches the TV
> -)on/off and controls your CD-Player isn't really what I call a good
> -)GFX-Program, when it has one brush only).
>
> Well, for an 8-bit computer, not CPM, the serious software was more
> limited and had to do what it had to, so there were very few over-featured
> programs. The CPC had the best 8-bit wordprocessors (Protext / Brunword)
> although I am unaware of the AppleII contenders, and the BBC had some good
> ones.

I'm also not too sure about that, because the GEOS-Programs could be a good challenger I suppose (I haven't worked with them yet. but I know there are drivers for a lot of actual Printers Laser/Ink,etc available).
Also Programs running under the new GEOS-Versions benefit of a lot of the new GEOS-Features (Wheels provides up to 16 MB memory together with the 20Mhz card, GEOS MP3 does Taskswitching and up to 4 MB of Memory, together with the 20Mhz card).
As I said, it is very hard to judge a Utility.

> -)You can also NOT judge the usability, because some prefer A mouse with
> -)GUI, some prefer Key-shortcuts, some Pulldownmenus, some windows...
> -)the more you get used to the software the more you'll like it maybe
> -)(or not).. judging the usability requires a fair experience, which is
> -)pretty hard to gain during a short competition.
>
> Hell, a program without keyboard shortcuts must be crap :) . It depends on
> the application, graphics programs like Advanced Art Studio were at their
> best with a mouse and Pull Down Menus etc, but that is just crap when it
> comes to WP (well, now advanced text editors).

It also depends on the user's likes, because I personally hated ADVANCED ART STUDIO on the C64 and prefered AMICA PAINT very much, as some versions of AMICA PAINT have a grid inside that shows the cursor-borders, so you can map the colors according to the cards and get rid of so-called colour crashes).
Although Advanced Art Studio has a very lovely outfit.

-Brix-

3645. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: w_gayk@NOSPAMbielefeld.netsurf.de
Message-ID: <MPG.10a51dcc6c5553df989736@news.uni-x.net>
Source record: 58813
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <3640ac97.238107500@thunder>, NukeEmUp@ThePentagon.com says...
> On Thu, 29 Oct 1998 22:09:37 +0100, w_gayk@NOSPAMbielefeld.netsurf.de
> (Brix) enlightened us thusly:
>
> >Not bad either, but I'd prefer the 8bit processor rule - the adressbus size is rather
hard
> >to find out on exotic machines.. those dudes could tell you anything.
>
> You can always tell the width of the data bus from what CPU the
> machine has. The address bus likewise, but we're ignoring that.
>
> For example, all Z80s have an 8-bit data bus.

C-64 has an 8Bit data and a 16Bit Adress bus.

> >My intention was more to give an award for the "BEST LOOKING EFFECTS MADE WITH AN 8 BIT
> >MACHINE" than giving an award for best use of hardware.
>
> Unfair, as some machines are far better suited to good looking effects
> than others. eg, the C64 would beat the NC100 every time.

This is why this is a good chance to compare the 8 Bitters, isn't it?
It is called "competition".
What else do you want to compare than the output?
I often see people here moaning about their speccy being cooler, their C-64 being finer..
R-type on Speccy being best whileas on C-64 it should have been bull..
Games are based on GFX and playability. Playability comes with speed and precision. Both
are things that can greatly be tested in a demo-competition.
This competition is to show the machine's abilities, not the coders'.
-Brix-

3646. Re: Broken R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: j.glenwright@ndirect.co.uk
Message-ID: <71fkn8$mh6$1@nnrp1.dejanews.com>
Source record: 58814

Here's a solution (well, not really, but it works for me): acquire an old 800 machine, plug the R-Time into the right slot, the SDX cart into the left slot and the Action cart into the SDX cart. Leave the 800's opening flap in the open position and bung a Q-Tip in the lid power switch above the keyboard - hey presto! All three carts working perfectly!

PS. A 256K upgrade and a cold start button on the underside, and you'll have a fantastic Action program development machine -- I know I have...

Cheers
Jerry

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3647. Are any of these rare?

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: jm@dvdmonthly.com
Message-ID: <71fhc5gjn1@boris.eden.com>
Source record: 58815

I found the following carts at a store locally. Are any rare:

They are for the 8-bit computers:

River Raid (Activision)
Buck Rogers (Sega)
E.T. (Atari) I bought this one.. seemed like I hadn't seen it
Microsoft Basic II
Beamrider
and a bunch of others I hadn't ever seen
One looked like a prototype

Anyway, if anyone knows what 800xl/800 etc. carts are rare, I would
appreciate it, as they had a lot.

James

3648. Re: Atari game database & game covers

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <363d4a2f.13672492@news.demon.co.uk>
Source record: 58816

The other Day peter@soemtron.handshake.de (Thomas Havemeister) wrote:

>it's sounds for me as a nice idea. I'm thinking of an atari-games database
>with some major datas (copyright, year of creation and style of game). I
>have up now over 600 collected game-infos in Paradox 5.0 format. I think
>it's quite easy to convert them into some www-usable. And then of course
>... face lifting with game screenshots and photos of original game/
>cartridge cover.
>
>What are you thinking?
>
Thomas, go for it...

But be warned its not a fun job, I did a 170+ picture+music page for the
C64 and it was not great fun I can tell you. Saying that, it looks
lovely and you would stunned how many people write to you saying they
had never actually seen many of the game covers..

Can there be anyone who has not seen the Fractulas cover :)

Smacked hand if so...
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3649. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <71frh9$oqc@cpca3.uea.ac.uk>
Source record: 58817
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Brix wrote in message ...

:This is why this is a good chance to compare the 8 Bitters, isn't it?
:It is called "competition".
:What else do you want to compare than the output?

I think the problem is in the title "best looking" which implies "best graphics"

:I often see people here moaning about their speccy being cooler, their C-64 being finer..
:R-type on Speccy being best whileas on C-64 it should have been bull..

The 64 version of R-type is shite, but not as shite as <giggle> Robocop 2. :-)

:Games are based on GFX and playability. Playability comes with speed and precision. Both
:are things that can greatly be tested in a demo-competition.

Playabilty is more than just speed and precision, otherwise all 16 and 32 bit games would have more playability than their 8 bit predecessors.

:This competition is to show the machine's abilities, not the coders'.

But how can you distinguish the two? A crap coder can make a good machine look bad. A good coder can make a bad machine look better. Unless the same coder writes for all platforms, there is no way to distinguish. Even then, it's hardly decisive.

AndyC

3650. Re: New Memory Upgrade for XE computers

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981031153126.13514.00002189@ng101.aol.com>
Source record: 58818

It is a normal $50 option. It adds really
super sector copier (copies whole partitions,
1.44 disks, etc.) Improved screen dump
allowing 16 gray scales, printing in text or
graphics mode. Prints special characters, etc.
Also a Sector Editor. May not sound too
special, but the sofware is quite powerful.
Comes standard with Floppy Board, except
you can't buy a floppy board at least the last severl times I've checked. The
WOA
special had a BB with the Enhancer for $150,
which is a good deal. Ok now you know what I know about it, so if you need
more info
you have to call/email Bob Puff at CSS.
Larry
> but what the heck does it DO?

3651. looking for a good home for an Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: rpraetorius@my-dejanews.com
Message-ID: <71fud5$22u$1@nnrp1.dejanews.com>
Source record: 58819

Atari 800 with 1050 & Percom disk drives, Koala pad, trackball,
OSA+, Action!, numerous games and utilities (detailed list available
on request). $50 + shipping (or you pick up in Mass.).

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3652. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <71fs4d$mhn@cpca3.uea.ac.uk>
Source record: 58820
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Brix wrote in message ...
:
:> :>My intention was more to give an award for the "BEST LOOKING EFFECTS
MADE
:> WITH AN 8 BIT
:> :>MACHINE" than giving an award for best use of hardware.
:>
:> So how would *anything* compare with say, a CPC+ or a SAM coupe? Both are
:> capable of much better graphics than the majority of 8 bit machines and
:> neither of them fall into the above 6Mhz category.
:
:Don't forget, that nice GFX are not all that makes a demo.

If the graphics aren't the key concern, then why call it "best looking"? How
about "most impressive demo on an 8 bit machine"

:Also note that good GFX often require more CPU-time.

True of the SAM, which suffers somewhat from memory hungry graphics. Not so
true of the CPC+ machines which have lot's of C64esque hardware (sprites,
split screen,...) which can actually make better, *faster* graphics than a
plain vanilla CPC.

:May the best 8bitter be the winner.. if it was the CPC+.. congratulations.
:I won't say it was unfair even if my C-64 ended up being the worst (what I
don't expect).
:One has to get used to the fact there'll always be a better one.

In a straight competition a CPC+ would wipe the floor with the other
machines, including the SAM and that is *fact*. You really only need to look
at the specs to see that. The trouble is finding a decent plus
coder/musician/artist to put together a really first class demo.

Unfortunately there aren't even that many demos already existing for it and
most of those that are can be found on my "ones that got away" list. :-(

AndyC

3653. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: davidledbury@postmaster.co.uk
Message-ID: <363b852c.715947@news.clara.net>
Source record: 58821
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Sat, 31 Oct 1998 20:30:40 -0000, "Andrew Cadley"
<a.p.cadley@uea.ac.uk> wrote:

>:Also note that good GFX often require more CPU-time.
>
>True of the SAM, which suffers somewhat from memory hungry graphics. Not so
>true of the CPC+ machines which have lot's of C64esque hardware (sprites,
>split screen,...) which can actually make better, *faster* graphics than a
>plain vanilla CPC.

Well, the SAM can have split mode screens (not just at horizontal
points either) .. but I agree about the memory hungry graphics.

>In a straight competition a CPC+ would wipe the floor with the other
>machines, including the SAM and that is *fact*. You really only need to look
>at the specs to see that. The trouble is finding a decent plus
>coder/musician/artist to put together a really first class demo.

Err.... it'd be close between the two machines. But, like so many
machines, they both have their good points...

(c) 1998 David Ledbury, Silly sausage productions....
Use outside of this newsgroup is actually quite sad really, as
in all honest it's not really worth repeating elsewhere ;)

3654. Re: Broken R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <71fvnp$mi5$1@news.storm.ca>
Source record: 58822

Yeah, but what about my MIO?

grin

David Paterson
j.glenwright@ndirect.co.uk wrote in message
<71fkn8$mh6$1@nnrp1.dejanews.com>...
>Here's a solution (well, not really, but it works for me): acquire an old
800
>machine, plug the R-Time into the right slot, the SDX cart into the left
slot
>and the Action cart into the SDX cart. Leave the 800's opening flap in the
>open position and bung a Q-Tip in the lid power switch above the keyboard -
>hey presto! All three carts working perfectly!
>
>PS. A 256K upgrade and a cold start button on the underside, and you'll
have a
>fantastic Action program development machine -- I know I have...
>
>Cheers
>Jerry
>
>------------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3655. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <71g023$c9r$1@supernews.com>
Source record: 58823

Jon Melbo (jmelbo@pressenter.com) wrote:

: I presume you use a shell account? Do you really prefer ASCII 40
: column to 80 column ANSI?

Yes on the shell account. A few VT100 emulators allow an 80 column text screen in varying degrees of readability. None of them are as clear as a PC screen but I do enjoy using the Atari to read csa8.

Steve

3656. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-10-31 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363b946b.10711315@news.pressenter.com>
Source record: 58824

On 31 Oct 1998 21:39:15 GMT, swallace@home.dmv.com (Steve Wallace)
wrote:

>Jon Melbo (jmelbo@pressenter.com) wrote:
>
>: I presume you use a shell account? Do you really prefer ASCII 40
>: column to 80 column ANSI?
>
>Yes on the shell account. A few VT100 emulators allow an 80 column text
>screen in varying degrees of readability. None of them are as clear as a
>PC screen but I do enjoy using the Atari to read csa8.

You find it not as clear but prefer it. Okay then.

3657. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <71hs9h$1d0a$1@nntp6.u.washington.edu>
Source record: 58688
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.acorn

In article <6peh17.v18.ln@bucket>, Darren Spiteri <Spit@spam-free.UUCP> wrote:

>
>How about including an 8bit address bus limit, which I feel is the real
>deciding factor that the system is actually 8bit. This includes the mainstream
>65xx, Z80 and 68xx processors. IMHO, a processor isn't 8bit without that FFFF
>limit, bankswitched memory notwithstanding.

The limit you mention is 16 bits.

An 8-bit address limit only lets you address 256 bytes of memory. That's not
enough for even a fantastically well-coded demo.

This doesn't change your point, of course.

-- Derek

3658. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: look@my.sig
Message-ID: <71hv2nkcr1@cfs2.kis.keele.ac.uk>
Source record: 58689
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst Darren Spiteri <Spit@spam-free.UUCP>
eloquently scribe:
: In comp.sys.cbm Clockmeister <gerryvdb@tnet.com.au> wrote:
:> He means eight bit data bus on the processor, in which case only the
:> 8088/80188 applies.

: How about including an 8bit address bus limit, which I feel is the real
: deciding factor that the system is actually 8bit. This includes the mainstream
: 65xx, Z80 and 68xx processors. IMHO, a processor isn't 8bit without that FFFF
: limit, bankswitched memory notwithstanding.

8 *BIT* address bus? Surely you're joking. We're talking 8 BIT machines
here, y'know, not 4 bit.

Of course, if you want to play with a machine with a maximum addressable
memory range of 256 bytes, go right ahead.
--
----
u5a77@teach.cs.keele.ac.uk	Windows95 (noun): 32 bit extensions and a
	graphical shell for a 16 bit patch to an 8 bit
Andrew Halliwell	operating system originally coded for a 4 bit
Finalist in:-	microprocessor, written by a 2 bit company, that
Computer Science	can't stand 1 bit of competition.

|GCv3.1 GCS/EL>$ d---(dpu) s+/- a- C++ U N++ o+ K- w-- M+/++ PS+++ PE- Y t+ |
|5++ X+/++ R+ tv+ b+ D G e>PhD h/h+ !r! !y-|I can't say F**K either now! :(|

3659. ER cartridge for trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19981101111534.26675.00001910@ngol05.aol.com>
Source record: 58690

Des Chiffres Et Des Lettres by Atari France, one of the few titles written exclusively for the French market.

Will trade it for one or several hard to find Atari 8-bit cartridges or classic game mags (Electronic Games, Electronic Fun, Softside, Computer Games...).

Atarily,
Bertrand M. (LEXX)

3660. Re: The passing of an old friend

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <363C8A66.EECEB163@erols.com>
Source record: 58691

Michael, indeed, was a valuable friend and aid to this community. I was sorry to hear of his passing. I remember his BBS because it netted with two that I called, although at different times. I remember how he used to spend a lot of time helping out with assorted problems.

We'll certainly miss him.

3661. Re: The passing of an old friend

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <363C91CB.82B33161@worldnet.att.net>
Source record: 58692

Tom_Hunt@my-dejanews.com wrote:
>
> I am very sad to announce that Michael Schoedel passed away, on Oct. 31, 1998,
> at approximatly 3:00 a.m.

He will truly be missed. I think I had owed him some back issues of newsletters that I never got around to mailing. <sigh>

I believe he was one of the true old-timers, if my memory serves me, that used to regularly attend the weekly Atari conferences on GEnie and/or CompuServe in the "golden era."

So long....

Jeff Potter
Atari 8-bit user since 1982

3662. TAF MonSTEr Flea Market November 18th

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <363c9368.0@nemo.idirect.com>
Source record: 58693
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari

Subj : TAF Flea Market November 18th, 1998.

WEDSNDAY, NOVEMBER 18TH, 1998 is the date for another popular
Toronto Atari Federation FLEA MARKET! The doors open to
the Public at 7:00 PM and runs to 10:30 PM.

Yes, here's your chance to come to a bazaar of Atari-related
software and hardware where you can shop for that peripheral
or application for your ST/TT/Falcon or 8-bit that you've
been looking for. Or, if there's stuff that you have no
use for, get yourself a table and sell! Get rid of your
old stuff or find yourself a treasure!

A Half-Table costs just $5.00, Full-Table just $10.00 each.
A Half-Table is FREE to TAF MEMBERS. (Dealers are expected
to contribute a little more <grin>), with entry to the Flea
Market at $2.00 per family (Free to TAF Members).

The Flea Market itself will run from 7:00-10:30 PM (with
setup commencing after 6:00 PM and teardown at 10:30PM).
This should allow enough time for as many people inside
and outside Toronto to show up.

As usual, piracy cannot and will not be condoned at a TAF Flea
Market - anyone caught selling pirated software or stolen
hardware will be dealt with severely!

Please refer to the bottom of this document regarding getting
in touch with TAF on booking tables or finding the location
of the event - and we'll see you there!

The TORONTO ATARI FEDERATION Flea Market will be held in the
Gold Room of the North York Memorial Community Hall on the
Lower (or Concourse) Level of the North York City Centre
Library Building at 5110 Yonge Street at Parkhome Avenue.
Parking garage inside the complex next to the Novatel Hotel
Those using public transport can take the TTC's line to the
North York City Centre Station and walk through the tunnel
into the concourse, down to the food court, turn left and
find the Memorial Hall.

That's Wednsday, November 18th, 1998, 7:00-10:30 PM for the TAF FLEA
MARKET.

TAF ONLINE EMC & BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/

KEN MACDONALD, TAF President - anarkist@idirect.com
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com
Dave Lee, Treasurer - Sysop TAF ONLINE or dave.lee@taf.ftn.org

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3663. Re: Syquest EZ135 Scsi

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <71ictdseb1@news.umbc.edu>
Source record: 58694

James,

I do not have the part number...

Just call Syquest tech support, tell them what you are doing (using it as
an internal SCSI) and ask them to send you a set of internal terminating
resistor packs for the EZ 135. They are dinky little things.

They sent them to me for free in an envelope!

Of course, opening your Syquest will void your warranty....

I did not have any problem finding the pin holes (there are two sets) for
inserting the internal resistor packs.

You must have them installed if you use the Syquest EZ 135 as the only
internal SCSI device hanging off of the Black Box.

If you don't, like I found out, your EZ135 will not be recognized by the
Black Box.

Good luck!

Tom

jeking@NOSPAM.COM wrote:
: drake thomas (phd posi) <tdrake1@umbc.edu> wrote:

: > It does require that a special terminating resistor is resident if it is
: > the only SCSI device in the loop. If using as an internal hard drive
: > (which is possible!) you will need to get the internal resistor from
: > Syquest direct. They sent it to me for free in a letter!

: Do you happen to have that part number? When I contact Syquest, what do I
: ask for?

: --
: @ @ @ ------------------------------------ @ @ @
: @ @ @ James King - Atari Fanatic! @ @ @
: @ @ @ ------------------------------------ @ @ @
: Atari 8bit Hobbyist by choice, IT Professional by Accident!
: To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

--
Quality Engineering Specialist -- IT Management & Software Consultant
Digital Archaeologist, Quality Advocate, Software Analysis Services
*** Transformation via People, Process, & Technology ***
The best way to predict the future is to invent it now!
Thomas Drake tom.drake@coastalresearch.com

3664. Bounty Bob Strikes Back problems?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Sean <sean@thegate.demon.co.uk>
Message-ID: <909959721.20946.0.nnrp-04.c1ed29b0@news.demon.co.uk>
Source record: 58695

Anybody still having problems with this game? If you are..have a look at www.thegate.demon.co.uk/bounty.htm

Please excuse the crap page, my first attempt at using FrontPage. Not too sure if it was quicker than typing the HTML myself...Perhaps I should RTFM;-)

Sean...

3665. Re: Bounty Bob Strikes Back problems?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <71irgg$8i@bgtnsc02.worldnet.att.net>
Source record: 58696

Yeah!! looks like this one works!! I just tested the str, and it works
fine!! GREAT JOB!!!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Sean wrote in message
<909959721.20946.0.nnrp-04.c1ed29b0@news.demon.co.uk>...
>Anybody still having problems with this game? If you are..have a look at
>www.thegate.demon.co.uk/bounty.htm
>
>
>Please excuse the crap page, my first attempt at using FrontPage. Not too
>sure if it was quicker than typing the HTML myself...Perhaps I should
>RTFM;-)
>
>Sean...
>
>

3666. Re: The passing of an old friend

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <363D137F.2D9F721A@net66.com>
Source record: 58697

Jeff Potter wrote:

> I believe he was one of the true old-timers, if my memory serves me, that used
> to regularly attend the weekly Atari conferences on GEnie and/or CompuServe in
> the "golden era."

Geez - I forgot about GEnie. I dumped an enormous amount of money into
those (Wed nite?) Atari conferences. '88 or '89 as I remember...

Out of a cheap apartment in Florida, 600XL and a 1030 modem (Bobterm!).
I remember chatting about assorted BS with Bob Puff, the guy who wrote
Alfcrunch, the guy from Dataque (Turbo816) and about 6 or 7 others. I
also ran my LD bill into the stratosphere calling Enterprise BBS, Moose,
and some outfit in Michigan.

Ahhh, Fidonet.

Mark 'Clinging tenaciously to the trailing edge of technology' Statzer

--
Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

3667. Re: Best place in memory to put binary loader?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Preston Crow <crow@post.all.replies>
Message-ID: <363D242B.7A79BB4A@post.all.replies>
Source record: 58698

Darrin Smith wrote:
> I am writing a little binary loader to load big files. I remember vaguely
> in the past that I used the cassette buffer, that way you could load huge
> binary files that took up nearly the whole memory (on 800XL).

Yes, the cassette buffer is often cited as a good place for a binary loader.
Personally, I like the idea of a really evil hack: Use page 1.

Page 1 is reserved by the 6502 for the stack. However, I doubt that many
programs really need more than a tiny portion of it, at least for
initialization routines. Interestingly, there is no operation to directly set
the stack pointer. That's fine--just fill it with zeros, except for one byte
set to something else. Then just pop until you get a non-zero, and you know
where you are. From that point, it's just a matter of copying in your load
routine, and hoping that any initialization subroutines don't use more than
half the stack (assuming you can get your load program in 128 bytes).

Another option is to use a fully-relocatable load routine. Then have the
routine make sure it doesn't clobber itself when loading by relocating as
necessary. Or at the very least, it could detect that it can't load the
program and display a panic message (possibly using a pre-defined display list
and display memory for that task).

--PC

3668. Re: Looking for games in .atr format.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Andrew Meler <andy74@Megsinet.net>
Message-ID: <71i02mcen1@news.megsinet.net>
Source record: 58699

How do you guys use these games ?? I want to buy an Atari 65XE (I had it
when I was a kid), but I'm confused how do you people download those games
and transfer them to your Atari ?? I know it sounds lame, but I'm new at
this Atari on the web stuff and would like to get as much info as I can.
Please reply by e-mail. THANKS
PS. Does anybody know any places where can I get ATARI suff in prerfect
condition including manuals ?
PeteJal wrote in message <19981028203237.19659.00000628@ng-ft1.aol.com>...
>Hello all,
> I have been using the Holme's web site for all my Atari 8bit needs, but
I am
>looking for some games that aren't on that site. Can anyone please send
me, or
>upload a list of current running sites that have 8bit games in .atr format?
I
>know there has to be more than this one. Thanks in advance. ~Pete.
>

3669. Re: programming the 850

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981031201118.00107.00002176@ng-fc2.aol.com>
Source record: 58825

thanks! I never even hear of this ... is this an interface?????????? (Yep, been under a rock for 5 years...!)

3670. Wacky Rtime8?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981031201257.00107.00002177@ng-fc2.aol.com>
Source record: 58826

Ok.. unit ios programmed... Today IS October 31..1998...how can it possibly say Wednesday.. today's Saturday....

Advice??? please?!.

3671. Re: Computor want boot up

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Malik Mateen <malikmlk@bellsouth.net>
Message-ID: <363BE2C0.FC0E239A@bellsouth.net>
Source record: 58827

My system want boot up. I had someone to tell to make a system copy with my other computor but the comptuer ask for A: drive prompt I was given sys.com c/ The computor did not receive the prompt. CAN YOU HELP

3672. The passing of an old friend

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <71gmgv$7o$1@nnrp1.dejanews.com>
Source record: 58828

I am very sad to announce that Michael Schoedel passed away, on Oct. 31, 1998, at approximatly 3:00 a.m. I just spoke to his wife Barbara on the phone. She said that Mike had been sick for the last couple of years. He and I had scheduled a chat for this morning, but when he didn't show up I thought it was a bit unusual since Mike always tried to be there.

Probably most of his online friends first met Mike back when he used to run a BBS (The Enterprise). He ran his bbs on an Atari 8-bit. Mike loved his BBS and the friends that he met there. He spoke of it often, even until recently.

I could go on and on telling you what a dear friend he truly was. He will be sadly missed. Please keep his wife Barbara in your thoughts and prayers.

His wife told me that she was having trouble getting the word out to Mike's internet friends because she never learned how to use the computer. If you know any of Mike's internet friends, please pass the word along.

Mike, you will always be near to our hearts.

Your Friend,
Tom

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3673. FS: Atari 600XL Computer

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: rob@adelphia.net
Message-ID: <71gjfc$s11$1@nnrp1.dejanews.com>
Source record: 58829
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace

HI,

I have an Atari 600XL computer in an 800XL box (don't ask me why).
Please make a reasonable offer. Thanks.

Rob

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3674. Re: New Memory Upgrade for XE computers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <363C030F.41158E35@bigfoot.com>
Source record: 58830

What is the "ENHANCER" ROM???

Regards,

Nir Dary
ndary@bigfoot.com

LWhite6497 wrote:

> >What is the TASKMASTER in the BB?
>
> You have to have the "ENHANCER" ROM
> from CSS (plus a jumper wire, I think).
> Larry

3675. Re: Atari 800 "M" key needed !

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Teresa Williams <tchermok@flash.net>
Message-ID: <71h02f$25o$1@excalibur.flash.net>
Source record: 58831

send me a SASE to:
Edward Williams
112 Jarry Lane
Jacksonville,Ar 72076

and i'll send ya an "M" Key for free

In article <mcurrent-2110980927120001@macmcurrent.library.carleton.edu>,
mcurrent@carleton.edu (Michael Current) wrote:

>In article <70k8cl$a24$1@nets3.rz.RWTH-Aachen.DE>,
>nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:
>
>>Or call Brad Kota at Best Electronics. You can find his number on the FAQ (I
>>don't know it by heart. It's on the catalog too, but it's on my desk, at
>home,
>>12 miles from here. He's also working on a web-site.
>
>Best Electronics
>2021 The Alameda Ste 290
>San Jose CA 95126-1127
>USA
>tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
>FAX: (408) 243-8274
>mailto:bestelec@concentric.net
>http://www.best-electronics-ca.com/
>
>--
>Michael Current, mailto:mcurrent@carleton.edu
>8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
>Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
>St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3676. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01be0581$367af360$a792e289@irata.kawo2.rwth-aachen.de>
Source record: 58832

Hallo !

Take a look at Pooldisk too_2 !
There is a dos program called "IMAGIC" by Steven Tucker" that claims to
convert images any way:

Image Magic for DOS v1.06f
08/02/98
Copyright 1998 Steven J Tucker ** UNREGISTERED SHAREWARE VERSION
**

Usage: IMAGIC [/A | /D | /X | /S] [SOURCE_FILESPEC] [DESTINATION PATH]

Specify one of these target image types: [/A] = ATR Emulator Image
[/D] = DCM Disk Communicator 3
Image
[/X] = XFD Xformer Image
[/S] = SCP Spartados SCOPY Image

SOURCE_FILESPEC is any image, or set of images if using wildcards

DESTINATION_PATH is an optional target directory for output

Matt

> you're right. Afaik an ATR2DCM converter isn't availble, just an DCM2ATR

> for MS-DOS computers. So the problem is: how to convert an ATR PC file to

> an original atari disk. With SIO2PC cable, but what is if without them?
>
>
> -thomas
>
> request my public key. ....Sturz des Zaren!
> --
> 6502 R&#65533;SC power! ||| &#65533;ntel Outs&#65533;de! | ,- _ C64 II - alternate
> *(MEGA) 8-b&#65533;t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b&#65533;t power !
>

3677. Re: relocate atari8bit to PC case

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <363C509B.E2A5B8B@bigfoot.com>
Source record: 58833

Hi,

I am working on the Same project my self,
putting my 130xe on a PC case,

my Atari will have a 100meg Hard Drive inside connected to the Black Box

(i thing 100meg will be enough)

Pc Keyboard interface...

Output on the Back of the Pc Case:

2x 15male pin connectors for the Joysticks...
1x 15 male connector for the atari 8 bit mouse (an St/Amiga mouse)
1x Rf connector to the TV (standard connector not the one that the Atari
have now)
2x rca connector for Video/Audio out (for regular monitor)
1x ear phone connctor for Stereo sound output (with the stereo upgrade)
1x paralell printer port (from the Black box or ICD adapter)
1x serial out put for External modem (i might install an internal modem)

1x 15 pin mail connector that will replace the ATARI sio connector.
1x vga out put to connect a stantard vga Monitor to the atari (i am
still working on this vga project)

My 130xe computer have 1 meg of memory but it takes the antic banks..
and 3 os's installed that are controlled my a 3 possition swtich...

Let me know how your project goes...

Regards,

Nir Dary
ndary@bigfoot.com

OdaMan t2o-MaNiaC wrote:

> Hi, atarians.
>
> I'm thinking about putting atari 8bit in PC case. What do you
> think about the atari? There are many peripherals and many power
> supply. And also, my machine is 130xe and its keyboard is crap.
>
> So I had an idea that put atari all peripherals in one PC case,
> even old(just a crap for Windows use...) PC motherboard for
> SIO2PC/APE. It's very smart, isn't it? :)
>

> A question. Is there any good modification to do that?
> Espesially I wanna know about using PC keyboard for 130xe.
>
> Thanks in advance.
> --
> Tetsuo Oda (odaman@pfu.co.jp / odaman@nsknet.or.jp)

3678. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_909922630@rtfm.mit.edu>
Source record: 58834
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 21, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

3679. Re: Anybody remember the demo "Jane's program"?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: belthasar@scbbs.bungi.com.nospam
Message-ID: <909925352.1@scbbs.bungi.com.NOSPAM>
Source record: 58835

> There is a two-part article about the Futura magazines. It is not
> specific, but it implies that all are available Page 6. The final
> issue (21) evidently had a"goodbye" from Stuart Murray. LW

Crap...I wonder if these are anywhere on the internet. I would like
to see
the good-bye message.

- Belthasar, Sysop- Realm of Eternal Darkness (508)278-4044

~~~ Telegard v3.09.g2/mL
~~~

3680. Re: The passing of an old friend

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <71hls3$t6c@sjx-ixn3.ix.netcom.com>
Source record: 58836

I didn't know Mike personally, but he did help me with a problem I was having with my 8bit computer some years ago. He made an impression on me at the time, for which I am still very grateful. I was surprised by the extent of the effort he made to help me. Not to many around like that.

My condolences to the family,

Richard Heldmann

3681. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-01 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <6peh17.v18.ln@bucket>
Source record: 58837
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In comp.sys.cbm Clockmeister <gerryvdb@tnet.com.au> wrote:
> He means eight bit data bus on the processor, in which case only the
> 8088/80188 applies.

How about including an 8bit address bus limit, which I feel is the real
deciding factor that the system is actually 8bit. This includes the mainstream
65xx, Z80 and 68xx processors. IMHO, a processor isn't 8bit without that FFFF
limit, bankswitched memory notwithstanding.
--
+-___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'

3682. Best place in memory to put binary loader?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: Darrin Smith <darrins@cyllene.uwa.edu.au>
Message-ID: <71isoprqn1@enyo.uwa.edu.au>
Source record: 58700

Sorry if this seems a stupid question but I don't have my mapping the atari
anymore. (I wish someone would put it on the web!)
I am writing a little binary loader to load big files. I remember vaguely
in the past that I used the cassette buffer, that way you could load huge
binary files that took up nearly the whole memory (on 800XL). However
I can't remember where the cassette buffer is in memory and how much
space is there! Can someone point me in the right direction? or perhaps
suggest a better location? Hopefully 128 bytes ought to do it.
e-mail replies welcome.

--
Darrin Smith Phone:(work)08 9224 0263 (+61 8 9224 0263)
Ph.D Student, University Dept of Medicine (fax) 08 9224 0246 (+61 8 9224 0246)
Medical Research Foundation Building (home)08 9305 9425 (+61 8 9305 9425)
Level 4, 50 Murray St. PERTH WA 6000 NEW (mob) 0414 756 502 (+61 414 756 502)
-----------------------PORSCHE- There is no substitute-----------------------
E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
---

3683. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <71j3f3$nns@cpca3.uea.ac.uk>
Source record: 58701
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Brix wrote in message ...
:In article <716nk7$rn8@cpca3.uea.ac.uk>, a.p.cadley@uea.ac.uk says...
:>
:> Brix wrote in message ...

:Yes, but do you want someone to compete with a 20Mhz clocked 8-bit machine
(if there was
:one).

Not if it's some bolt on SCPU alike. Are you suggesting it would be fair to compare a 6Mhz 6502 machine (if such a beast exists) with a 6Mhz Z80 machine?

The PCW16 is about 16Mhz, but it's a sodding word processor. It's not exactly going to be easy to create a stunning demo on it, is it?

:This is just to eliminate too fast machines. Most stock units are in this
area anyway (3,5
:Mhz spectrum, 2 Mhz C128, 1 Mhz C-64)
:Note, I'm talking about stock units. Others are not allowed.

Yes, but there *are* stock Z80 machines that reach, or go above the 6Mhz limit. I don't see why they should be excluded. If, as you say, we stick to stock machines then it won't really be a problem limiting speed anyway. There aren't any mega high speed 8 bits that I know of.

:NES has no floppy-drive, nor has an ATARI 2600. We make exceptions of the
rules when the
:machines have nothing but a cartridge port, also when the machine needs a
cartridge to
:work (like the mentioned CPC+ or TI66)

Okay. In the case of machines like the CPC+ (again) which *has* got a disc drive/tape deck, do you *have* to stick to the BASIC cartridge, or could you write your demo for a cartridge instead? Believe me, it can make a *big* difference, because the advanced hardware is wired up to suit cartridge games better.

If not, what about if you stick to 64K ram and no keyboard, making it compatible with the GX4000 console?

I just fancy writing a GX demo really...

:Other ways would be excluding all competing scenes from voting and letting
the PC
:community decide or letting the whole Partypeople vote (of course still no

selfvoting
:allowed).

It's a toughy. Imagine for example if their were 50 Speccy owners and 49 C64 owners and no-one else. The C64 would *have* to win. Okay, I'll admit, it's a slightly contrived example, but you could conceivably end up with something similar.

:I think to show the best of all is the best solution. So we get a clear impression what is
:possible, and not what os possible in time. Let the best compete with the best. No
:deadline.

Does the C64 come under a different category to the C128? What about the CPC and Plus machines? Or the Speccy and SAM? (tricky one that)

The problem being that SAM demos would obviously get entered over and above Speccy ones, 'cos there bound to be a bit fancier. There is also the small problem of finding demos for the more obscure machines. There are only about 3 demos which are CPC+ "enhanced", less which are dedicated solely to it and most of them are on my "ones that got away" list. :-(

:Here is the reason why all should be on Video. A SCART-Plug always gives a fair picture. I
:doubt there will be any 8-bit machine that needs more than this.
:Btw: On a videobeamer every picture (even from PCs) is a bit blury as the limit goes
:for all machines it isn't such a problem...

I see your point. The problem I was trying to highlight is that not all machines output a TV signal. The CPC won't without extra hardware and even then the quality of hi-res MODE 2 images aren't going to be very good if someone decides to use them.

:The competition will be held on a usual convention. So no need to upload it anywhere.

Are there any conventions which are easy for *everyone* to get to. Somehow, I don't think so, which is why I'd prefer a net based competition. There are emulators for most machines capable of the majority of hardware tricks. I reckon that would be easier for most people.

:> What the hell is a Videobeamer anyway?
:
:A machine that throws the picture, seen on the monitor or TV-screen to a Wall. Cinema-
:size. So the whole voting Public in the competition room can see it.

Hmmm. I think you'll find it a tad hard to connect one to a CPC though, given the lack of TV out.

:[TP8]
:Yes it is a 3-days convention held around christmas in Denmark.

Egad! I'm a poor student, m'lud. I can barely afford a day trip to London, let alone three days in Denmark. Oi'll be scrimping me pocket's just to 'ford a cu'ple o' prezzies this year.

Ahem.

I can't afford that option. :-(

:[videotapes]
:On those conventions there were always problems with connecting all the different machines
:(Pc,Acorn,C-64,Amiga) to the Videobeamer, because of different plugs and signals. So now
:the standard for all non-PC's is to record the Demos on VHS a short time before the
:competition.

I see. Still seems a bit of a contrived way of doing things though.

:This is done by the Organizers of the Party together with a guy who has the knowledge and
:who brings the machine to play the demo.

Finding someone with both knowledge, a CPC+ and the money to travel to Denmark might be a shade tricky though. The machine isn't exactly rare, but they aren't found on every market stall either.

The monitors are also *bloody* cumbersome things at the best of times.

AndyC

3684. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: areeve@mindspring.com
Message-ID: <363d266d.9641892@news.mindspring.com>
Source record: 58702

I love reading these threads about my old product.
- Alan

On 24 Oct 1998 03:14:38 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>As the man said on TV:
>Will the real Mr. 80 column please stand up!
>Larry

3685. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363d4437.31844537@news.pressenter.com>
Source record: 58703

On 1 Nov 1998 10:19:02 GMT, "Matthias Belitz"
<matz@kawo2.rwth-aachen.de> wrote:
I believe he has a Win32 menu driven version of it now as well.

>Hallo !
>
>Take a look at Pooldisk too_2 !
>There is a dos program called "IMAGIC" by Steven Tucker" that claims to
>convert images any way:
>
>--------------
>
>Image Magic for DOS v1.06f
>08/02/98
>Copyright 1998 Steven J Tucker ** UNREGISTERED SHAREWARE VERSION
>**
>
>Usage: IMAGIC [/A | /D | /X | /S] [SOURCE_FILESPEC] [DESTINATION PATH]
>
>Specify one of these target image types: [/A] = ATR Emulator Image
> [/D] = DCM Disk Communicator 3
>Image
> [/X] = XFD Xformer Image
> [/S] = SCP Spartados SCOPY Image
>
>SOURCE_FILESPEC is any image, or set of images if using wildcards
>
>DESTINATION_PATH is an optional target directory for output
>-------------------------
>
>Matt
>
>
>
>
>> you're right. Afaik an ATR2DCM converter isn't availble, just an DCM2ATR
>
>> for MS-DOS computers. So the problem is: how to convert an ATR PC file to
>
>> an original atari disk. With SIO2PC cable, but what is if without them?
>>
>>
>> -thomas
>>

>> request my public key. ....Sturz des Zaren!
>> --
>> 6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
>> *(MEGA) 8-bï¿½t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !
>>

3686. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363e446d.31898233@news.pressenter.com>
Source record: 58704
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Sun, 1 Nov 1998 21:56:38 +1100, Darren Spiteri
<Spit@spam-free.UUCP> wrote:

>How about including an 8bit address bus limit, which I feel is the real
>deciding factor that the system is actually 8bit. This includes the mainstream
>65xx, Z80 and 68xx processors. IMHO, a processor isn't 8bit without that FFFF
>limit, bankswitched memory notwithstanding.

Ahh, that is a 16-bit address bus. An 8-bit address bus would yield
merely 256 bytes of addressable memory.

3687. Re: FS:Atari 8 Bit hardware & software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: Pashkovsky Alexey <scout@t2.technion.ac.il>
Message-ID: <Pine.GSO.3.95.981102095426.25305A-100000@techst02.technion.ac.il>
Source record: 58705
Cross-posted to: alt.atari,comp.sys.atari.8bit,comp.sys.atari

link broken !!!!!!!!!
No sale :(

On Sat, 31 Oct 1998 8bit.nospam@ehrich.com wrote:

> Lots of Atari 8 bit hardware & software for sale on my web site listed
> below:
>
> --
> http://members.bellatlantic.net/~generic
>
> then click to go to the Computer & Video Game Garage Sale
>
> sw/hw PC 8-Bit MAC Video-Games Music Fun
>
> Try the BRAIN TEASERS & RIDDLES while you are there
>
> Great HTML Color chart also
>
>
>
>

3688. Re: Atari equipment for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: Pashkovsky Alexey <scout@t2.technion.ac.il>
Message-ID: <Pine.GSO.3.95.981102095517.25305B-100000@techst02.technion.ac.il>
Source record: 58706

I want the 130XE.
Gimme the price plz.
Including post to Israel.
Thanks.
reply to : Pashkovsky@BigFoot.Com

On Sat, 31 Oct 1998, Michael Bennett wrote:

> I still have some Atari equipment for sale. Here is the list. Make an
> offer if interested...
>
> Atari Hardware for sale:
>
> 2x 500XJ Epyx joysticks
> Atari 850 Interface with cables
> Several Tandy Ink Cartridges for Atari Plotter Printer
> 2x TV switch cables
> 1 SIO data cable
> Atari 1020 Plotter Printer (with power supply)
> Atari 1010 Cassette Program Recorder
> C017945 Power Supply
> 600XL (64k)
> 130XE Computer with 320k RAM (with power supply)
> 1050 U.S. Doubled Disk Drive (with power supply)
>
>

3689. Re: R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: jaa1 <jaa1@ukc.ac.uk>
Message-ID: <363D8DE1.5E50@ukc.ac.uk>
Source record: 58707

Looking at the mesages posted on the newsgroup regarding the R-TIME 8
cartridge, does anyone know if it will be affected in any way by the
"millenium bug"?

3690. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <363f942d.234904975@thunder>
Source record: 58708
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Sat, 31 Oct 1998 17:21:04 +0100, w_gayk@NOSPAMbielefeld.netsurf.de
(Brix) enlightened us thusly:

>In article <3640ac97.238107500@thunder>, NukeEmUp@ThePentagon.com says...
>
>> You can always tell the width of the data bus from what CPU the
>> machine has. The address bus likewise, but we're ignoring that.
>>
>> For example, all Z80s have an 8-bit data bus.
>
>C-64 has an 8Bit data and a 16Bit Adress bus.

And the relevance of that point is? ...

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

3691. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <36409578.235235580@thunder>
Source record: 58709
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Sun, 1 Nov 1998 21:56:38 +1100, Darren Spiteri
<Spit@spam-free.UUCP> enlightened us thusly:

>In comp.sys.cbm Clockmeister <gerryvdb@tnet.com.au> wrote:
>> He means eight bit data bus on the processor, in which case only the
>> 8088/80188 applies.
>
>How about including an 8bit address bus limit, which I feel is the real
>deciding factor that the system is actually 8bit. This includes the mainstream
>65xx, Z80 and 68xx processors.

The Z80 has a 16-bit address bus. How else could you have a 16 bit
address like 0xFFFF?

> IMHO, a processor isn't 8bit without that FFFF
>limit, bankswitched memory notwithstanding.

Please consult the nearest primary school for some counting lessons.

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

3692. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <364195fb.235366839@thunder>
Source record: 58710
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.acorn

On 1 Nov 1998 14:47:13 GMT, dpeschel@u.washington.edu (D. Peschel)
enlightened us thusly:

>In article <6peh17.v18.ln@bucket>, Darren Spiteri <Spit@spam-free.UUCP> wrote:
>
>>
>>How about including an 8bit address bus limit, which I feel is the real
>>deciding factor that the system is actually 8bit. This includes the mainstream
>>65xx, Z80 and 68xx processors. IMHO, a processor isn't 8bit without that FFFF
>>limit, bankswitched memory notwithstanding.
>
>The limit you mention is 16 bits.
>
>An 8-bit address limit only lets you address 256 bytes of memory. That's not
>enough for even a fantastically well-coded demo.

Hmmm ... did anyone here enter the competition to write something to
run on 'Baby' at its 50th birthday bash?

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

3693. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <36429649.235444020@thunder>
Source record: 58711
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 30 Oct 1998 17:48:22 -0500, bmarcum@iglou.com enlightened us
thusly:

>But seriously, some Tandy PCs had an 80286 CPU and an 8-bit bus.

I find that somewhat difficult to believe, as the 80286 had 16 data
pins on the chip. What did the CPU in this Tandy machine do when it
came across 16-bit memory access instructions like MOV AX,[whatever] ?

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

3694. Re: Best place in memory to put binary loader?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <71jr1p$dem@freenet-news.carleton.ca>
Source record: 58712

Darrin Smith (darrins@cyllene.uwa.edu.au) writes:
> I can't remember where the cassette buffer is in memory and how much
> space is there! Can someone point me in the right direction? or perhaps
> suggest a better location? Hopefully 128 bytes ought to do it.
> e-mail replies welcome.

If its very small, try hiding it at the bottom of the stack, around $110.

I say $110 because some chain loaders (pirate logos, etc) also used this
trick to store data from $100-$110.

Thats my default address for the ApeLoader binary loader and it works great
for 95% of the bin files out there. If your loader is over 114 bytes
you probably will run into trouble though.

The ApeLoader is 110 bytes long, but it has the ability to let APE do most
of the work, so it can be quite small.

Other popular places are $3DF (cassette buffer), and $600. You will have
more room there but your chances of surviving are far lower.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3695. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <363DAA02.F06CF012@friko.onet.pl>
Source record: 58713

Guys!

Architecture of any processor is specified by it's data bus and/or
internal registers capacity. For example 8088 is 16 bit processor with 8
bit data bus and 8086 is the same processor, but with 16 bit data bus.
The difference is in overall speed. Anyway If a processor has 16 data
bus it HAVE TO has 16 bit data registers, so register's capacity should
be used as a clue.
I am not going to start in this competition, but I'm little bit curious
of it.

Greets,

Alex

3696. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <tq4k17.u8f.ln@bucket>
Source record: 58714
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Mon, 02 Nov 1998 05:35:28 GMT, Jon Melbo wrote:
> On Sun, 1 Nov 1998 21:56:38 +1100, Darren Spiteri
> <Spit@spam-free.UUCP> wrote:

> >How about including an 8bit address bus limit, which I feel is the real
> >deciding factor that the system is actually 8bit. This includes the mainstream
> >65xx, Z80 and 68xx processors. IMHO, a processor isn't 8bit without that FFFF
> >limit, bankswitched memory notwithstanding.

> Ahh, that is a 16-bit address bus. An 8-bit address bus would yield
> merely 256 bytes of addressable memory.

D'oh. :}
--
+-___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'

3697. Re: Antic Sampling Processor

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <363DBBD5.814A750D@ix.netcom.com>
Source record: 58715

Aaron Christopher Finney wrote:
>
> Has anyone played around with this? More importantly, played around with
> it and gotten it to work? I built the interface and it's not going to
> well. The situation:
>
> 1) I got the program to run fine. But loading any of the included
> samples and trying to play them results in an _extremely_ distorted
> sound. I can barely make out a basic rhythm in Ghostbusters.
>
> 2) Testing the interface: it won't read any sound unless the input level
> is _extremely_ high, and then it is distorted. If I lower the level, it
> cuts in periodically (presumably when it peaks over the threshold) and
> what does come in is also distorted. Any ideas/thoughts/comments?
>
> Aaron

Aaron,
The sound quality of the ASP wasn't very good, especially compared to
todays audio recording systems. The included samples should have been
better than you posted. Mine sounded reasonable.
The hardware should produce the same quality as the included samples.
Check that re variable resistors are set properly. You may also have a
bad paddle port on the computer. To test this, plus in a paddle and
enter/run the following program:

```
10 pos.2,0:?"P0","P1","P2","P3"
20 POS.2,1:? peek(624),peek(625),peek(626),peek(627)
30 goto 10
40 rem read paddle (0), paddle (1), paddle (2), paddle (3)

run
```

This will display a constant stream of numbers (about 0 through about
228) depending on the value set by the paddle (pot). Optimum would be 0
to 228. The upper value varies a bit. if you don't get continuous values
as you turn the pot (slowly), the capacitors in the computer may be bad.
If you just bump the knob enough to maky a slight change and you either
get no value change or a huge jump, either the pot is bad or the
capacitors may be bad.
This should also work the same way for the ASP interface. The volume of
the sound should make the values change in the same value range as pot.
The above program should work fine for this. If you get 0 even with a
reasonable amount of volume, adjust the threshold pot to a lower value
until the numbers are in a reasonable range for the volume level.

Distortion can be controlled a bit with the input level pot (upper value).

Hope this helps.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3698. Re: Are any of these rare?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <71kl7esrf1@nnrp1.dejanews.com>
Source record: 58716

Hmm. You bought the most common one of the bunch :) Most are uncommon. They usually go for 5 to 10 online. Some thorn/EMI carts like jumbo jet pilot are rare. All activision carts are great to play. I still play megamania in my 400 all the time. Some carts like demon attack don't work on the xl/xe systems. As for proto's. It is easy to get socketed cart boards and cases so it wouldn't suprise me.

Mark

In article <71fhc5gjn1@boris.eden.com>,
<jm@dvdmonthly.com> wrote:
> I found the following carts at a store locally. Are any rare:
>
> They are for the 8-bit computers:
>
> River Raid (Activision)
> Buck Rogers (Sega)
> E.T. (Atari) I bought this one.. seemed like I hadn't seen it
> Microsoft Basic II
> Beamrider
> and a bunch of others I hadn't ever seen
> One looked like a prototype
>
> Anyway, if anyone knows what 800xl/800 etc. carts are rare, I would
> appreciate it, as they had a lot.
>
> James
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3699. WTB: Muppet keyboard for atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <71kmr3vaf1@nnrp1.dejanews.com>
Source record: 58717

Greetings Programs.
Anybody know where I can find the muppet learning keyboard for the atari computer. I ran across one this weekend at a flea market that had a DB9 male and I don't know what computer it was for.
Speaking of muppets, anybody know how to play big birds funhouse? I got the cart for a buck but am cluless on how to play. My daughtre thinks its funny to see me just pushing keys :)
Thanks
Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3700. Atari BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <TWk%1.24$K4.851729@newsfeed.avtel.net>
Source record: 58718

Does anyone know of any Atari BBS software for operating a bulletin board system on the Atari 8 bit? If so, would you be willing to part with it or send me a disk copy? Please reply by email at mchandle@earthlink999.net without the 999 (NO SPAM!) Thanks!

3701. Seeking working Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <K0l%1.25$K4.855115@newsfeed.avtel.net>
Source record: 58719

If you have an 800 that works perfectly and you're willing to part with it, send me some e-mail and tell me what you want for it. Reply to mchandle@earthlink999.net without the 999 (NO SPAM!). Thanks!

3702. mchandle@earthlink.net

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: smile4@voicenet.com
Message-ID: <yfl%1.47372$ZF.7831158@news3.voicenet.com>
Source record: 58720

Hey Mike,

I saw your post and am wondering if the XL I sent you works OK...
If not let me know and I'll send you another...otherwise I have an 800 with
48k
or one with 16k, $15 each...
please let me know if there was a problem because I have other 800XL s now
and can give you another one if that one is defective (although it worked
fine at my house)

thanks, John

3703. Rom Copyright.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <363ff333.23584160@news.demon.co.uk>
Source record: 58721

Does anyone know how to contact the owners of the OmnimonXL rom, XLfix rom and the Hires rom.

If the owners are still around I'm hoping they will allow the use of the rom images with the emulators like Atari800win and the other ports. Although I'm *not* connected with the emulator team I am a keen user of Atari800win and already own (and have from day one) a real OmnimonXL that's fitted into my multi Os 130XE.

Omnimon seems to work bar Jump and trace crashes (not always but mostly) + the way to enter the Omnimon is to do a warm start with the SELECT key held down, at the mo the Warmstart is knacked on the win version but will be fixed in a future release, a COLDSTART with SELECT does work but mem is cleared totally. The Xlfix rom seems AOK..Don't know how to test the Hires rom. :(

Sure I could just say, here fella's have the roms but I thought I would ask first..
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3704. Re: Someone email me the site to buy a Black Box please.. thanks

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <71l1la$j6d@news.Hawaii.Edu>
Source record: 58722

jm@dvdmonthly.com wrote:
: Please tell me where the hell I can buy one of these....

Computer Software Services (CSS)
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA

tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps

mailto: 76702.1076@compuserve.com (Bob Puff)
info@nleaudio.com
Web: http://www.nleaudio.com/

Vendor: commercial software

Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer

Repair Shop.

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

3705. Re: Rom Copyright.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <71l1u1hjs1@alexander.INS.CWRU.Edu>
Source record: 58723

(hires rom?, omnimon and some other rom.)
I know the omnimon was Newell, I think (hows that for wishy washy).
FTe bought Newell and I believe now owns the rights to Omnimon.
Which gets you noplace, since everyone knows (ask your grandmom)
that FTe belongs to Mike Hohman and he has disappeared.
Russ

3706. Re: WTB: Muppet keyboard for atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <71l1ob$h70$1@alexander.INS.CWRU.Edu>
Source record: 58724

(the muppet keyboard is for either C=64 or A8, I think, you
need the driver disk for it to work).
Big Bird's Funhouse.
?=Play
RETURN=start play
.=select
b=pink thing
d=oscar
k=cookie monster
space=ok, now hide
q=bert
y=ernie
4=THE COUNT
return also = pop up for games 4&5
up arrow=snufflufagus
9=grover
They hide when you push space and then you have to hit the
key for where they were when the game started.
Russ

3707. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: "Kira L. Brown" <kbrown@neutralino.demon.com.uk>
Message-ID: <489ED87AC3%kbrown@neutralino.demon.com.uk>
Source record: 58725
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <36429649.235444020@thunder>
NukeEmUp@ThePentagon.com (David Cantrell) wrote:

> On 30 Oct 1998 17:48:22 -0500, bmarcum@iglou.com enlightened us
> thusly:
>
> >But seriously, some Tandy PCs had an 80286 CPU and an 8-bit bus.
>
> I find that somewhat difficult to believe, as the 80286 had 16 data
> pins on the chip. What did the CPU in this Tandy machine do when it
> came across 16-bit memory access instructions like MOV AX,[whatever] ?

Multiplex.

--
This is a tagline.

3708. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: "Kira L. Brown" <kbrown@neutralino.demon.com.uk>
Message-ID: <489ED86972%kbrown@neutralino.demon.com.uk>
Source record: 58726
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.acorn

In message <364195fb.235366839@thunder>
NukeEmUp@ThePentagon.com (David Cantrell) wrote:

> Hmmm ... did anyone here enter the competition to write something to
> run on 'Baby' at its 50th birthday bash?

I did...

Can't disappoint the spirit of Auntie Alan, can we?

kira.

--
This is a tagline.

3709. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: Antoine Pitrou <Quiche.Eaters@mail.dotcom.fr>
Message-ID: <363E1B13.BDA76BD6@mail.dotcom.fr>
Source record: 58727
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> Okay. In the case of machines like the CPC+ (again) which *has* got a disc
> drive/tape deck, do you *have* to stick to the BASIC cartridge, or could you
> write your demo for a cartridge instead? Believe me, it can make a *big*
> difference, because the advanced hardware is wired up to suit cartridge
> games better.

What makes you say that ? (except the supplementary memory brought by
the ROMs of the cartridge).

3710. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: Ernie and the Magic Spacemen <kmc56@csc.canterbury.ac.nz>
Message-ID: <Pine.PMDF.3.95.981102141007.593708729B-100000@csc.canterbury.ac.nz>
Source record: 58728
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Is this a serious demo programming competition?

I might have to reassemble my amstrad, put my hack-it cart back in and
write something....

KMC

On Fri, 30 Oct 1998, Green Been wrote:

> On Thu, 29 Oct 1998, Brix wrote:
>
> -)> Just limit the entries to computers which are commonly taken to be 8-bit,
> -)> have keyboards, and were reasonably popular somewhere in the world
> -)> sometime. If a million New Brains were sold in Dubai, then they can enter
> -)> too... I take reasonably popular to mean had several releases by top
> -)> software houses (of the time), and sold >10,000...

3711. Re: Rom Copyright.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: baronvr <baronvr@REMOVEusa.net>
Message-ID: <#kbnZCqB#GA.321@nih2naac.prod2.compuserve.com>
Source record: 58729

It's a credit to you that you even bother asking. That's rare. The topic comes up a lot, but I can't remember the last time someone tried to research a copyright holder. Actually, if I didn't know the copyright status of the roms I distribute, I might be a tiny bit uncomfortable...

c cole
baronvr

--
Spike's Big Vectrex Page
http://members.xoom.com/baronvr/
Opening Halloween

[please remove spamblock before emailing...]
--
Paul Irvine wrote in message <363ff333.23584160@news.demon.co.uk>...
>
>Does anyone know how to contact the owners of the OmnimonXL rom, XLfix
>rom and the Hires rom.
>
>
>If the owners are still around I'm hoping they will allow the use of the
>rom images with the emulators like Atari800win and the other ports.
>Although I'm *not* connected with the emulator team I am a keen user of
>Atari800win and already own (and have from day one) a real OmnimonXL
>that's fitted into my multi Os 130XE.

3712. Re: Rom Copyright.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0211981616370001@refdesk.library.carleton.edu>
Source record: 58730

In article <363ff333.23584160@news.demon.co.uk>, mclane@dellos.demon.co.uk wrote:

>Does anyone know how to contact the owners of the OmnimonXL rom, XLfix >rom and the Hires rom.

As Russ wrote, the rights to the Newell products like OmniMon are owned by Fine Tooned Engineering aka Mike Hohman, who "no one" knows how to reach.

Is XL-Fix the 400/800 translator for the XL/XE computers? I think I have it. Isn't it in the public domain?

What's Hires?

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3713. Re: Wacky Rtime8?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19981102181925.09605.00002734@ng134.aol.com>
Source record: 58731

```
>Ok.. unit ios programmed... Today IS October 31..1998...how can it possibly
>say
>Wednesday.. today's Saturday....
>
>Advice??? please?!.
>

Sounds like you need to replace the battery. RT8's do tend to go wacko when
the battery runs down.
```

3714. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <363E6D37.CF90B649@net66.com>
Source record: 58732

Alan Reeve wrote:
>
> I love reading these threads about my old product.
> - Alan
>
> On 24 Oct 1998 03:14:38 GMT, lwhite6497@aol.com (LWhite6497) wrote:
>
> >As the man said on TV:
> >Will the real Mr. 80 column please stand up!
> >Larry

Okay - here's our chance....

Howzabout releasing Diamond into the Public Domain?

?

Mark 'I actually spent $ on the disk version/preview' Statzer

--
Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

3715. Solid Object Module

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: smile4@voicenet.com
Message-ID: <PFu%1.47481$ZF.8159580@news3.voicenet.com>
Source record: 58733

I have an Antic disk called "Solid Object Module" and it requires RAMbrandt
AP0157

does anyone know what this RAMbrandt is???

thanks, John

3716. Re: Solid Object Module

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-02 00:00:00 UTC
From: Ken Siders <ksiders@columbus.nospamme.rr.com>
Message-ID: <NAv%1.468$FY5.2229389@storm.twcol.com>
Source record: 58734

smile4@voicenet.com wrote in message ...
>I have an Antic disk called "Solid Object Module" and it requires RAMbrandt
>AP0157
>
>does anyone know what this RAMbrandt is???
>
>thanks, John
>
>
Rambrandt is a drawing program also from Antic Catalog. It was written in
Forth,
had its own file system (had to use utility to transfer pictures to dos),
and somewhat
buggy. It could do some neat things though like rotating blocks by small
degree
increments, DLI color changes, and some pretty powerful userdefineable
brushes,
tiles, patterns. Solid Object Module was an add on program that could
create
various 3d objects. I both on disk somewhere I bought from them years ago.

--Ken

3717. Re: Rom Copyright.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <363f1b1f.33807275@news.demon.co.uk>
Source record: 58735

The other Day cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>
>(hires rom?, omnimon and some other rom.)
>I know the omnimon was Newell, I think (hows that for wishy washy).
>FTe bought Newell and I believe now owns the rights to Omnimon.
>Which gets you noplace, since everyone knows (ask your grandmom)
>that FTe belongs to Mike Hohman and he has disappeared.
>Russ

In that case I am stuffed a tad :)

I might as well put these roms up on the binaries site for people to try..REMEMBER TO DELETE THEM AFTER 24HRS FOLKS!!!

Unless there are massive objections I will do this tomorrow night at 6pm GMT.

And for those that cannot get that group and want to try them, well they can mail me for them...

Have fun with them....If anyone ever does make contact with this Mike Hohman (I have a feeling he did a few people out of cash??) then after you ring his neck ask him my question :)

Thanks Russ...
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3718. Re: Rom Copyright.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36415574.48741745@news.demon.co.uk>
Source record: 58736

The other Day "baronvr" <baronvr@REMOVEusa.net> wrote:

>It's a credit to you that you even bother asking. That's rare. The topic
>comes up a lot, but I can't remember the last time someone tried to research
>a copyright holder. Actually, if I didn't know the copyright status of the
>roms I distribute, I might be a tiny bit uncomfortable...

I thank you...

Maybe I am from the old school, but I thought I should ask..

Since it seems the roms are either unreachable or unknown I have decided
to give the folk a chance to share.

Cheers
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3719. Re: Rom Copyright.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <364255eb.48860900@news.demon.co.uk>
Source record: 58737

The other Day mcurrent@carleton.edu (Michael Current) wrote:

>In article <363ff333.23584160@news.demon.co.uk>, mclane@dellos.demon.co.uk
>wrote:
>
>>Does anyone know how to contact the owners of the OmnimonXL rom, XLfix
>>rom and the Hires rom.
>
>As Russ wrote, the rights to the Newell products like OmniMon are owned by
>Fine Tooned Engineering aka Mike Hohman, who "no one" knows how to reach.
>
Hmmm....Not good..

>Is XL-Fix the 400/800 translator for the XL/XE computers? I think I have
>it. Isn't it in the public domain?

Could well be...Its like a version on my multi Os board, no copyrights
or msg's..Just boots and works..
>
>What's Hires?
>
It sounds like a rom replacement I remember from the old days. I think
it was a modified character set that you called with a SYS call.

Could be wrong as I don't remember the sys call...

Well when its up on the binaries Ng or mailed I hope others will answer
this question and advise if its a remove or else item..

I am at least trying to get some answers before hand.. :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3720. Re: Are any of these rare?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <Tzu%1.516$B6.13614756@news1.i1.net>
Source record: 58738

8bitz@my-dejanews.com wrote:
: Hmm. You bought the most common one of the bunch :) Most are uncommon. They
: usually go for 5 to 10 online. Some thorn/EMI carts like jumbo jet pilot are
: rare.

Hehehe :) Jumbo Jet Pilot was the first game I purchased for my 400.

John
jvogel@i1.net

3721. Problems with CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: belthasar@scbbs.bungi.com.nospam
Message-ID: <910065757.1@scbbs.bungi.com.NOSPAM>
Source record: 58739

I am trying to connect an IBM Eternal Enhanced CD II to a Supra Hard disk
controller (with a 49MB Seagate 157N SCSI drive with termination inside the
case). The CD-ROM is connected to the 25-pin connector on the back of the
Supra (the 25-pin connector goes onto a 25-pin header on the controller).
This goes into one of the 50-pin connectors on the back of the CD drive, the
other 50-pin has a SCSI terminator. The HD is ID0, the CD is ID1. I am
trying to use MetaDOS 2.7.

MetaDOS installs, but says illegal disk change whenever I goto use it. The
ISO9660 driver also reports DEVICE NOT RESPONDING.

OK, the CD needs parity or something, installed a Wangtek 5525ES tape drive in
the case as ID2. Installed tape software, and the tape software couldn't find
the tape drive....However, when I turned the Supra on with a tape in the
drive, the drive initalized meaning it is seeing the controller.

My question is, can I use the devices like this or do I have to get a

50-centronics/50-header/50-centronics cable for the controller board and
connect everything that way?

Help me please!

Also, does anyone have a copy of the Supradrive Utilities disk that they could
zip up into a file and e-mail attach to me? My disk went bad and the boot
sector on the harddisk went corrupt trying to install the CIHD(?) driver.

- Belthasar, Sysop- Realm of Eternal Darkness (508)278-4044

... And God said, "Let there be crap..." And Windows appeared!

~~~ Telegard v3.09.g2/mL
~~~

3722. Re: Rom Copyright.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <71m1bo$g1h$1@pale-rider.INS.CWRU.Edu>
Source record: 58740

(Paul talks about Omnimon rom.)
Right.
But, Paul.
I don't understand what good an Omnimon dump will do anyone?
It (Omnimon) is interesting and useful for dumping carts.
That's all I ever used it for.
The thing is, it is good to have an archive of the romdump,
someone could burn an OS (I dunno if A8 os is eprom, or
what type, or how to use an eprom burner, etc.)
BUT (I like a big but), what can anyone do with it?
You put it in OS area RAM and it will stay there until
you go to use it. Seems like there was a keystroke combo
to get into it, but I always hit RESET SELECT to enter it.
And who's gonna hack a cart ROM from an emulator?
I guess I just don't get it.
Russ

3723. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: areeve@mindspring.com
Message-ID: <363e91af.19003547@news.mindspring.com>
Source record: 58741

The disk version source code is long gone. I never kept incremental updates at that point, and the cartridge version would be pretty much useless? I'm not sure why anyone would want it...we've got messages saying it wasn't very good and messages saying that someone was 'unfortunate enough to have the product' and this hurts my feelings tee hee. I don't get it. If there's some real reason that this would be useful I might consider it.

By the way...the 80-column thing was probably when we were talking 80 column mode in Diamond Write which was essentially a 4 x 8 font which looked horrible so we went with a 5 x 8 font which offered 320 / 5 or 64 columns minus the window edges. Unfortunately it wasn't too far after that that ICD pulled the plug on Diamond GOS and stopped making the cartridges we needed and we really didn't get the developer support that Diamond needed to survive. I'm not saying that like it was anyone's fault or the Atari community was unsupportive (although Atari most definitely was a lot of hot air) as it's been interesting to see how much money/push Microsoft needed back in the late 80's/early 90's to get Windows to be where it is today. I think the final production count of Diamond carts was around 1,000 units (I have no idea of the exact number).

I'll be happy to provide the final 3.0 ROM image for those that want to burn new ROMs for their older version cartridges. It's just a 27512 PROM or EPROM in there if anyone wants it.

- Alan

On Mon, 02 Nov 1998 20:40:55 -0600, Mark Statzer <mstatz@net66.com> wrote:

>
>Alan Reeve wrote:
>>
>> I love reading these threads about my old product.
>> - Alan
>>
>> On 24 Oct 1998 03:14:38 GMT, lwhite6497@aol.com (LWhite6497) wrote:
>>
>> >As the man said on TV:
>> >Will the real Mr. 80 column please stand up!
>> >Larry
>
>Okay - here's our chance....
>
>Howzabout releasing Diamond into the Public Domain?

>
>?
>
>Mark 'I actually spent $ on the disk version/preview' Statzer

3724. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19981103020303.18369.00003127@ng-fa1.aol.com>
Source record: 58742

> I'll be happy to provide the final 3.0 ROM image for those that want
>to burn new ROMs for their older version cartridges. It's just a 27512
>PROM or EPROM in there if anyone wants it.
>
> - Alan

Please do, or email it to me, My chip got zaped, and my disk didnt make it
threw huricayne Andrew .. I had version 3.0 of the cart..

Thanks in advance.

atari8man@aol.com

3725. Re: Rom Copyright.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <71m3ad$tv@freenet-news.carleton.ca>
Source record: 58743

Michael Current (mcurrent@carleton.edu) writes:
> In article <363ff333.23584160@news.demon.co.uk>, mclane@dellos.demon.co.uk
> wrote:
>
>>Does anyone know how to contact the owners of the OmnimonXL rom, XLfix
>>rom and the Hires rom.
>
> As Russ wrote, the rights to the Newell products like OmniMon are owned by
> Fine Tooned Engineering aka Mike Hohman, who "no one" knows how to reach.
>
> Is XL-Fix the 400/800 translator for the XL/XE computers? I think I have
> it. Isn't it in the public domain?

I believe the FIX-XL rom is just a burn of the disk based one that was
public domain. At least I dont remember seeing any copyright info last
time I loaded the FIX-XL disk. Anyone know for sure?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3726. Re: Atari BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: dwmoar <dwmoar@spiritone.com>
Message-ID: <363EB298.6053D5D8@spiritone.com>
Source record: 58744

Michael, There are two BBS systems that are still being supported
for the Atari 8-bit that I know of. They are Carina and BBS
Express Pro. Get ahold of Bob Klass for Express Pro he is in Salt
Lake City I think. It has benn a long time since I last spoke to
him. For Carina BBS get ahold of David Hunt. He lives in Portland
Or. You can contact him at Webmaster @cybermall.cc Anyway I
hope that this helps out.

Atari*Dave

Michael Chandler wrote:
>
> Does anyone know of any Atari BBS software for operating a bulletin board
> system on the Atari 8 bit? If so, would you be willing to part with it or
> send me a disk copy? Please reply by email at mchandle@earthlink999.net
> without the 999 (NO SPAM!) Thanks!

3727. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363ecb90.1442888@news.pressenter.com>
Source record: 58745

On 3 Nov 1998 07:03:03 GMT, atari8man@aol.com (Atari8man) wrote:

>> I'll be happy to provide the final 3.0 ROM image for those that want
>>to burn new ROMs for their older version cartridges. It's just a 27512
>>PROM or EPROM in there if anyone wants it.
>>
>> - Alan
>
> Please do, or email it to me, My chip got zaped, and my disk didnt make it
>threw huricayne Andrew .. I had version 3.0 of the cart..

Hey, I was down there for that too. Not all my Atari Stuff made it
either (most did though). I was at Homestead AFB, ground zero
basically.

3728. Re: Problems with CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981103052709.03117.00003056@ng142.aol.com>
Source record: 58746

>I am trying to connect an IBM Eternal Enhanced CD II to a Supra Hard
> disk controller...

Is this perchance an ST system?

Larry White

3729. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: Simon Matthews <s.j.matthews@btl.mds.qmw.ac.uk>
Message-ID: <363F4C32.70F6@btl.mds.qmw.ac.uk>
Source record: 58747
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Andrew Cadley wrote:
>
> Unfortunately there aren't even that many demos already existing for it and
> most of those that are can be found on my "ones that got away" list. :-(

do not despair! Palatine has an *amazing* CPC+ bit in it (well I would
say that wouldn't I?) It shall be released at some point - honest!

--
Simon Matthews ------------------- s.j.matthews@btl.mds.qmw.ac.uk
The roof the roof the roof is on fire..... chop "btl." to reply

3730. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <3640dde1.319308951@thunder>
Source record: 58748
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Mon, 02 Nov 1998 20:12:06 +0000, Kira L. Brown
<kbrown@neutralino.demon.com.uk> enlightened us thusly:

>In message <36429649.235444020@thunder>
> NukeEmUp@ThePentagon.com (David Cantrell) wrote:
>
>> On 30 Oct 1998 17:48:22 -0500, bmarcum@iglou.com enlightened us
>> thusly:
>>
>> >But seriously, some Tandy PCs had an 80286 CPU and an 8-bit bus.
>>
>> I find that somewhat difficult to believe, as the 80286 had 16 data
>> pins on the chip. What did the CPU in this Tandy machine do when it
>> came across 16-bit memory access instructions like MOV AX,[whatever] ?
>
>Multiplex.

Ahh ... so it had a weird memory controller; but the bus between the
processor and the memory controller was still 16-bit ;-)

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

3731. Re: ATARI Portfolio club

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: paulfinch@x-stream.co.uk
Message-ID: <71n1pq$2jc$1@nnrp1.dejanews.com>
Source record: 58749

In article <70isoubkq1@nnrp1.dejanews.com>,
BBowman@ato.com wrote:
> I have the following ATARI items for sale on EBAY in the following lots.
>
> 1. Two Atari Portfolio computers with a 128k card
>
> 2. One serial card and one parallel card for the Portfolio
>
> 3. One 64k card brand new in the box for the Porfolio
>
> 4. Two card drives for the Portfolio. One is brand new in the box, the other
> is used.
>
> 5. 10 games with boxes for the Atari 8 bit.
>
> 6. A PR Connection for the Atari 8 bit.
>
> 7. An Indus GT Floppy Drive for the Atari 8 bit.
>
> 8. An Atari CX-85 number pad for the Atari 8 bit.
>
> 9. An Atari Assembler Cartridge and a MAC 65 Assembler Cartridge for the
> Atari 8bit. Accompanied by several books for the Atari, as well as a
> collection of Antic and Analog magazines.
>
> 10. An Atari 800xl and an Atari 130 xe computer. With an ICD interface box.
> Accompanied by a SCSI adaptor, two 40 meg drives, and a power supply. I
> ran BBS Professional on this system from 1985 to 1990.
>
> All sales end on Sunday, October 25, 1998.
>
> Thanks
>
> --
> Brian Bowman
> bbowman@ato.com
> qabowman@aol.com
> Phoenixville, PA
>
> ----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

Hello,

I think I can help you, as I run the Portfolio Club in the U.K. We have over 80 hardware and 600 software items in stock, we also buy and repair Portfolio's. If you would like a copy of my clubs latest eight page price list as well as details about the club, please send a S.A.E (Stamped Addressed Envelope) A5 size (approx 160mm * 230mm) or larger to:

Portfolio Club (U.K)
16 Cedars Road
MORDEN
Surrey
SM4 5AB
U.K, England

Or leave a message on our clubs answermachine, or send a fax:
Telephone & Fax(Home) +44 (0)181-286-8990

E-mail:paulfinch@x-stream.co.uk

Hope the above helps!

Paul

We MUST keep the Atari Portfolio Alive!

P.S. Visit our clubs stand at the AMP 98 Computer & Electronics Show (including the Atari Show) on 14th November, 1998 at Bingley Hall, Staffordshire Showground, Weston Road, Stafford, England. Between 10-4, only costs £3.00p admission. Lots of bargains to be found!

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3732. Re: Problems with CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: belthasar@scbbs.bungi.com.nospam
Message-ID: <910097251.1@scbbs.bungi.com.NOSPAM>
Source record: 58750

```
Be> I am trying to connect an IBM Eternal Enhanced CD II to a Supra
Hard
Be> disk controller (with a 49MB Seagate 157N SCSI drive with
Be> termination inside the case). The CD-ROM is connected to the
25-pin
Be> connector on the back of the Supra (the 25-pin connector goes
onto a
Be> 25-pin header on thecontroller). This goes into one of the
50-pin
Be> connectors on the back of the CD drive, the other 50-pin has a
SCSI
Be> terminator. The HD is ID0, the CD is ID1. I am trying to use
Be> MetaDOS 2.7.

Opps...Sorry about that. I accidently posted this into the wrong
group.

- Belthasar, Sysop- Realm of Eternal Darkness (508)278-4044

... A mind is a terrible thing to... OOOOH, DOOM 2 is here!

~~~ Telegard v3.09.g2/mL
```

3733. Right cartridge slot (RW-LATE signal)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <71n19n$f2n$1@nets3.rz.RWTH-Aachen.DE>
Source record: 58751

Howdy folks

Could somebody tell me if and how I can recreate the RW-LATE signal on an XE computer?

It's the only signal the right cartridge slot from the 800 has, that the other computers have not.

CU Mathy Van Nisselroy

3734. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <71n21i$f2n$2@nets3.rz.RWTH-Aachen.DE>
Source record: 58752

>Would ALL people who are reading this newsgroup using nothing more
>than an Atari 8-bit computer (however enahnced) please reply and state
>so.

Well, actually I'm using a PC from the computer room at the university.
Because it's easier and my responses are posted sooner than when I have to do
it via a BBS (I do that too). But I only use it as much (or as little) as
possible. It takes ages before I figure out how even the simplest of things
work on these crummy things. Atleast on an 8 bit Atari you know what can
happen/what to expect. Ever tried to change the config. on these things? Why
can't this silly answering window stay the size I want to?

I don't know if I am allowed to install anything on these things.

CU Mathy Van Nisselroy

3735. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <71n36q$f2n$3@nets3.rz.RWTH-Aachen.DE>
Source record: 58753

Howdy Alan

> I'll be happy to provide the final 3.0 ROM image for those that want
>to burn new ROMs for their older version cartridges. It's just a 27512
>PROM or EPROM in there if anyone wants it.
>
> - Alan

I bought the cartridge from Shelly (Shelton) Merrill. First he tried to tell me I didn't pay, then he sent me the cartridge (plus paint, which I didn't order) plus a rubber check for approx. 100 US Dollars.

That and the fact that I love MyDOS, and that I didn't have a mouse (the rest was too slow if I remember correctly) made me only try Diamond GOS a couple of times before I shelved it.

If you want to, please send me the 3.0 ROM image.

CU Mathy Van Nisselroy

3736. Re: R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <71n3cj$f2n$4@nets3.rz.RWTH-Aachen.DE>
Source record: 58754

Howdy

>Looking at the mesages posted on the newsgroup regarding the R-TIME 8
>cartridge, does anyone know if it will be affected in any way by the
>"millenium bug"?

I don't think so. 99.9% of all Atari 8bit software didn't do anything with
Time and Date. (only Sparta and BeWe DOS do, and only in their Directories)

CU Mathy Van Nisselroy

3737. Re: WTB: Muppet keyboard for atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <71n7ndbeg1@nnrp1.dejanews.com>
Source record: 58755

In article <71l1ob$h70$1@alexander.INS.CWRU.Edu>,
cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:
>
> (the muppet keyboard is for either C=64 or A8, I think, you
> need the driver disk for it to work).

I had it back in 86 originally. It plugged into joystick port 1. The one I saw this weekend had a male plug on the end. This wouldn't fit either the C64 or A8. A TI maybe?

Thanks for the funhouse info. I wonder if I can make an overlay for my 400 with little sesame street characters on it :)

Mark

> Big Bird's Funhouse.
> ?=Play
> RETURN=start play
> .=select
> b=pink thing
> d=oscar
> k=cookie monster
> space=ok, now hide
> q=bert
> y=ernie
> 4=THE COUNT
> return also = pop up for games 4&5
> up arrow=snufflufagus
> 9=grover
> They hide when you push space and then you have to hit the
> key for where they were when the game started.
> Russ
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3738. Looking for a US doubler

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <71n8lpcsm1@nnrp1.dejanews.com>
Source record: 58756

Greetings. Silly me buys a stock 1050 and forgot almost all of my disk collection is on DD disks from having USDoubled and happy drives back in 86. Anybody have a chip? Or know where I can get one? Thanks Much Mark

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3739. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <71n7f5$s6i@cpca3.uea.ac.uk>
Source record: 58757
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Simon Matthews wrote in message <363F4C32.70F6@btl.mds.qmw.ac.uk>...
:Andrew Cadley wrote:
:>
:> Unfortunately there aren't even that many demos already existing for it
and
:> most of those that are can be found on my "ones that got away" list. :-(
:
:do not despair! Palatine has an *amazing* CPC+ bit in it (well I would
:say that wouldn't I?) It shall be released at some point - honest!

I know and I can't wait to see it. :) Although given that my plus is dead
and it probably won't run on an emulator (truly fantastic demos never do, at
least not properly), that might be a long time. I'll probably have to drag
my sorry little arse to a convention or something.

Pity it's only a single part though. A full blown plus only megademo would
be *so* cool. You could have some proper interlaced bits, some cool dynamic
spotlight effects and all manner of scrolly stuff. And then you could start
writing some difficult code as well. :-)

AndyC

3740. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <71n7kv$18d@cpca3.uea.ac.uk>
Source record: 58758
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Ernie and the Magic Spacemen wrote in message ...
:
:Is this a serious demo programming competition?

Probably. :-)

:I might have to reassemble my amstrad, put my hack-it cart back in and
:write something....

Well, given that nobody can seem to agree on the details, we'll probably
have our own comp.sys.amstrad.8bit demo competition and let the others just
pretend they have decent computers.

or something

AndyC

3741. ISO: expanding 400 memory

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981103111432.17622.00002947@ng146.aol.com>
Source record: 58759

Someone out there must have the plans on expanding a 400's memory beyond 48k..
I have Atari's stock 48k expansion board, which I understand is actually 64k...
since, years back, Byrd/Torres came up with memory mods taking a 16k board and
making it into a 64k, Axlon compatibile, I figure there must be a mod to the
Atari 48k board to access that last 16k that's sitting there.... help?????????

3742. Seeking these games! Help help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <ZmG%1.7$I4.299084@newsfeed.avtel.net>
Source record: 58760

Greetings,

A good 90% of all my old 800XL disk copies are warped or unusable. Would someone be so kind as to forward some copies of disks to me? I'm looking for the following:

Bruce Lee
Blue Max
Gyruss
Gyruss 2
Galaga
Ball Blaster
Star Wars
Hitchhikers Guide to the Galaxy
Pong (8 bit)
Archon
Archon 2
Pole Position
Q-bert
Qix

At the very least, I need Bruce Lee and Archon! If anyone can help me with this I would be forever in your debt. I'd be happy to pay any shipping costs, etc. If you can help, please reply to mchandle@earthlink999.net without the 999 (no spam). Also, if you have a bunch of Atari 800 disk copies that you're thinking of throwing away, send them to me first! My poor games are warped <tear>.

Thanks,

Mike

3743. Roms uploaded.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36413944.3549798@news.demon.co.uk>
Source record: 58761

Since there were no (so far) complaints about the upload of the 3 roms I have since put them on the binaries group, this was done at 6pm GMT.

If you don't get that group then send me a mail re them.

I have had no response from any of the authors (known one(s)) and suspect 2 of the roms might be PD anyway. The roms are OmnimonXL, XL-fix and a Highres rom..

Remember, these are NOT carts but OS replacements that can be used on the emulators instead of the atarixl.rom.
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3744. Re: Rom Copyright.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <364445ed.6791904@news.demon.co.uk>
Source record: 58762

The other Day cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>
>(Paul talks about Omnimon rom.)
>Right.
>But, Paul.
>I don't understand what good an Omnimon dump will do anyone?
>It (Omnimon) is interesting and useful for dumping carts.
>That's all I ever used it for.

Ha ha James, you under used it!! :)

>The thing is, it is good to have an archive of the romdump,
>someone could burn an OS (I dunno if A8 os is eprom, or
>what type, or how to use an eprom burner, etc.)
>BUT (I like a big but), what can anyone do with it?
>You put it in OS area RAM and it will stay there until
>you go to use it. Seems like there was a keystroke combo
>to get into it, but I always hit RESET SELECT to enter it.
>And who's gonna hack a cart ROM from an emulator?
>I guess I just don't get it.

I used mine (real) for ripping screens, fonts, etc etc and I have to say
hacking in general. A certain Raid over Libya aka Sidewinder was
possible because of the Omnimon even tho the programmer said it was
protected against it. (it wasn't)

The rom now just replaces the atarixl.rom as the op sys and it seems ok
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3745. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: Simon Matthews <s.j.matthews@btl.mds.qmw.ac.uk>
Message-ID: <363FBF39.65D9@btl.mds.qmw.ac.uk>
Source record: 58763
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Andrew Cadley wrote:
>
> Pity it's only a single part though. A full blown plus only megademo would
> be *so* cool. You could have some proper interlaced bits, some cool dynamic
> spotlight effects and all manner of scrolly stuff. And then you could start
> writing some difficult code as well. :-)

<fx - Simon bashes head on desk and recalls the many painful episodes of
timing the rasters, tidying up the code and other such stuff and the
disc drive that died along the way>

If I had more time available, I'd *love* to do a plus version of
Trantor/ Exolon/ Stormlord, but at the moment I'm swamped.

--
Simon Matthews ------------------- s.j.matthews@btl.mds.qmw.ac.uk
The roof the roof the roof is on fire..... chop "btl." to reply

3746. 815 Parts For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: Christopher Strong <strong@eng.utah.edu>
Message-ID: <363F5928.66B8320B@eng.utah.edu>
Source record: 58764

I have some Atari 815 (Dual Disk Drive) Side Boards I am considering offering for sale.

There are three spare boards in my collection; one is complete (100% populated), others are missing ROMs and some controller chips. I may be able to provide copies of the EPROMS if someone is interested, but I assume most purchasers would be collectors.

If anyone is interested in purchasing these boards or my holding an on-line auction, please let me know.

These are almost certainly the last virgin 815 boards in existence, and came out of Atari Engineering when Tramiel took over.

-Chris

3747. Re: 815 Parts For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981103142441.12174.00003107@ng32.aol.com>
Source record: 58765

suggest you email curt vendel...
CVendel@aol.com

3748. Re: R-Time 8 (millenium bug)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <910121527.23797.0.rover.d4ee0f47@news.demon.nl>
Source record: 58766

Hi,

The millenium bug is found also in the TDLINE from spartados. When loading
and using a R-time 8 you will see that the original ICD TDLINE will say at
1-1-2000 that it is friday and 31-12-99 is also friday!
The FTE TDLINE version is patched and will cause problems in 2083 but I
think I don't live that long...

So when you are really a R-time 8 user (SYSOP) running BBS pro then try to
get this new TDLINE.
You can find it together with 3.2g(x) package....

Gtx,
Sysop*TXG

Mathy Van Nisselroy heeft geschreven in bericht
<71n3cj$f2n$4@nets3.rz.RWTH-Aachen.DE>...
>Howdy
>
>>Looking at the mesages posted on the newsgroup regarding the R-TIME 8
>>cartridge, does anyone know if it will be affected in any way by the
>>"millenium bug"?
>
>I don't think so. 99.9% of all Atari 8bit software didn't do anything with
>Time and Date. (only Sparta and BeWe DOS do, and only in their
Directories)
>
>CU Mathy Van Nisselroy
>

3749. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: Peter S&#65533;rensen <nwc@kom.auc.dk>
Message-ID: <363F63D8.4426C28C@kom.auc.dk>
Source record: 58767
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

>
> This is why this is a good chance to compare the 8 Bitters, isn't it?
> It is called "competition".
> What else do you want to compare than the output?
> I often see people here moaning about their speccy being cooler, their C-64 being finer..
> R-type on Speccy being best whileas on C-64 it should have been bull..

Yes!, and how a game plays/look has some to do with the hardware, but
most often it is the coders (in-)ability to master the hardware that
really makes the difference. Having said that, it is true that some
hardware makes it a lot easier to make a desent game even for half bad
coder. I think it's the difference between the c64 and the speccy, the
c64 got sprite/hardware scroll which is pretty easy to make something
run fast and looking good one, but gameplay migth be crap
nevertheless... on speccy a bad coder would make it all look bad...

> Games are based on GFX and playability. Playability comes with speed and precision. Both
> are things that can greatly be tested in a demo-competition.

Yes, but again gameplay can't. I have made a 'few' demos for the CPC's
(some freakz have even said they were good...)
but the game's I tried to write were not at all good, so does it make
the CPC lame for games ??? or just make me a bad game coder??? (I think
the true is somewere in the middle ;->)

> This competition is to show the machine's abilities, not the coders'.

This must be a joke!!, you can't distinguish the two!
A lame coder can make even the best Nintendo 64 hardware look like crap,
compared to a cool coded ZX81 demo! (Just to make a point)

Unfortunately I haven't see the tread from the start so I don't know
what the idea with the competition was, but I think a
demo competition between coders on each machine could be cool, or as
secondary goal, a competion between coders on different machines. But in
the last case, the judgment should ofcourse be best use of specific
hardware, making it best 'looks' nomatter what (8bit-) hardware would be
unfair to older machines. (In the case of a 'best looks' compo. I think
the old Enterprise system would have a great chance of winning, if one
could find a good coder for it, as it as I remember it, got some cool
hardware for sprites/hardware windows)

--
Peter Sï¿½rensen
nwc@kom.auc.dk

The solution to many problems lies in having somebody else do the work.
[Andrew S. Tanenbaum]

3750. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: w_gayk@NOSPAMbielefeld.netsurf.de
Message-ID: <MPG.10a927bbe0efae17989749@news.uni-x.net>
Source record: 58768
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> If the graphics aren't the key concern, then why call it "best looking"? How
> about "most impressive demo on an 8 bit machine"

That's what I wanted to express... i just missed the words.

> :Also note that good GFX often require more CPU-time.
>
> True of the SAM, which suffers somewhat from memory hungry graphics. Not so
> true of the CPC+ machines which have lot's of C64esque hardware (sprites,
> split screen,...) which can actually make better, *faster* graphics than a
> plain vanilla CPC.

Sounds like a cool machine to me.

> :May the best 8bitter be the winner.. if it was the CPC+.. congratulations.
> :I won't say it was unfair even if my C-64 ended up being the worst (what I
> don't expect).
> :One has to get used to the fact there'll always be a better one.
>
> In a straight competition a CPC+ would wipe the floor with the other
> machines, including the SAM and that is *fact*. You really only need to look
> at the specs to see that. The trouble is finding a decent plus
> coder/musician/artist to put together a really first class demo.

Yes, indeed. Amiga CD32 was a cute concole too that would have wiped the floor with SNES and MegadriveII, but there was no cool software for it. Sad but true. That was Commodore's death.

-Brix/Plush-

3751. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: w_gayk@NOSPAMbielefeld.netsurf.de
Message-ID: <MPG.10a929acb248e5498974a@news.uni-x.net>
Source record: 58769
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <71frh9$oqc@cpca3.uea.ac.uk>, a.p.cadley@uea.ac.uk says...
>
> Brix wrote in message ...
>
> :This is why this is a good chance to compare the 8 Bitters, isn't it?
> :It is called "competition".
> :What else do you want to compare than the output?
>
> I think the problem is in the title "best looking" which implies "best
> graphics"

Wasn't meant to be like that, a good look (for me) is also smooth vectors, rad effects , like wormholes, good sound...

As you said in a follow-up before "Most impressive" would be the closer description.

> :Games are based on GFX and playability. Playability comes with speed and
> precision. Both
> :are things that can greatly be tested in a demo-competition.
>
> Playabilty is more than just speed and precision, otherwise all 16 and 32
> bit games would have more playability than their 8 bit predecessors.

Haha, ok, it highly depends on the software too, but what i was about to say is that a very slow machine that gives you "ELITE" with 1 frame per second can't output a playable "Elite" game.
Of course a stupid program can't give good playability.. i mean.. a PC screensaver doesn't even scroll smoothly with a Pentium II processor at 300Mhz, while a C64 makes Fullscreen scrolls at 0.98 Mhz. Haha.

> :This competition is to show the machine's abilities, not the coders'.
>
> But how can you distinguish the two? A crap coder can make a good machine
> look bad. A good coder can make a bad machine look better. Unless the same
> coder writes for all platforms, there is no way to distinguish. Even then,
> it's hardly decisive.

Yes, very true. That is why I suggested that each scene picks their contestants, so we can at least compare the best available codes to each other. We can be pretty sure that among thousands of coders for each system, the best ones will be about equally good.
At least this applies to Speccy, CPC, Atari and C64, where we had enough coders.
-Brix/Plush-

3752. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: w_gayk@NOSPAMbielefeld.netsurf.de
Message-ID: <MPG.10a936cfb4eed05898974b@news.uni-x.net>
Source record: 58770
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> :Yes, but do you want someone to compete with a 20Mhz clocked 8-bit machine
> (if there was
> :one).
>
> Not if it's some bolt on SCPU alike. Are you suggesting it would be fair to
> compare a 6Mhz 6502 machine (if such a beast exists) with a 6Mhz Z80
> machine?

What I'm, suggesting is to give limits so no Supernatural Hardware can enter.
Of course The Speccy had about 3 Mhz and the C-64 had 0.98, but I'm talking about stock machines only, so you won't have to compete with a 3Mhz C-64.

> The PCW16 is about 16Mhz, but it's a sodding word processor. It's not
> exactly going to be easy to create a stunning demo on it, is it?

If there was a good coder, he could even sweep some machines with stunning 3-d effects, even if he only had 2 colors (Dithered Gouraud shading, etc) or greyscales.
But as I think 16Mhz would bee too much processor power to be comparable to the other machines, the PCW16 would be out of competition.

> :This is just to eliminate too fast machines. Most stock units are in this
> area anyway (3,5
> :Mhz spectrum, 2 Mhz C128, 1 Mhz C-64)
> :Note, I'm talking about stock units. Others are not allowed.
>
> Yes, but there *are* stock Z80 machines that reach, or go above the 6Mhz
> limit. I don't see why they should be excluded. If, as you say, we stick to
> stock machines then it won't really be a problem limiting speed anyway.
> There aren't any mega high speed 8 bits that I know of.

Well, if there was no problem, then I'd say let's keep that limits.
Why exclude them? I think we should limit the competition to "comparable" machines only.
If you look at 32 Bit systems, you get problems when you want to set up a democompetition, because the Acorn A3010 and the PentiumII/300 are too far apart, when you look at the clockspeeds, and clockspeed is a part of performance too.
The limit is just to exclude too fast machines, so we get a rather fair competition.

> :NES has no floppy-drive, nor has an ATARI 2600. We make exceptions of the
> rules when the
> :machines have nothing but a cartridge port, also when the machine needs a
> cartridge to
> :work (like the mentioned CPC+ or TI66)
>
> Okay. In the case of machines like the CPC+ (again) which *has* got a disc
> drive/tape deck, do you *have* to stick to the BASIC cartridge, or could you

> write your demo for a cartridge instead? Believe me, it can make a *big*
> difference, because the advanced hardware is wired up to suit cartridge
> games better.

If the machine would NOT run without a cartridge, it is allowed.
If the machine runs without a cartridge, the demo has to be coded for use without any add on.
Example: I could write a Demo that uses a C-64's Ram Expansion Unit's DMA to blitter Animated Hires fullscreen Graphics on the C-64 screens and make 'em go crazy, but as the C-64 does not need this Ram Expansion Unit it is not allowed.
Generally Demos on Cartridges are only allowed, if the machine cannot load Demos from Disc/Tape.
So a CPC 464/664/6128, Atari 800xl/320xe, Commodore 64/128 and Spectrum HAVE to run the Demo from Disc/Tape, and the demos MUST NOT use Hardware Expansion units, like a Ram Expansion, Hardware-Basic Expansion, SCPU-Turbocard, Stereo/quattro Soundchip-add ons, etc.
A C-116 plus4, may also NOT use the Synergy SID Card.
A NES has no Discdrive/Tapedrive available, so the Demo may be run from Cartridge.
In case of a CPC664 the demo must be run from a 3" disc drive, C64 must come from Tape or the standard 5-1/4" drive (1541,1541-II), no SFD or FD Floppies or HD's allowed.

> If not, what about if you stick to 64K ram and no keyboard, making it
> compatible with the GX4000 console?

Sticking to 64K ram would disqualify the C128 and the CPC6128 which still can be compared to a C-64 or CPC664 or Atari 800xl, so the 64K Ram limit would be unfair.
The machine may have a Keyboard, but does not have to in my opinion, because a NO KEYBOARD-rule would disqualify the NES,the C64gs and the Atari 2600.

> I just fancy writing a GX demo really...

Then do it :) if the GX is below 6 Mhz, has an 8 bit proz. it is just fair to compare it with the others isn't it?

> :Other ways would be excluding all competing scenes from voting and letting
> the PC
> :community decide or letting the whole Partypeople vote (of course still no
> selfvoting
> :allowed).
>
> It's a toughy. Imagine for example if their were 50 Speccy owners and 49 C64
> owners and no-one else. The C64 would *have* to win. Okay, I'll admit, it's
> a slightly contrived example, but you could conceivably end up with
> something similar.

Huh, so how do you think we should make the voting?
We have to disqualify selfvoting in some way, so no BIG C64 scene e.g. could selvote itself to the top.
My suggestion is, that selfvoting is forbidden, and ALL Scenes are voting. Since this Competition will be held on a big Computer Event with mostly PC People there, it will be fair enough in my opinion.
I'm, still thinking about the rules, so maybe I can organize something like an 8 bit

democompo on one of the forthcoming events like Mekka Symposium or Siliconvention.

> :I think to show the best of all is the best solution. So we get a clear
> impression what is
> :possible, and not what os possible in time. Let the best compete with the
> best. No
> :deadline.
>
> Does the C64 come under a different category to the C128? What about the CPC
> and Plus machines? Or the Speccy and SAM? (tricky one that)

No categories. Just one competition.

Another way of voting would be to show all the demos mixed, without telling the system it belongs to, and let the whole partypeople decide which demo is the best. For that we could even allow selfvoting, as the PC-Scene is voting too and selfvoters will get less important then. Since most PC people do not always know which demo comes from which system (they may guess, but they can't be always sure).
The result now tells you, which Scene had the most points (like a constructor's championship in formula 1) and which scene produced the best demo (in the opinion of the voters).

For 15 Demos, the first demo will get 15 points, the 15th demo gets 1 point.
This however requires, that each scene gives exactly 5 Demos to the competition, when there are 3 scenes.. if a scene cannot provide such an amount of demos it is rather bad for it, but the major scenes will be able to chose 5 demos, will they?

> The problem being that SAM demos would obviously get entered over and above
> Speccy ones, 'cos there bound to be a bit fancier. There is also the small
> problem of finding demos for the more obscure machines. There are only about
> 3 demos which are CPC+ "enhanced", less which are dedicated solely to it and
> most of them are on my "ones that got away" list. :-(

the same applies to the C128, where I know NO demo (I think there exist a few, but I haven't seen one yet).. Although I am a Commodore-lover, I would say: Bad luck.

> :Here is the reason why all should be on Video. A SCART-Plug always gives a
> fair picture. I
> :doubt there will be any 8-bit machine that needs more than this.
> :Btw: On a videobeamer every picture (even from PCs) is a bit blury as the
> limit goes
> :for all machines it isn't such a problem...
>
> I see your point. The problem I was trying to highlight is that not all
> machines output a TV signal. The CPC won't without extra hardware and even
> then the quality of hi-res MODE 2 images aren't going to be very good if
> someone decides to use them.

Well, it is surely possible to get a composite signal (like Choma/Luma or linear RGB) from the CPC's port, isn't it? Both can be conected to a Videorecorder's SCART cable and thus provide a picture that is good enough. C64's Hires will be somewhat worse than on a monitor too, but as this is a problem for all machines it isn't unfair.

> :The competition will be held on a usual convention. So no need to upload it
> anywhere.
>
> Are there any conventions which are easy for *everyone* to get to. Somehow,
> I don't think so, which is why I'd prefer a net based competition. There are
> emulators for most machines capable of the majority of hardware tricks. I
> reckon that would be easier for most people.

How do you want to vote on the net? I mean I could use a mailbomber to send you
100,000,000 votes for the C-64 scene under different names.
How can I watch the demo, when I have no CPC here and my Computer is too slow for an
Emulator? When I cannot afford to download 100,000 MB of Mpeg?
I think such a party with about 2000-4000 People is representive enough.
Believe me, the whole C-64 scene also cannot be on a big party, but the result is somewhat
fair anyway. I don't know how often you have been on such events, but I can tell you from
my experience that this is a very common way to do competitions on the C-64 and this way
is accepted as being fair by the whole C-64 community.

> :> What the hell is a Videobeamer anyway?
> :
> :A machine that throws the picture, seen on the monitor or TV-screen to a
> Wall. Cinema-
> :size. So the whole voting Public in the competition room can see it.
>
> Hmmm. I think you'll find it a tad hard to connect one to a CPC though,
> given the lack of TV out.

Linear RGB, Crominance/Luminance? Some signal like that?
Then it'll be no problem.
Then you just need the specs for the CPC's plug and a SCART-Plug to built an adaptor.

> :[TP8]
> :Yes it is a 3-days convention held around christmas in Denmark.
>
> Egad! I'm a poor student, m'lud. I can barely afford a day trip to London,
> let alone three days in Denmark. Oi'll be scrimping me pocket's just to
> 'ford a cu'ple o' prezzies this year.

I can't also be there, but I'm a hell of interested which C-64 releases there will be..
and if there is something released I can quickly suck it from an FTP Site.
I also don't worry that the votes will be unfair.
Just the way it is.
Who sais that only the 8Bit scenes may vote? Let the PC people vote too, and you get an
even fairer result with less patriotism.

> :This is done by the Organizers of the Party together with a guy who has the
> knowledge and
> :who brings the machine to play the demo.
>
> Finding someone with both knowledge, a CPC+ and the money to travel to
> Denmark might be a shade tricky though. The machine isn't exactly rare, but
> they aren't found on every market stall either.

Well, if we say that only the real important machines take part (the unimportant ones are rather unlikely able to collect enough demos) then it'll be no problem.
I will for sure find someone who has a CPC 664/6128 or an Atari 800xl to play a demo.
The only problem left would be the adaptors for a SCART-Signal and that this guy gets the best demos to record them on VHS.
We even managed to do an ACORN-Democompetition, even though their monitors are another world (that beast has so damned many screenmodes, that it is uncountable - so the monitors are quite scary too).

-Brix-

3753. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: w_gayk@NOSPAMbielefeld.netsurf.de
Message-ID: <MPG.10a97a87b5ec17d4989760@news.uni-x.net>
Source record: 58771
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
In article <6peh17.v18.ln@bucket>, Spit@spam-free.UUCP says...
> In comp.sys.cbm Clockmeister <gerryvdb@tnet.com.au> wrote:
> > He means eight bit data bus on the processor, in which case only the
> > 8088/80188 applies.
>
> How about including an 8bit address bus limit, which I feel is the real
> deciding factor that the system is actually 8bit. This includes the mainstream
> 65xx, Z80 and 68xx processors. IMHO, a processor isn't 8bit without that FFFF
> limit, bankswitched memory notwithstanding.
>
C64 has a 16 Bit adress bus. And an 8 Bit Data bus.
That was a no go.
-Brix-
```

3754. Re: R-Time 8 (millenium bug)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981103162229.12104.00003300@ng61.aol.com>
Source record: 58772

>
>The millenium bug is found also in the TDLINE from spartados.

Help...
Using the X-cart in an 800, and the Rtime in the Right slot... what's going to
happen?!

and... what is the cure?!!!

Help!!! Now I AM worried!
Rgds,
Vinnie

3755. Quadrun & Sub commander protos for trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <71nsp6$p3n$1@msunews.cl.msu.edu>
Source record: 58773
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I have a best electronics Quadrun and Submarine commander proto for trade.
They are in plain black atari cases with a little label that says what game
they are.

I originally thought they were atari lab loaners, but found out they
were only best electronics protos (under a fake lab loaner label). Still
these are quite rare, and I want to trade them (too many bad memories). I am
looking for any ER game not on my 2600 list (especially any by Atari)

my list can be accessed at:

http://pilot.msu.edu/user/reicher6/atari.htm

or failing that, try

http://pilot.msu.edu/user/reicher6/2600.txt

Tempest
reicher6@pilot.msu.edu

3756. Is there a Missing In Action list?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: Fredrik Ekman <ekman@lysator.liu.se>
Message-ID: <dwbtmotpb0.fsf@sara.lysator.liu.se>
Source record: 58774

For many other eight-bit systems, there are lists of games that so far cannot be found on any of the web pages or FTP sites in emulator format. These are often called Missing In Action (MIA) lists. Does something similar exist for Atari eight-bits?

/Fredrik

3757. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: look@my.sig
Message-ID: <71o0hdrbn1@cfs2.kis.keele.ac.uk>
Source record: 58775
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst Brix <w_gayk@NOSPAMbielefeld.netsurf.de>
eloquently scribe:
:> How about including an 8bit address bus limit, which I feel is the real
:> deciding factor that the system is actually 8bit. This includes the mainstream
:> 65xx, Z80 and 68xx processors. IMHO, a processor isn't 8bit without that FFFF
:> limit, bankswitched memory notwithstanding.
:>
: C64 has a 16 Bit adress bus. And an 8 Bit Data bus.
: That was a no go.

ALL 8 bits had an 8 bit data bus and a 16 bit address bus.
Your point?
--

____
u5a77@teach.cs.keele.ac.uk	"I'm alive!!! I can touch! I can taste!
Andrew Halliwell	I can SMELL!!! KRYTEN!!! Unpack Rachel and
Finalist in:-	get out the puncture repair kit!"
Computer Science	Arnold Judas Rimmer- Red Dwarf

|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |

3758. Re: R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363f9596.23802545@news.pressenter.com>
Source record: 58776

On 3 Nov 1998 14:18:59 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

>Howdy
>
>>Looking at the mesages posted on the newsgroup regarding the R-TIME 8
>>cartridge, does anyone know if it will be affected in any way by the
>>"millenium bug"?
>
>I don't think so. 99.9% of all Atari 8bit software didn't do anything with
>Time and Date. (only Sparta and BeWe DOS do, and only in their Directories)
>
>CU Mathy Van Nisselroy

I am not quite sure of the R-Time itself, but I just tested it under
SpartaDOS X ver. 4.20 and it failed. I set the date to the 31st of
DEC 99 a minute before midnight and watched. DEC 31, 1999 is a
Friday. The date flipped over to 1-JAN-00 and it STILL said Friday.
This leads me to a couple of conclusions.

1) The R-Time 8 is not aware of days of week, days in months (leap
years etc) for the next century (millenium even).

2) Either SDX 4.20, the RT8 or BOTH are incapable of a 4 digit year.

Perhaps Jan 1 1900 was a Friday?

3759. Re: FS:Atari 8 Bit hardware & software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: DJ Herison <djh@itol.com>
Message-ID: <71ojofisv1@news.inc.net>
Source record: 58777
Cross-posted to: alt.atari,comp.sys.atari.8bit,comp.sys.atari

Funny I just tried it and it went through ok. Trying to scare off
his potential buyers????

>link broken !!!!!!!!!
>No sale :(
>
>
>On Sat, 31 Oct 1998 8bit.nospam@ehrich.com wrote:
>
>> Lots of Atari 8 bit hardware & software for sale on my web site listed
>> below:
>>
>> --
>> http://members.bellatlantic.net/~generic
>>
>> then click to go to the Computer & Video Game Garage Sale
>>
>> sw/hw PC 8-Bit MAC Video-Games Music Fun
>>
>> Try the BRAIN TEASERS & RIDDLES while you are there
>>
>> Great HTML Color chart also
>>
>>
>>
>>
>

3760. Buying Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <71oo4cjoq1@ramp2.tir.com>
Source record: 58778

I am looking for various carts and Electronic Arts Mule/One on One titles.
PLMK what software you have. Thanks!

Mark

3761. Re: 800XL-OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: "John P. Haggerty" <smile4@voicenet.com>
Message-ID: <7eW%1.63087$ZF.8951008@news3.voicenet.com>
Source record: 58779

Sorry, I only have the technical reference notes and source code listing for the 400 / 800, but if this helps let me know

John

3762. 800 OS ...original Atari documents

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: "John P. Haggerty" <smile4@voicenet.com>
Message-ID: <pAW%1.63088$ZF.8957711@news3.voicenet.com>
Source record: 58780

For the Atari 800 OS #CO16555

- Technical Reference Notes , roughly 275 pages
- Source Code Listing, roughly 200 pages
- Hardware Manual, 200 - 250 pages

these are all in near mint condition and bound in a stiff 3 ring binder

I can do 1 of 2 things...sell this original for $30 or make copies for the cost of the copy + shipping <in other words, free>

any takers??? I'd say for the person who wants to know the 800 there is nothing in existence superior to this book.

thanks, John

3763. Re: "Dr. C. Wacko's" Miracle Guide....

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: "John P. Haggerty" <smile4@voicenet.com>
Message-ID: <RG202.63173$ZF.9190779@news3.voicenet.com>
Source record: 58781

I have all Dr. C. Wacko's stuff in like new condition, disk is still in the back sleeve.....$15

John

3764. Re: Trouble making disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: "John P. Haggerty" <smile4@voicenet.com>
Message-ID: <1J202.63174$ZF.9191641@news3.voicenet.com>
Source record: 58782

try Wal-Mart - they have everything

p.s. I just put about 150 disks in the mail to you

John

3765. yah, but will it cook anchovy burritos?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: "John P. Haggerty" <smile4@voicenet.com>
Message-ID: <yP202.63176$ZF.9194548@news3.voicenet.com>
Source record: 58783

a quote from the back cover...lol

3766. Re: "Dr. Wacko's" programming books

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-03 00:00:00 UTC
From: "John P. Haggerty" <smile4@voicenet.com>
Message-ID: <G8302.63180$ZF.9204219@news3.voicenet.com>
Source record: 58784

I don't see any advertisements

>I remeber it advertising other books in the series. Did they ever come
>out with the other ones, or wa it just the game design one.
>
>Remember the hollandaise sauce? And the angry camels... ;-)
>
>--
>Kirk Israel - kisrael@cs.tufts.edu - http://www.alienbill.com
>"I'm a slippery monster in a sticky world- this is no place for me"
> --Ickus, The Real Monsters

3767. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: areeve@mindspring.com
Message-ID: <3641bd1f.1294933@news.mindspring.com>
Source record: 58638

I see that this newsgroup doesn't support binaries...if there's a
single place out there that I can post the Diamond GOS ROM to so all
can get it I'd be happy to contribute it to an archive. I don't really
have the time to email a copy here and a copy there. I'll be happy to
divulge the bank switching method and how the mouse worked too if
anyone wants to add support to an emulator for it.
- Alan

On 3 Nov 1998 14:15:54 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

>Howdy Alan
>
>> I'll be happy to provide the final 3.0 ROM image for those that want
>>to burn new ROMs for their older version cartridges. It's just a 27512
>>PROM or EPROM in there if anyone wants it.
>>
>> - Alan
>
>I bought the cartridge from Shelly (Shelton) Merrill. First he tried to tell
>me I didn't pay, then he sent me the cartridge (plus paint, which I didn't
>order) plus a rubber check for approx. 100 US Dollars.
>
>That and the fact that I love MyDOS, and that I didn't have a mouse (the rest
>was too slow if I remember correctly) made me only try Diamond GOS a couple
>of times before I shelved it.
>
>If you want to, please send me the 3.0 ROM image.
>
>CU Mathy Van Nisselroy
>
>

3768. Re: Here's the Diamond GOS 3.0 ROM - Diamond2.rom (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981103221736.00641.00002237@ng02.aol.com>
Source record: 58639

>Here's the final Diamond GOS ROM image...precisely 64k...burn it to a
>27512 and you'll be set.

Hi Alan-
I don't believe the file made it through.
You might try alt.binaries.comp.atari8bit
Thanks for your generous gift of the upgrade. I don't know what version I have, but I'll check.
Regards,
Larry

3769. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <363feafb.45667139@news.pressenter.com>
Source record: 58640

On Wed, 04 Nov 1998 02:35:49 GMT, areeve@mindspring.com (Alan Reeve)
wrote:

>I see that this newsgroup doesn't support binaries...if there's a
>single place out there that I can post the Diamond GOS ROM to so all

Ok it's: alt.binaries.comp.atari8bit

3770. FA: Autoduel CIB, Caverns of Callisto, others

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: mgfrank@my-dejanews.com
Message-ID: <71oqvfmkt1@nnrp1.dejanews.com>
Source record: 58641

I've put some Atari 8-bit games up for auction on eBay:

Autoduel (Origin) complete in box
Caverns of Callisto (Origin) boxed, probably complete
Caverns of Mars (Atari) old-style box
MIG Alley Ace (MicroProse) boxed
Necromancer (Atari rerelease of Synapse game) cart with docs
Spider City (Sirius) loose cart
Editor Assembler (Atari) loose cart
Congo Bongo (Sega) loose cart

You can see these auctions at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&user
id= mgfrank&include=0&since=-1&sort=2&rows=25

With luck DejaNews didn't wordwrap that url. :-) If that one's irritating to
cut and paste go to http://cayman.ebay2.com/aw/search.html and do a seller
search for "mgfrank".

International buyers welcome.

Thanks for your interest!

--
Marc G. Frank
mgfrank@my-dejanews.com

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3771. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: kthacker@krisalis.co.uk
Message-ID: <36401f6d.1304860@reading.news.pipex.net>
Source record: 58642
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Tue, 03 Nov 1998 20:12:13 GMT, "Peter S&#65533;rensen" <nwc@kom.auc.dk>
wrote:

>unfair to older machines. (In the case of a 'best looks' compo. I think
>the old Enterprise system would have a great chance of winning, if one
>could find a good coder for it, as it as I remember it, got some cool
>hardware for sprites/hardware windows)
There were some demo coders. There was a massive following in Hungary.
I have seen a screen shot from a Enterprise demo, it looked very
impressive. I think this demo also had sampled music.
Unfortunatly, we will have to wait for a good emulator to arrive to
see these demos, because the number of Enterprise computers to be
found is very small.

Kev

3772. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <71p74t$d3g@cpca3.uea.ac.uk>
Source record: 58643
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

David Ledbury wrote in message <363b852c.715947@news.clara.net>...
:On Sat, 31 Oct 1998 20:30:40 -0000, "Andrew Cadley"
:<a.p.cadley@uea.ac.uk> wrote:
:
:>:Also note that good GFX often require more CPU-time.
:>
:>True of the SAM, which suffers somewhat from memory hungry graphics. Not
so
:>true of the CPC+ machines which have lot's of C64esque hardware (sprites,
:>split screen,...) which can actually make better, *faster* graphics than a
:>plain vanilla CPC.
:
:Well, the SAM can have split mode screens (not just at horizontal
:points either) .. but I agree about the memory hungry graphics.

By split screen I ment the ability to have the display split into two
"screens". Each of which can be hardware scrolled independently of the
other. It's true that the CPC can't change mode in the middle of a line[1]
but I never really saw much use for that anyway. :-)

:>In a straight competition a CPC+ would wipe the floor with the other
:>machines, including the SAM and that is *fact*. You really only need to
look
:>at the specs to see that. The trouble is finding a decent plus
:>coder/musician/artist to put together a really first class demo.
:
:Err.... it'd be close between the two machines. But, like so many
:machines, they both have their good points...

I honestly don't think so. The speed gain on the SAM is about 50% and yet
you have twice as much video memory to deal with. Worse still, if you change
mode to a less memory hungry one then you get more contention to make it run
like a speccy.

It *might* gain an edge with 3D stuff but I couldn't say for sure. For
anything else I think you'd be struggling.

AndyC

3773. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: Green Been <gb226@cam.ac.uk>
Message-ID: <Pine.LNX.4.05.9811040947380.23188-100000@www-stu.cai.cam.ac.uk>
Source record: 58644
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Tue, 3 Nov 1998, Brix wrote:

-)Yes, indeed. Amiga CD32 was a cute console too that would have wiped
-)the floor with SNES and MegadriveII, but there was no cool software
-)for it. Sad but true. That was Commodore's death.

Yeah, but if C= had spent another $ or two (literally) on each CD32 they would have had a 20MHz 68030 instead of a 14Mhz 68020. $5 more and there would have had fast RAM as well, so for under $10 a machine it could have run at 4x the speed....

Oh well, such is life...

Graham

3774. Re: R-Time 8 (millenium bug)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <71p9fr$9dt$1@nets3.rz.RWTH-Aachen.DE>
Source record: 58645

>>The millenium bug is found also in the TDLINE from spartados.
>
>Help...
>Using the X-cart in an 800, and the Rtime in the Right slot... what's going to
>happen?!
>
>and... what is the cure?!!!
>
>Help!!! Now I AM worried!
>Rgds,
>Vinnie

That depends on how the RTime 8 uses the pins. The right slot has NO s5 and rd5. It does have s4 and rd4, but on those pins where s5 and rd5 are on the left slot. Pin 1 is RW-LATE, which the left slot does not have (I don't know yet what this RW-Late is) and Pin A has the system clock, pin B has GND. The rest is the same.

BTW I'm not quite sure about the "name" rd4/5. It's "r" something, followed by the number.

I don't know what happens if the Rtime uses these pins.

CU Mathy van Nisselroy

3775. Re: Spelhunker

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: brenner@biochem.mpg.de
Message-ID: <71pg1d$n9t$1@fu-berlin.de>
Source record: 58646

In article <363c2421.4107911@news.pressenter.com>, jmelbo@pressenter.com (Jon Melbo) wrote:
>On Fri, 30 Oct 1998 13:18:55 GMT, brenner@biochem.mpg.de (Markus
>Brenner) wrote:
>
>>YEAH! A new version of Spelunker, this would be it! OTOH there was an Arcade
>>version of the game, I hope MAME will emulate it eventually.
>
>There was an arcade version of Spelunker? Never heard of it.
>

Yes, there was. I only had the chance to play the thing *once* in some billard cafe. Being quite the spelunker fan (I had played it through several times on the C64) I inserted my coin. Well - the damn machine didn't work right, I told the operator I just had lost a coin in there and the next time I went there the machine was gone *sigh*. The gameplay was somewhat different, the whole graphic blocks being bigger, etc. Still, the game looked pretty good to me, and the first level still was named 'The Elevator'. I never have seen ROM images for the arcade machine anywhere on the net, unfortunately, else I probably would have tried to emulate the thing myself :)

cheers,

-markus

Markus Brenner -==(UDIC)==- no matter how - how hard you try
\\// in your own life, and through the years
Minstrel Dragon (\/) with every up - must come a down
\/ enjoy the laughter and the tears
of happiness (Roger Taylor)
Lord High Mucketty-muck of the UDIC Greybeards (tm)
email: brenner@biochem.mpg.de * WWW: http://www.biochem.mpg.de/~brenner/

3776. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: mikhol74@aol.com
Message-ID: <19981104070834.27115.00004098@ng113.aol.com>
Source record: 58647

How does Diamond OS compare to MyDOS or any of the others? Is it true that it is a GUI (sorry, I don't know much about it and it isn't on any of the FAQs that I could find?)

Also, are all DOS versions available as .bin files for free, or do they have to be ordered?

Gracias
Michael Wallace >> Hyborian Mindset Barbarian Productions <<

The problem with the world is that everyone is a few drinks behind.
--Humphrey Bogart

3777. Re: Creating an Online Resource for 8bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <36404445.283CD5BB@ix.netcom.com>
Source record: 58648

lintilla@my-dejanews.com wrote:
>
> Does anyone know with reasonable certainty, who actually has the copyright to
> all OS manuals for the 8 bit machines. Did Jack Tramiel inherit them? or do
> Warner Communications still hold the rights? The reason I ask is, I would
> like to proceed in creating my own hypertext version of "everything" relating
> to Atari 8bit machines. (and it's a lot) I'm not interested in reproducing
> the originals as this clearly is a breach of copyright. All that I am trying
> to do is bring together related material on the definitive aspects of system.
> Here are some of the sections I'd like to cover...
>
> Overview of System Organization
> Hardware (clock generation, timing resources, memory access priority)
> GTIA and ANTIC vs 6502 (NTSC and PAL)
> POKEY I/O + audio and hardware interrupts
> Memory Usage (OS, ANTIC, 6502, Carts)
> Character Sets
> Playfield DMA/Player Missiles/Hardware Scrolling, cycles lost.
> Disk Drives (I need more info for this)
> Device Drivers inc. R:
>
> etc. etc.
>
> Ideally I'd like to put this on the web but need more feedback on the issues
> mentioned. If you feel this is a worthwhile venture and the web is a no-no,
> maybe we could find another way to get this done. :-)
>
> I look forward to your views, and maybe more info on Disk Drives.
>
> Lintilla.
>
> < technology is obsolete when it ceases to offer any >
> < worthwhile benefit to the user.
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Lintilla,
With reasonable certainty, I'd say JTS now is the owner. JST, a disk
drive company, owns the rights to all Atari 8-bit and ST hardware and
firmware and, I believe the, Atari name. The game software, I believe
now belongs to Hasbro.

--
Robert S Ely --- Communications Systems Technician

rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3778. Re: Wacky Rtime8?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <364045A1.63058BEC@ix.netcom.com>
Source record: 58649

Lenspencer wrote:
>
> >Ok.. unit ios programmed... Today IS October 31..1998...how can it possibly
> >say
> >Wednesday.. today's Saturday....
> >
> >Advice??? please?!.
> >
>
> Sounds like you need to replace the battery. RT8's do tend to go wacko when
> the battery runs down.

Len,
It doesn't really matter much after the end of next year. It will be
totally useless anyway. Does anyone know of/have schematics for, a
replacement y2k compatible R-Time8?

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3779. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: areeve@mindspring.com
Message-ID: <36426373.840855@news.mindspring.com>
Source record: 58650

Ok...the GOS 3.0 ROM is in the binaries newsgroup and the file is called DIAMOND2.ROM so don't think it's the 2.0 ROM. That's the just name on my Atari archive CD-R.

Also, keep in mind that you need the original Diamond GOS super cart with its PLA chip to use this image. It will do you no good with a standard cartridge.

And for those that don't know what Diamond is...it's a programmable GUI environment created around 1988 for the Atari 8-bits that offering moveable windows, mouse support, and all of that type of stuff. Unfortunately there weren't too many apps made to take advantage of it so the programmable aspect really didn't end up helping too much. Reeve Software did release a Paint, Write, and News Station for it (I think we released a Diamond News Station?), as well as a developer's kit. Anyhow...hope the 3.0 ROM helps...I'm an emulation fanatic and I certainly appreciate what 'Yogi' did a couple years ago with maintaining the big Atari 8-bit archive (I contributed many files myself) and I love to see this stuff kept alive for the history books.

- Alan

3780. Re: 800XL-OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: jwilliams <williaj@interlog.com>
Message-ID: <71prf3$48a$1@news.gov.on.ca>
Source record: 58651

I've got a disassembler listing of the XL/OS that I fixed up using the listing of the 400/800 OS. Really the only new stuff in it is the parallel bus loader code. Lot of things in there that they never used, for chaining device handlers together.

John P. Haggerty wrote in message
<7eW%1.63087$ZF.8951008@news3.voicenet.com>...
>Sorry, I only have the technical reference notes and source code listing
for
>the 400 / 800, but if this helps let me know
>
>John
>
>

3781. Trouble making disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <NU_%1.17$I4.1021258@newsfeed.avtel.net>
Source record: 58652

For the past several days, I've had a lot of trouble making disk copies on my Atari 800XL. I believe I've narrowed down the problem, so anyone reading this, please correct me if I'm wrong.

I'm attempting to format and copy to a High Density floppy disk as opposed to the Double Density disks I used back in the days when Atari was still around. Will my problems go away if I can find Double Density unformatted disks and dump the High Density disks?

Also, does anyone know where in the world I can find Double Density disks these days?

Thanks,

Mike

3782. "Dr. Wacko's" programming books

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: kisrael@allegro.cs.tufts.edu
Message-ID: <71puui$ie9$2@news3.tufts.edu>
Source record: 58653

Does anyone remember these?

I think i had a borrowed copy of "Dr Wacko's" game programming guide, in basic. Lots of cartons, lots of demo programs. Cool stuff.

Any information?

--
Kirk Israel - kisrael@cs.tufts.edu - http://www.alienbill.com
"After all, those who can't repeat the past are condemned to remember it"
--Mark O'Donnell, _Getting Over Homer_

3783. WHERE IS THE TAVERN BBS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: paulfinch@my-dejanews.com
Message-ID: <71q388$9qp$1@nnrp1.dejanews.com>
Source record: 58654

Hello,

Can anyone help me with the above, which is a London (England, U.K) based BBS.

I was logging onto them approx once a week when suddenly the number just started to ring and ring but does not log on to the BBS. Yes, all my computer equipment does work as that is how I got here!

I have even wrote to Mr Paul Baker (the Syops) but no reply!

HELP, does anyone know what has happened to 'The Tavern BBS'?

Paul

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3784. Re: Trouble making disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <71q16t$pb1$1@pale-rider.INS.CWRU.Edu>
Source record: 58655

(Trying to use high dens disks in A8 drive).
It won't work. You have to use DD disks. Where to get DD disks?
That may be tough. Keep looking. Computer stores, maybe.
Russ

3785. Re: Trouble making disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981104132412.29901.00003627@ng99.aol.com>
Source record: 58656

as soon as you find out, let me know.. in the meantime, try Radio Shack... 6.99 for 10... it includes a hard plastic storage box...

3786. Re: "Dr. Wacko's" programming books

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <71q9cb$i43$1@nnrp1.dejanews.com>
Source record: 58657

In article <71puui$ie9$2@news3.tufts.edu>,
kisrael@allegro.cs.tufts.edu (Kirk Is) wrote:
> Does anyone remember these?
>
> I think i had a borrowed copy of "Dr Wacko's" game programming guide, in
> basic. Lots of cartons, lots of demo programs. Cool stuff.
>
> Any information?

That was the first thing I bought when I got my 1050 :) That purple spiral bound book got very well used. It came with a disk or two with lots of basic code. I think my first few games were written using code from it. And the whole cartoon feel was great. Actually made me want to read all of it. Unfortunatly it was part of my collection that got destroyed by a flood. I did find a backup disk I made of my programs :) I don't know if any of it is from dr. wacko.

Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3787. Re: Rom Copyright.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <3640a7e3.109362157@207.97.159.250>
Source record: 58658

On 3 Nov 1998 04:38:16 GMT, cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>
>(Paul talks about Omnimon rom.)
>Right.
>But, Paul.
>I don't understand what good an Omnimon dump will do anyone?
>It (Omnimon) is interesting and useful for dumping carts.
>That's all I ever used it for.

Omnimon is awesome, anyone wanting to write programs can use it. The value of a debugger always available is great, plus the mini assembler for quick changes. You dont have to worry about your code overwriting your debugger, etc.
Also, yeah, it was a good copy protection removal tool, but, like disk editors and the like, it has a myriad of uses.

yogi

3788. Re: Wacky Rtime8?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3640ab16.2943587@news.pressenter.com>
Source record: 58659

On Wed, 04 Nov 1998 07:16:33 -0500, Robert S Ely <rely@ix.netcom.com>
wrote:

>Lenspencer wrote:
>>
>> >Ok.. unit ios programmed... Today IS October 31..1998...how can it possibly
>> >say
>> >Wednesday.. today's Saturday....
>> >
>> >Advice??? please?!.
>> >
>>
>> Sounds like you need to replace the battery. RT8's do tend to go wacko when
>> the battery runs down.
>
>Len,
> It doesn't really matter much after the end of next year. It will be
>totally useless anyway. Does anyone know of/have schematics for, a
>replacement y2k compatible R-Time8?

I wouldn't say totally useless.... it will still keep time and for
the most part the date. Day of week will be wrong but that can be
ignored. Also, the day of month would just need to be manually reset
for those months that are a different length in the new century. So
for the most part it is still a usable device, just not totally
maintenance free.

3789. Re: Trouble making disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3641ac55.3262542@news.pressenter.com>
Source record: 58660

On Wed, 4 Nov 1998 08:01:36 -0800, "Michael Chandler"
<mchandle@earthlink999.net> wrote:

>For the past several days, I've had a lot of trouble making disk copies on
>my Atari 800XL. I believe I've narrowed down the problem, so anyone reading
>this, please correct me if I'm wrong.
>
>I'm attempting to format and copy to a High Density floppy disk as opposed
>to the Double Density disks I used back in the days when Atari was still
>around. Will my problems go away if I can find Double Density unformatted
>disks and dump the High Density disks?

Yes, your problems would then disapear. High density disks are NOT
compatible with 360K type disks. Many people often make the mistake
of assuming that because a 1.2M floppy is designed to hold more than a
360K floppy it can more than handle being used as merely a 360K disk.
That is quite false. The two disks use completely different magnetic
coercivity coatings and write voltages.

>Also, does anyone know where in the world I can find Double Density disks
>these days?

Sorry not off hand. Maybe Radio Shack still? They did a few years
ago when it seemed no one else was. You might try searching the net
for suppliers that have old stuff like that too.

3790. Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: jwilliams <williaj@interlog.com>
Message-ID: <71qag9$n47$1@news.gov.on.ca>
Source record: 58661

Many moons ago, Mike Hohman (sp?) stopped in at my place for a visit. He left behind a bunch of ICD stuff, like SDX manuals and some other stuff, maybe R-Time8 books too. While he was here we fiddled around with the source code he had bought off ICD. I'll have to check, but I think I've got the source for Action!, Mac/65 (disk & rom ver). SDX-the cart and a disk version of SpartaDos, I think it's the unreleased 3.5 version. There might be other stuff, it's been a long time. I've also got Mike's (from ICD) infamous assembler/linker that was used to create this stuff. Nobody at ICD including the guy who wrote it knew how to use it which I found amusing.

Anyway, if there's any interest in any of this stuff I can search around for it. I always wanted to upgrade Action! myself, and I did get a version working that didn't need the cart.

Jeff Williams
AlfCrunch-my 15 minutes, heh

3791. Re: "Dr. Wacko's" programming books

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: kisrael@allegro.cs.tufts.edu
Message-ID: <71qe1d$vq2$1@news3.tufts.edu>
Source record: 58662

8bitz@my-dejanews.com wrote:
: In article <71puui$ie9$2@news3.tufts.edu>,
: kisrael@allegro.cs.tufts.edu (Kirk Is) wrote:
: > Does anyone remember these?
: >
: > I think i had a borrowed copy of "Dr Wacko's" game programming guide, in
: > basic. Lots of cartons, lots of demo programs. Cool stuff.
: >
: > Any information?

: That was the first thing I bought when I got my 1050 :) That purple spiral
: bound book got very well used. It came with a disk or two with lots of basic
: code. I think my first few games were written using code from it. And the
: whole cartoon feel was great. Actually made me want to read all of it.
: Unfortunatly it was part of my collection that got destroyed by a flood. I
: did find a backup disk I made of my programs :) I don't know if any of it is
: from dr. wacko.

Spiral bound, eh? My borrowd copy was soft cover.

I remeber it advertising other books in the series. Did they ever come
out with the other ones, or wa it just the game design one.

Remember the hollandaise sauce? And the angry camels... ;-)

--
Kirk Israel - kisrael@cs.tufts.edu - http://www.alienbill.com
"I'm a slippery monster in a sticky world- this is no place for me"
--Ickus, The Real Monsters

3792. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: atari.stuff@ehrich.com
Message-ID: <AH302.63185$ZF.9221164@news3.voicenet.com>
Source record: 58663

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists for the PC, Amiga, Vic20 C64, TI, COCO
Video Games, Music CD's, Books on Tape, Computer Courses,
and the latest Atari list.

Atari HW & Software Items for Sale
Plus Shipping - PrePaid Only

Atari power supply for 1050 drive..... $12
Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 1020 Printer..... $10
Atari 410 Program Recorder (tape deck) $10
Cables for Atari etc from Chelco (6) ..... $ 4 each
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (4)..... $ 8 each
Paddles (2 sets)..... $12 each set
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50

Diskette Software for Atari Computers
$3.95 each (6 for $18)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
DeBug by Childware
Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes

MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
Reading Skills
Sesame Str Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spnker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

Diskette Software for Atari Computers
$2.50 each (5 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Astro Grover
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Lode Runner
Lucas Films Ballblazer
Match Up
Master of Lamps
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell

Moon Shuttle
My First Alphabet
On Track Racing
Paint Master Diskette
Print Shop
Sea Bandit
Shape Up
Sky Blazer from Broderbund
Spy vs Spy
Summer Games -
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore

Antic Diskettes from Atari
$1.95 each (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 CompAdv Star Raiders Cartridge w/box
Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box

Atari Artist
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)
Sky Writer

Tape Software for Atari Computers
$2.95 each (4 for $9)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
Gulp!!
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing

Atari Books $4.95 each (5 for $19)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

3793. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <71qif3$6m4$1@news.storm.ca>
Source record: 58664

Alan Reeve wrote in message <36426373.840855@news.mindspring.com>...
>And for those that don't know what Diamond is...it's a programmable
>GUI environment created around 1988 for the Atari 8-bits that offering
>moveable windows, mouse support, and all of that type of stuff.
>Unfortunately there weren't too many apps made to take advantage of it
>so the programmable aspect really didn't end up helping too much.
>Reeve Software did release a Paint, Write, and News Station for it (I
>think we released a Diamond News Station?), as well as a developer's
>kit.
> - Alan

Would it be possible to also release the Developer's kit? Even though I sold off my copy a few years ago (oops!) I'm interested in seeing how to write programs. Thanks

David Paterson

3794. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981104172852.14891.00004013@ng09.aol.com>
Source record: 58665

>Anyway, if there's any interest in any of this stuff I can search around
>for it.

Jeff-
I think you'll find ENORMOUS interest!
Search long, search hard!
Larry White

3795. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3640d4a0.13581416@news.pressenter.com>
Source record: 58666

On Wed, 4 Nov 1998 14:41:29 -0500, "jwilliams" <williaj@interlog.com>
wrote:

>Many moons ago, Mike Hohman (sp?) stopped in at my place for a visit. He
>left behind a bunch of ICD stuff, like SDX manuals and some other stuff,
>maybe R-Time8 books too. While he was here we fiddled around with the source
>code he had bought off ICD. I'll have to check, but I think I've got the
>source for Action!, Mac/65 (disk & rom ver). SDX-the cart and a disk version
>of SpartaDos, I think it's the unreleased 3.5 version. There might be other
>stuff, it's been a long time. I've also got Mike's (from ICD) infamous
>assembler/linker that was used to create this stuff. Nobody at ICD including
>the guy who wrote it knew how to use it which I found amusing.
>
> Anyway, if there's any interest in any of this stuff I can search around
>for it. I always wanted to upgrade Action! myself, and I did get a version
>working that didn't need the cart.

Hell yes there is interest in that stuff. Since nobody owes Mike
anything (quite the reverse actually) why not dig and share?

3796. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <pogo17.gi.ln@bucket>
Source record: 58667
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
On Tue, 3 Nov 1998 21:14:05 +0100, Brix wrote:
> In article <6peh17.v18.ln@bucket>, Spit@spam-free.UUCP says...
> > In comp.sys.cbm Clockmeister <gerryvdb@tnet.com.au> wrote:
> > > He means eight bit data bus on the processor, in which case only the
> > > 8088/80188 applies.
> >
> > How about including an 8bit address bus limit, which I feel is the real
> > deciding factor that the system is actually 8bit. This includes the
> > mainstream 65xx, Z80 and 68xx processors. IMHO, a processor isn't 8bit
> > without that FFFF limit, bankswitched memory notwithstanding.
> >
> C64 has a 16 Bit adress bus. And an 8 Bit Data bus.
> That was a no go.

It's a typo, note: FFFF, which is obviously a 16bit word. The limits of a
<=16bit address bus and an 8bit data bus define what we would call an 8bit
computer. This excludes the 8086 and 68008, which obviously aren't 8bit
processors.
--
+-\___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><\__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'
```

3797. Re: Trouble making disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3640D945.EE5C299C@erols.com>
Source record: 58668

You could try MEI, the mail order company. Last I saw they had both
brand name and generic DSDD, 5.25" floppies. The generics make sense if
you're looking for quantity, but don't come with labels (MEI sells those
separately.) I don't have their address handy, but they usually
advertise in Computer Shopper, etc.

Michael Chandler wrote:
>
> For the past several days, I've had a lot of trouble making disk copies on
> my Atari 800XL. I believe I've narrowed down the problem, so anyone reading
> this, please correct me if I'm wrong.
>
> I'm attempting to format and copy to a High Density floppy disk as opposed
> to the Double Density disks I used back in the days when Atari was still
> around. Will my problems go away if I can find Double Density unformatted
> disks and dump the High Density disks?
>
> Also, does anyone know where in the world I can find Double Density disks
> these days?
>
> Thanks,
>
> Mike

3798. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3640D99E.C4A9142B@erols.com>
Source record: 58669

I can think of a couple of hundred people who might want that stuff!

jwilliams wrote:
>
> Many moons ago, Mike Hohman (sp?) stopped in at my place for a visit. He
> left behind a bunch of ICD stuff, like SDX manuals and some other stuff,
> maybe R-Time8 books too. While he was here we fiddled around with the source
> code he had bought off ICD. I'll have to check, but I think I've got the
> source for Action!, Mac/65 (disk & rom ver). SDX-the cart and a disk version
> of SpartaDos, I think it's the unreleased 3.5 version. There might be other
> stuff, it's been a long time. I've also got Mike's (from ICD) infamous
> assembler/linker that was used to create this stuff. Nobody at ICD including
> the guy who wrote it knew how to use it which I found amusing.
>
> Anyway, if there's any interest in any of this stuff I can search around
> for it. I always wanted to upgrade Action! myself, and I did get a version
> working that didn't need the cart.
>
> Jeff Williams
> AlfCrunch-my 15 minutes, heh

3799. Re: Trouble making disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <01be0849$110c34c0$9f184d0c@sheldon>
Source record: 58670

Mike,

As has already been said by others, you can't use high density diskettes in a double-density drive. If you, or anyone else, needs some (or many) 5.25" double-density diskettes, I have a boo-koodle of used diskettes which you can have for 'real cheap'! Most contain PD/shareware stuff which will need to be erased (unless of course, you decide you want the software). In any event, let me know if you're interested.

Sheldon (Computer STudio - Asheville, NC)

3800. Re: Rom Copyright.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <364fe09a.36570063@news.demon.co.uk>
Source record: 58671

The other Day arfy@catch-22.org (Yogi) wrote:

>Omnimon is awesome, anyone wanting to write programs can use it. The
>value of a debugger always available is great, plus the mini assembler
>for quick changes. You dont have to worry about your code overwriting
>your debugger, etc.
>Also, yeah, it was a good copy protection removal tool, but, like disk
>editors and the like, it has a myriad of uses.
>
>yogi

Cheers Yogi, that's why I was surprised to see James use it for so
little. God, it speeded some of my menu coding and other fiddly stuff a
hell of a lot.

A damn fine gadget...:)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3801. Re: Trouble making disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <Jt502.21$I4.1282963@newsfeed.avtel.net>
Source record: 58672

John,

You are da man! Thanks a million!

Mike

John P. Haggerty wrote in message
<1J202.63174$ZF.9191641@news3.voicenet.com>...
>try Wal-Mart - they have everything
>
>p.s. I just put about 150 disks in the mail to you
>
>John
>
>

3802. Re: Trouble making disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <Ev502.22$I4.1283851@newsfeed.avtel.net>
Source record: 58673

That sounds like it would work great. Does MEI have an internet site?

Mike

Alan Sharkis wrote in message <3640D945.EE5C299C@erols.com>...
>You could try MEI, the mail order company. Last I saw they had both
>brand name and generic DSDD, 5.25" floppies. The generics make sense if
>you're looking for quantity, but don't come with labels (MEI sells those
>separately.) I don't have their address handy, but they usually
>advertise in Computer Shopper, etc.
>
>
>Michael Chandler wrote:
>>
>> For the past several days, I've had a lot of trouble making disk copies
on
>> my Atari 800XL. I believe I've narrowed down the problem, so anyone
reading
>> this, please correct me if I'm wrong.
>>
>> I'm attempting to format and copy to a High Density floppy disk as
opposed
>> to the Double Density disks I used back in the days when Atari was still
>> around. Will my problems go away if I can find Double Density
unformatted
>> disks and dump the High Density disks?
>>
>> Also, does anyone know where in the world I can find Double Density disks
>> these days?
>>
>> Thanks,
>>
>> Mike

3803. Re: Trouble making disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: "Tim J. Clevenger" <tim@clevenger.org>
Message-ID: <3640F422.152259FA@clevenger.org>
Source record: 58674

http://www.mei-microcenter.com

Regards,

Tim Clevenger

Michael Chandler wrote:
>
> That sounds like it would work great. Does MEI have an internet site?
>
> Mike
>

3804. Atari 8-Bit Computers: Frequently Asked Questions

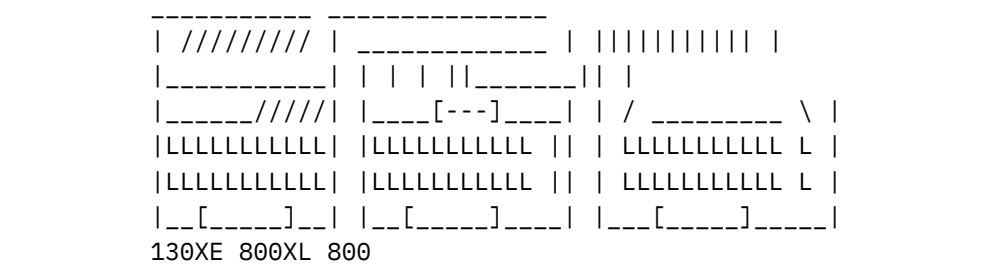
Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_910185341@rtfm.mit.edu>
Source record: 58675
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: October 30, 1998

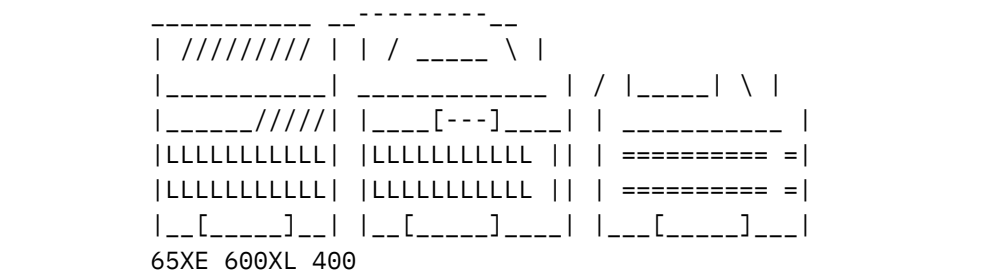
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

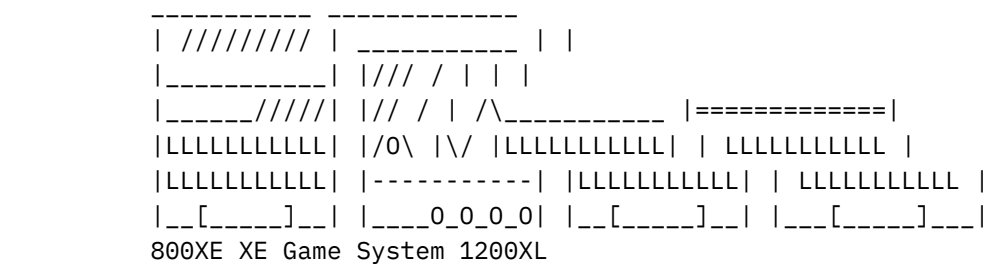
Frequently Asked Questions List



130XE 800XL 800



65XE 600XL 400



800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction to the Atari
1.1) What is an Atari 8-bit computer?
1.2) What can I do with an 8-bit Atari?
1.3) What are some of the performance features of the 8-bit Atari?
1.4) What is the internal layout of the 8-bit Atari?
1.5) How did Atari get it's name?

Usenet newsgroups
2.1) What is comp.sys.atari.8bit?
2.2) What other Usenet newsgroups cover the 8-bit Atari?

E-Mail lists
3.3) What is ATARIPL?
3.4) What is ATARI8-L?
3.5) What is ATARI8PL-L?

Public Domain/Freeware/Shareware Archives
4.0) What is XL Search?
4.1) What is the University of Michigan Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Polish Demo Archive?
4.7) What is the Atari 8bit FTP Archive in Slovakia?

Telnet sites
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the National Capital FreeNet Atari Users SIG?
5.3) What is the Victoria Telecommunity Network Atari Users SIG?

FidoNet
6.1) What is FidoNet?

World Wide Web pages
7.1) What is the Atari 8-bit Computer Web Ring?
7.2) What WWW pages support the 8-bit Atari?

IRC channels
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, and .XFD file formats?
9.4) What are the .XMO and .BIN file formats?
9.5) How can I make my commercial boot disk (tape, cart) into a load file
or disk image?
9.6) How can I convert my commercial boot tape into a cassette image file?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?
11.5) What is SIO2PC?

Peripherals
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) What kinds of monitors can I use with my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?
13.7) Which versions of the Operating System (OS) are there?
13.8) What games support 4 simultaneous players on the 400/800?
13.9) Why should I disconnect the 810/1050 power supply before connecting or
disconnecting SIO cables?
13.10) What is Omnimon?
13.11) What is the difference between NTSC and PAL machines?
13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"
13.13) What programming languages are available for the Atari?
13.14) What is the Atari XEP80 Interface Module?
13.15) What makes some XL/XE software incompatible with the 400/800?
13.16) What games run only on the 400 and 800 models?
13.17) How do I type a tilde (common character in Web URL's) on my Atari?
13.18) What's the difference between ASCII and ATASCII?

Other FAQ Lists for the 8-bit Atari
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) I'm new to the Atari. How do I use this thing?
14.5) Can I use an emulator to run my old Atari software on my new computer?
14.6) What hardware upgrades, modifications and add-ons are available?

14.7) What is the HARD-Interlacing-Picture (HIP) format?
14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with UltraSpeed roms?
-with XEP-80
-with any particular terminal program

Video Upgrades
-Adding chroma video signal to 600XL/800XL/1200XL

What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design

Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

[WHEN WAS THE 400/800 REVISION B OS INTRODUCED????]

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Atari Games Corporation is a developer, marketer, licensor and publisher of coin-operated video games, having created such classics as Pong, Asteroids, Centipede, Missile Command, Gauntlet, Area 51, and San Francisco Rush Extreme Racing. Atari Games Corporation is a subsidiary of Midway Games Inc. (NYSE:MWY). The Atari Games Corporations home page is at http://www.atarigames.com.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge

Interface (ECI), continuing the powerful feature of a fast parallel port. European 65XE's include the ECI port.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. (AMEX:HAS). Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the Sony PlayStation(tm) and for multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada.

Atari: http://www.atari.com/

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer... The ATARI 8-bit could also be made to speak using SAM (Software Automated Mouth) by Don't Ask Software. It can speak without the use of any hardware modification.

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative
in today's home computer marketplace.

Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:nbs@sonic.net (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:
ANTIC CIO/BASIC Display Resolution Number of
Mode # Graphics # Type (full screen) Colors
---
2 0 Char 40 x 24 1 *
3 - Char 40 x 19 1 *
4 12 ++ Char 40 x 24 5
5 13 ++ Char 40 x 12 5
6 1 Char 20 x 24 5
7 2 Char 20 x 12 5
8 3 Map 40 x 24 4
9 4 Map 80 x 48 2
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16
luminances x 16 hues = 256 colors. (Four registers are for player-missile
graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video
incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four

2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display
List - a program which is executed by the ANTIC graphics chip every
screen refresh:

All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following four paragraphs were written by Chris Crawford and appear in De
Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc.,
1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different
from other systems. It of course has a microprocessor (a 6502), RAM,
ROM, and a (PIA). However, it also has three special-purpose (LSI) chips
known as ANTIC, GTIA, and POKEY. These chips were designed by Atari
engineers primarily to take much of the burden of housekeeping off of the
6502, thereby freeing the 6502 to concentrate on computations. While
they were at it, they designed a great deal of power into these chips.
Each of these chips is almost as big (in terms of silicon area) as a
6502, so the three of them together provide a tremendous amount of
power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor
dedicated to the television display. It is a true microprocessor; it has an
instruction set, a program (called the display list), and data. The display

list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

While the 400/800 models contain a generic 6502 CPU, all of the XL/XE models contain Atari's customized 6502C chip. Alan Manuel K. Gloria, mailto:mani@pworld.net.ph writes:

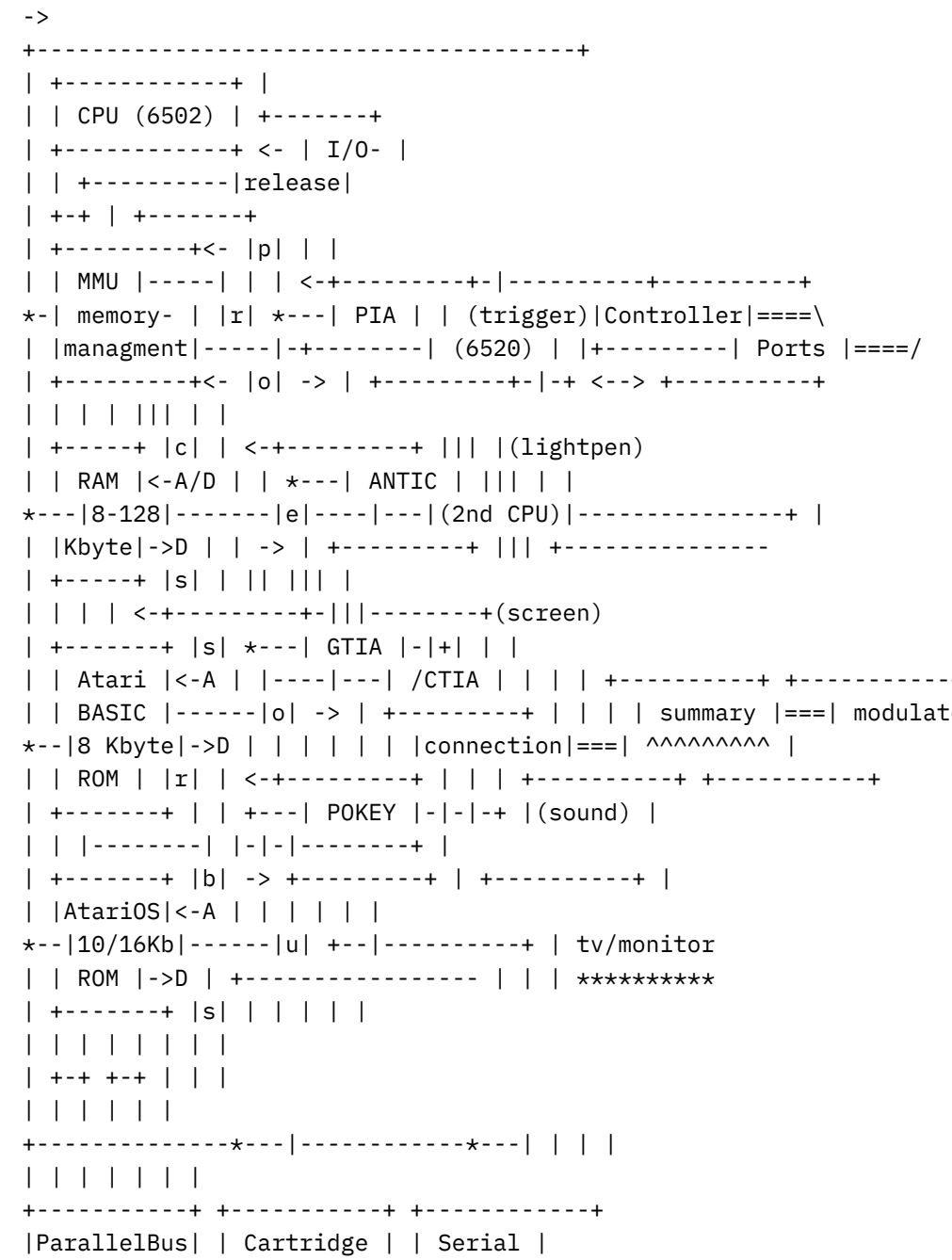
The difference goes something like this: On the Atari, there are two microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but in Atari's implementation, it required 4 chips. The 6502c has this additional circuitry built-in.

More on this from James Bradford, mailto:sup8pdct@mail.cth.com.au :
The 6502c in all PAL atari's, late 400/800, XL, XE NTSC atari's have A special 6502. This 6502 has an extra line called HALT. It is controlled by ANTIC which it uses whenever it needs the data/address bus. The HALT line is on pin 35 of the atari 6502 and must be pulled high for the chip to work (I think) . Early 400/800 NTSC atari's used a standard 6502 and a couple of chips to stop the processor when antic needed the busses

The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip

(Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

Hardware Arrangement (With thanks to mailto:peter@soemtron.handshake.de (Thomas Havemeister))



```
|Interface/ | | Slot | |Input/Output|
| Enhanced | | ROM | | (SIO) |
| Cartridge | +-----------+ +------------+
| Interface | | |
+-----------+ | |
| | |
- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos ) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

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Subject: 1.5) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home
Computer Club" in issue 3 - Summer 1983. The magazine was the official
mouthpiece of Atari UK. The article was not attributed to any one person.
The words are thiers, not mine.

How Atari Got It's Name
-----------------------

The name Atari actually comes from Japan. And yet the company is most
definitely American. Every wondered why? It's an interesting story and
one well worth telling.

In 1972 three friends decided to invent and market the first commercially
feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a
remarkably small sum when you consider the company's success! The next
step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three
friends came across an interesting entry under "S". The word was Syzygy,
or "the straight-line configuration between three celestial bodies". What
a perfect name they thought, for three such astronomically talented people!
```

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Attacking and defending Atari computers. Unmoderated.

news:comp.sys.atari.announce
Atari related hard/software announcements. (Moderated). Dead newsgroup?
Moderated by Yat Siu, mailto:lexicor@world.std.com

news:comp.sys.atari.programmer
Programming on the Atari computer. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

Subject: 3.4) What is ATARI8-L?

atari8-l mailing list

created especially for discussion about ANIX project (unix for atari8),
but any atari 8bit related threads are welcome. english language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.ideefixe.nom.pl

containing a line:

subscribe atari8-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

there is also mail2news gateway that translates all postings on the list to
easy to read usenet articles, available read-only to everyone at:
news://zwieracz.ideefixe.nom.pl/listserv.atari8-l

the atari8-l mailing list is available as well as a newsgroup listserv.atari8-l
on public newsserver zwieracz.ideefixe.nom.pl .

there is also archive of all postings that appeared on the list (well, in fact
almost all - about first hundred is missing).

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl

(There's an old list called INFO-ATARI8 which is actually still alive. But
knowing about it is know longer necessary, as 100% of its postings are cross-
posted with atari8-l.)

Subject: 3.5) What is ATARI8PL-L?

any atari 8bit related threads are welcome. Polish language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.ideefixe.nom.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl

Subject: 4.0) What is XL Search?

XL Search is a new and growing search engine created and maintained by
mailto:nbs@sonic.net (Bill Kendrick), designed to provide much-
improved access to the various PD/freeware/shareware Atari 8-bit software
archives available on the Internet.

XL Search is located at: http://www.sonic.net/~nbs/xlsearch/

You can also access XL Search via e-mail! Send mail to:
mailto:nbs@sonic.net with the subject "xlsearch" for details.

mailto:nbs@sonic.net (Bill Kendrick) himself writes:

http://shareware.com/ , c|net's FTP-site search engine, now includes
the Atari 8-bit files at UMich!

Unfortunately, being under the previously-existing "Atari" category,
the files are now pretty mixed in with the ST stuff. I've talked to them
about fixing that. No reponse yet (they're really slow that way)...

Anyway, so now you can use http://shareware.com/ to find Atari stuff..
just be careful what directory you pull it out of! :)

Remember, you can ALSO use MY MINI VERSION OF SHAREWARE.COM!....

XL Search, the Atari 8-bit FTP site search engine!
If anything, it's much less cluttered than Shareware.com! ;)

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Bill Kendrick, mailto:nbs@sonic.net (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://pmftp.cs.vu.nl/pub/atari8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:nbs@sonic.net
(Bill Kendrick).

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no (Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate directory. Please include a readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

A mirror of Kevin Atkinson;s ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only) on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Atari 8bit FTP Archive in Slovakia?

This FTP site contains demos, games, utilities, zines and other useful stuff from all the world. Also, you can download big amount of slovak and czech programs for 8bit Atari only from this archive. And finally, because this site is created and supported by slovak computer group GMG, most of our products can be found right here.

If you want to place here your program, just send it to me (with some comment) by e-mail and I will do the rest.

If you have some problems or questions, please contact me at this address:

mailto:mchorvat@econ.umb.sk (Marek Augustin Chorvat)

ftp://svs.scsss.sk/pub/atari

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

Internet access to the Cleveland Free-Net (Cleveland, Ohio, USA):

telnet://freenet-in-a.cwru.edu or
telnet://freenet-in-b.cwru.edu or
telnet://freenet-in-c.cwru.edu

Type "go atari" at any menu.

Contact:
mailto:xx004@cleveland.freenet.edu (Atari SIG)

The Cleveland Free-Net now has a home page:
http://cnswww.cns.cwru.edu/net/easy/fn/

Subject: 5.2) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.3) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

Subject: 6.1) What is FidoNet?

[NOTE - Michael didn't write this section. If you know who did, I want to give that person proper credit!]

FidoNet is a system not unlike the Internet in that it consists of BBSs linked together. Each discussion group (there are nearly a thousand) may or may not be carried by an individual BBS as the sysop chooses. Discussion groups are called echoes, and each echo must be moderated. There is an Atari National Echo which is 8-bit, and several (I believe) ST echoes. BBSs are also free to have local discussion groups that may or may not be echoed nationally.

To access FidoNet, you need to find a FidoNet BBS that carries the echo or echoes you wish to read, and then abide by the rules of both that BBS and the echo. Some of these BBSs require annual membership fees. Some are supported by voluntary donations. One such that can also be reached by telnet is Doc's Place BBS. I'm not even sure of its location, but I think it's Clearwater, FL. If you're coming in via an ordinary ISP and either Netscape or IE, you simply type:

telnet://docsplace.dyn.ml.org

mailto:krap@zwieracz.ideefixe.nom.pl (maciej grzeszczuk) adds:

all fidonet backbone echoes are carried by zwieracz.ideefixe.nom.pl, and they are available read-only via any newsreader. zwieracz itself (2:480/70, 2:48/70, 2:48/700, 2:2/3009) is the main polish fidonet-internet gateway. i gateway many usenet groups onto fidonet echoamil bidirectionally, so fidonet users here in poland can easily read and post articles. this group is also available at my system via EMSI over TCP or standard modem dial-up connection (emsi over tcp ports are 60177 - for telnet, and 60179 for raw socket).

try url: news://zwieracz.ideefixe.nom.pl/fido.atari and you'll reach national ATARI group.

Subject: 7.1) What is the Atari 8-bit Computer Web Ring?

A WebRing is a set of web pages that have been linked to each other. Basically the first page in the ring has a link to the second one, the second one to the third, the third to the fourth... with the last page linking back to the first. This is all done by adding a small piece of HTML code to your page, which will automatically keep track of where your page lies in the WebRing. In this way pages from all over the world dealing with similar subjects can be linked together. In our case the subject is Atari 8-bit computers, so all pages in this WebRing are about the Atari 8-bit.

The home page of the Atari 8-bit Computer Web Ring is at:

http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

and the ring is maintained by Raphael Espino, mailto:rje@co.umist.ac.uk

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Subject: 7.2) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:steve.2@osu.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Long Island Atari User Group (LIAUG)
Mark Glicksman, mailto:mglicksm@suffolk.lib.ny.us
http://liaug.com

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:webmaster@becotel.demon.nl
http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

Closer to Home
Tom Hunt, mailto:tomhunt@bright.net
http://closertohome.dyn.ml.org/ or
http://cth.tzo.com/ or
http://cth.detour.net/

ALTERNATE REALITY PAGES:

Original 8-bit Alternate Reality Homepage
Robert Hagenstrom, mailto:rob@ksk.sala.se
http://www.ksk.sala.se/~rob/alternate-reality/

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://myst.slcc.edu/~AR/

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Alternate Reality - The Star Wizard's Guild
mailto:halifax1@usa.net
http://www.geocities.com/SiliconValley/Haven/1438

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
http://www.atari-computer.de/resort/ (mirror)

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

Sacha's Homepage
Sacha Hofer, mailto:hofer@iam.unibe.ch
http://www.iam.unibe.ch/~hofer/

Beyond...The Black Stump Atari Page
Peter Garriga, mailto:lions@mira.net
http://www.blackstump.com.au/atari.htm

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://www.geocities.com/TelevisionCity/Set/4826/atari.html

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

Atari Planet
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:editor@atarihq.com
http://www.atarihq.com/

Phoenix Atari Connection
John Collins, mailto:bosco@inficad.com
http://www.inficad.com/~bosco/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Classic Video Game High Score List
Russ Melanson, mailto:rfm@primenet.com
http://www.primenet.com/~rfm/cvhigh.html

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Captain Blade's Atari Survival Site
Rich Tietjens, mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

Unfinished Projects Page
David Wyn Davies, mailto:ansawdd@compuserve.com
http://ourworld.compuserve.com/homepages/Ansawdd

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Demos Page
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

HeAvEn's Demo-Homepage
mailto:nadkar@fh-pforzheim.de
http://wwwstud.ira.uka.de/~s_tomczy/

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

Atari Historical Society
Curt Vendel, mailto:webmaster@atari.nu
http://www.atari.nu/

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Atari Pub / Masters of Electric City official page
Dhor, mailto:Dhor@iko.zakopane.top.pl
http://dhor.zakopane.top.pl/

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Chris's Home Page (Cobra Team)
Krzysztof Sieniawski, mailto:chris@se.com.pl
http://chris.se.com.pl/

Break Movie Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://www.flash.net/~ambrosia/index2.html

Atari B.A.S.I.C. Emulation
http://free.prohosting.com/~atari/

Atari Reference Desk
Terry Ross, mailto:tross3@hamtel.tds.net
http://personalpages.tds.net/~tross3/ard/atari001.htm

I.C. When - The Chronology of Video Games and Computers
Donald A. Thomas, Jr., mailto:curator@icwhen.com
http://www.icwhen.com/

Giant List of Classic Game Programmers
James Hague, mailto:jhague@dadgum.com
http://www.dadgum.com/giantlist.html

Toute la Collection Atari
Patrice Muller, mailto:pamuller@imaginet.fr
http://wwwusers.imaginet.fr/~pamuller/

Undead Games: Classic Video Games and Classic Computers
Gregory L. Miller, mailto:gmiller@iswt.com
http://www.classic-games.com

Kilka slow o komputerze Atari...
Waldi, mailto:wbolesta@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~wbolesta/atari/atari.pl.index.html

Atari Internet Magazyn
http://www.cuprum.com.pl/~service/atari

Tomasz Pecko - ATARI
http://bossx.boss.com.pl/~pecus/atari.html

Project: ATARI
Andy Leininger, mailto:akablinky@msn.com
http://www.geocities.com/SiliconValley/Pines/8493/

Atari Hardware Showcase
Eric Parent, mailto:eparent@shaysnet.com
http://equinox.shaysnet.com/~eparent/atari/

Atari-Computer
Matthias Faust, mailto:matzi@atari-computer.de
http://www.atari-computer.de/

Star Raiders Tribute Page
Bill Kendrick, mailto:nbs@sonic.net
http://zippy.sonoma.edu/kendrick/star-raiders/

Demoville - A collection of Atari 8-bit demos!
Bill Kendrick, mailto:nbs@sonic.net
http://zippy.sonoma.edu/kendrick/demoville/

Atari 8-bit Docs, Hints and Solutions
Larry Richardson, mailto:lizr@crestviewfl.com
http://www.crestviewfl.com/~richard/atari-docs.htm

Eric's Atari Stuff
Eric Cron, mailto:atebit@wwa.com
http://miso.wwa.com/~ericcron/atari8.htm

Mac/Atari Fusion
Mark Simonson, mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/

Steve's handy Atari vs. C64 comparison chart
Stephen L. Judd, mailto:judd@stratus.esam.nwu.edu
http://stratus.esam.nwu.edu/~judd/fridge/atari.compare

Russ Gilbert's Home Page
Russ Gilbert, mailto:russg@en.com
http://www.en.com/users/russg/

Atari
Clarence Dyson, cdyson@redshift.com
http://www.redshift.com/~cdyson/atari.html

Atari 8 Bit Computer und Emulatoren Newsticker
Joerg Wysk, mailto:wysk@atari-computer.de
http://home.tronet.de/wysk/atari.htm

Rate Atari Products and Prototypes
Glenn Bruner, mailto:brunergs@pcisys.net
http://www.pcisys.net/~brunergs/Atari/

World of Atari 98
CyRo, mailto:cyberroach@my-dejanews.com
http://members.xoom.com/doc_jike/

MacFalkner's Homepage
Andre Bertram, mailto:macfalkner@aol.com
http://members.aol.com/MacFalkner/

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

Paul Clark offers this tip:

I think Dalnet carries #atari8, do the following;

telnet://telnet.dal.net

At the login prompt, type;

dalnet

If prompted for a password, just hit enter. You should
be able to navigate to #atari8 from there.....

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:audioguy@cheerful.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load
file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot
disk and making an atr, xfd, dcm or other disk image type
file out of it, usually for use with an emulator. Before
emulators, the Bob Puff .dcm format was used to
store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy
protected. For boot disks, this usually involved a large
number of special formatting that couldn't be copied using
ordinary sector copiers. Usually the boot process involved
checking to see if a certain sector error occurred, then
proceeding. If the error did not occur, the disk was a copy
and would not work.

For carts, usually the method of protection was to write to
the cart area of memory and see if the value changed. If the
value changed, the cart program was in RAM, not ROM and

would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE Pro system, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original disk software. Note the 'Pro' image will only be of use to person(s) owning registered APE software and 'Pro' adapter cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a way to store all software that has been recorded on cassette tapes on the hard disk of your PC. I have written a program that is similar to the SIO2PC utility written by Nick Kennedy. But this one is intended for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free disk space to work with. The sound card should be able to sample sound at a sample rate of 44.100 Hz mono. The sample must be recorded into a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file. The .cas file is a digital cassette image file that only contains the data that is on the cassette tape. Once you have that, you can throw away the .wav file. The .cas files are typically 16 to 64K, so they are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette image) you do not need a sound card. You do need a SIO2PC cable or similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.geocities.com/Hollywood/Lot/4205/

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80

File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on

either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be used to read/write to a hard drive connected to an MS-DOS system. This can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the companion vendor/developer list) allow the Atari XF551 disk drive to read 720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a
male DB9 to male DB25 modem cable to connect to your
modem. So why not use this cable as your null modem
cable as well?

For higher speed connections, above about 9600 bps on the
8-bit, you need the flow control lines. You also need
a Multi I/O or Black Box, which use the PBI (parallel bus),
then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C
port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 11.5) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@mail.cth.com.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed 52k

==> Micro MainFrame - made by a company in Rancho Cordova, CA
?????

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> 1050 US Doubler Created by ICD, now sold by K-Products
SS SD/ED/DD UltraSpeed 52k.

==> Happy 1050
SS SD/ED/DD Warp speed 52k ; track buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD UltraSpeed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k UltraSpeed
by Super Products. Compatiable with SuperDOS and K-Products US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ K-Products
US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

More data on the XF551 compiled by Marco Antonio Checa Funcke,
mailto:mcheca@li.urp.edu.pe :

Processor: 8040/8050AH at 8.3333MHz (docs say 18.33, but it's a mistake)
Disk controller: WD 1772 02-02 (I opened my drives and looked at the
complete code)
SIO data rate: normal: 19040bps (NTSC)/18866bps (PAL)
high speed: 38908bps(NTSC)/38553bps (PAL)
Rotaton rate: 300RPM
Power source: external power adapter, 9V AC, 31VA, 60Hz (NTSC)/50Hz (PAL)

Operating modes: Single Dual Double Density
Number of sides 1 1 2
Total tracks 40 40 80
Sectors per track 18 26 18
Bytes per sector 128 128 256
Total bytes 92160 133120 368640
Encoding method FM MFM MFM
Transfer rate 125000bps 250000bps 250000bps
Acces time: (maximum)
track to track 40ms 40ms 40ms
motor start 1000ms 1000ms 1000ms

==> CSS XF551
SS/DS SD/ED/DD K-Products US Doubler compatible. Updates drive to
work better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOS XL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- UltraSpeed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- UltraSpeed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001 "California Access"
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002 "California Access"
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB

= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: MYDOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- UltraSpeed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (mailto:audioguy@cheerful.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at

one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the family of monitors produced by Commodore.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

The pinout of the Monitor port is in the pinout section of this FAQ list. The monitor connector on the back of the Atari can be utilized using a 4-pin DIN to RCA converter. You don't need to build a separate cable.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video"
(sometimes called Commodore video on Commodore monitors), or S-Video.
These monitors have separate color and luminance video inputs, which
give a sharper picture without cross-color artifacts - such as the
colored fringes on text when viewed on a TV (although some games use
these artifacts to get additional colors). If you have an XL
computer, then it needs an upgrade to support these monitors due to
the omission of chroma from the monitor port. the 800 and XE
computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video"
(usually called just "Video" or "Aux") input. This is a signal that
has the color and luminance information combined into one signal. The
picture will be a little less sharp, but still much better than using
the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests,
and in newsgroups like this one. Plus, many new TV's support S-Video
and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness
(luminance) signal. These are passed to the monitor port as Chroma and
Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal
which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the
process of being "modulated" into a TV radio signal (channel 3 or 4).
This step involves removing high frequencies from the video (blurring
it) and sending it to the TV in a fragile broadcast form that's
suseptable to all kinds of interference. Then the TV must (1) extract
the video signal from the radio signal, (2) separate the Chroma and
Luma components as best it can, then (3) divide the Chroma in R, G,
and B. Any of these steps that you can eliminate will help your
picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is
probably the Commodore 1702 which has a very good picture and is quite
reliable.

If you plan to use an XL (which I do), upgrading the video circuitry
makes as big a difference as what monitor you choose. Ben Poehland has
some excellent articles in Atari Classics magazines for improving the

quality of the XL's video, as well as restoring the missing Chroma output."

Lonnie McClure mailto:lmcclure@ibm.net has the last word on Commodore monitors:

Comodore models: 1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**.

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks.

SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is produced on disk or in a 16K ROM cartridge from K-Products.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI (Europe: includes ECI)
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
mailto:rrs0059@ibm.net (Frank McKenney) writes:
The printer/plotter mechanism for the Atari 1020 is
(I believe) the same one used in the Tandy/Radio
Shack CGP series and the Commodore 1520(?), and

was
made by a company named ALPS.
1025 80-Column Printer -7-pin dot matrix. =modified Okidata Microline 80
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari.nu/
(Curt Vendel, mailto:webmaster@atari.nu)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
800XLD low-cost 1450XLD, no modem&speech, include disk drive
controller&FREDDY
1250XLD Earlier name for the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor

XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have.

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830
5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:

"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready

4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V

2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +

10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was

the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSes that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of the commercial BASIC XE cartridge to run. This BBS program was very popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SpartaDOS environment. This was a problem until very recently, when the disk-based version of SpartaDOS was re-released as shareware. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS, which is the Keith Ledbetter companion project of the EXPRESS!-TERM terminal program of days gone by. I am not familiar with this program. I think that it is written in Action! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE-- demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of K-Products. See Vendor List.

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:F.Offenga@student.kun.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the
GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section written by Freddy Offenga, mailto:F.Offenga@student.kun.nl

The following Operating Systems exist for the Atari 8-bit:

Rev. System(s) Models Size Part Nr(s)
~~~~~~ ~~~~~~~~~~~ ~~~~~~~~~ ~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
A NTSC 400/800 10kB CO12499B, CO14599B, 12399B (*)
A PAL 400/800 10kB CO15199, CO15299, CO12399B
B NTSC 400/800 10kB (?)

B PAL 400/800 10kB (?) (*)
1 A NTSC/PAL 1200XL 16kB CO60616A, CO60617A
1 B NTSC/PAL 1200XL 16kB CO60616B, CO60617B (?) (*)
1 NTSC/PAL 600XL 16kB CO62024
2 NTSC/PAL XL/XE 16kB CO61598B
3 NTSC/PAL XE 16kB C300717
4 NTSC/PAL XEGS 16kB C101687

(?) more information or confirmation required

(*) these versions should exist, although I've not seen them.
If you have one (or more?) of these, please contact me.

NOTE:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).

Alan Manuel K. Gloria, mailto:mani@pworld.net.ph adds:
Revision B on the 400/800 does exist -- it is referenced to a lot in
Mapping the Atari by Ian Chadwick, and is used on most Translator disks
for the XL/XE

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

contributors to this section:
mailto:jlodoen@shell.portal.com (Jeff M Lodoen)
mailto:olavese@online.no (Vidar \"Hawk\" Olavesen)
mailto:pmulvey@erols.com (Pat Mulvey)
mailto:sposey@ioa.com (Steven E. Posey) (Party Quiz controllers description)

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor,
Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer
models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad
controllers linked together with RJ-11 jacks (standard phone jacks) to a
box with
2 joystick port connectors.

Party Quiz by Suncom

Subject: 13.9) Why should I disconnect the 810/1050 power supply before
connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine

and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around with the Omnimon board, I figured out how to use it to pirate software. In fact, it can be used to make most boot disks into binary files, and remove copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened the demise of the Atari 8 bit computer by 2-3 years, because of its power.

Subject: 13.11) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines, but software designed on PAL machines (Europe) won't necessarily work on NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton, mailto:nero@chicagonet.net adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but my 15-year old 10" Texas Instruments color monitor (designed for the

TI-99/4A) is fine.

You can also use real European equipment here in North America, provided that you have a PAL-compatible TV/monitor. The frequency of the power system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

Subject: 13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz (NTSC use 60hz) which translates into more vertical blanking time for demos and other computation-intensive graphics software. So PAL demos that won't work on NTSC machines are usually returning from a VBI (vertical blanking interrupt) too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough to notice the difference, so all system timings like the keyboard auto-repeat function depend on the TV system. These parts of the OS have been corrected with OSB and the XL versions of the OS. However, as most games install a VBI, their timing does still depend on the frequency -> they will run slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F (Graphics 8) mode are not colorful at all when displayed on a PAL TV, because of differences in the color encoding for the TV. The schematics of the Xl computers include however a hack how to change the PAL version to the NTSC version (the PAL versions include two crystals, one with 5/4th of the frequency of the other. One is used for the system clock, the other for the color clock), but I never dared to apply it.

Subject: 13.13) What programming languages are available for the Atari?

Revision : 1.0
Date.... : 4/20/1997

==========
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages for the Atari 8-bit computer. This information will include; title, last version, author, date and a short description.

It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- Assembler Interchange Format, Project description
Version 2.2, 2-2-1997, Freddy Offenga

If you like to help or if you've something to add already,
just contact me. There's still a lot work to be done....
Freddy Offenga, mailto:F.Offenga@student.kun.nl
==========
There are quite a lot! To get some structure in this section it's
divided into the following catagories;
a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

[D] = available on disk
[C] = available on cartridge

a) ASSEMBLER
- 130XE+ Makro Assembler v2.2, 1992 (Torsten Karwoth) [D]
Two pass 6502 assembler/editor. Supports extra RAM.
Highly compatible with Atmas II.
- Alfasm, Version 1.0, 1990 (Jeff Williams) [D]
Supports 65816 instructions (for the Turbo-816 upgrade
from DataQue Software). This assember is also known as
the Turbo-Assembler/16.
- Atari Assembler/Editor, 1981 (Atari) [C]
Two pass 6502 assembler/editor.
- Atari Macro Assembler, 1981 (Atari) [D]
Two pass 6502 assembler/editor.
- Atmas II Makroassembler, 1985 (Peter Finzel, Hofacker) [D]
Macro assembler with integrated editor and monitor.
- Bibo Assembler, 1986 (Compy-shop) [D]
- Datasm/65 assembler, Version 2.0, 1981 (DataSoft) [D]
Two-pass 6502 assembler.
- EASMD, Version 1.0, 1981 (OSS) [D]
- LADS, written by Richard Mansfield of COMPUTE! (for Commodore computers)
and ported by Charles Brannon to the Atari, is a very good 2-pass
assembler supporting assembly from memory AND disk [D]
- MAC/65 Macro Assembler, 1982 (OSS) [D/C]
Two pass macro assembler/editor.
- MAE, 1996 [D]

Supports 6502 and 65816 mnemonics.
- Nasm65 assembler, 1992 (Nat!) [D]
Highly portable cross assembler (written in C). Initially
made for the Atari ST. Highly compatible with MAC/65.
- PC-65 Assembler, Version 1.0 beta, 1996 (Jan Feenstra) [D]
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.
- Synassembler, 1982 (Steve Hales, Synapse Soft) [D]
Two pass 6502 assembler.
- ST-65 Assembler, 1991 (A. Stauffenberg, F.Offenga) [D]
A cross assembler for the Atari ST (written in 68000 asm).
- 6502 Cross-Assembler "xa", 1997 (Andre Fachat) [D]
written in GNU C.

b) BASIC
- Advan BASIC Compiler (Advan Language Designs)
- Atari 800 Basic, Version 1.0, 1981 (Microsoft) [D]
- Atari BASIC, Rev.C, 1983 (Atari) [C]
- Atari Microsoft BASIC II (Atari) [C]
- BASIC A+, Version 3.05, 1981 (OSS) [D]
- BASIC XL (OSS) [C]
- BASIC XE, 1985 (OSS) [C]
- Turbo Basic XL (Frank Ostrowski, Happy Computer) [D]
Interpreter, Version 1.5, 1985
Compiler, Version 1.1, 1985

c) C
- ACE C (John Palevich & Ralph Walden) [D]
This is a newer version of 'Deep Blue C'.
- C/65, Tiny C (OSS)
- C65
- CC65, 1989 (John R. Dunning) [D]
This public domain package includes; compiler, linker,
assembler and object librarian.
- CC8
- Deep Blue C, Version 1.2, 1982 (John Palevich, APX) [D]
Drawn from Ron Cain's public domain C-compiler.
- DVC C, Version 1.01, 1985 (Ralph E. Walden) [D]
- LightSpeed C, Version 1.08, 1986
(Clearstar Softechnology) [D]

d) PASCAL
- Atari Pascal, Version 1.0, 1982 (APX-20102) [D]
- Draper Pascal, Version 1.5, 1983 (Norm Draper) [D]
- Kyan Pascal, 1986 (Kyan Software) [D]
Package includes; compiler, linker and assembler.

e) LISP
- INTER-LISP/65, Version 2.1, 1981 [D]
(Special Software Systems, DataSoft)

f) FORTH
- ValForth (Valpar International)
- Extended fig-Forth (APX-20029)
- fig-Forth, Version 1.1 [D]
- fun-Forth (APX-20146)
- Grafik-FORTH
- QS Forth (Quality Software)

g) PILOT
- Atari PILOT, 1980 (Atari) [C]

h) LOGO
- Atari LOGO, 1983 (LCSI, Atari) [C]

i) All the rest
- Action!, 1983 (OSS) [D/C]
- Quick, Version 2.0, 1990 (Raindorf Soft) [D]

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from mailto:david_p@storm.ca (David A. Paterson)

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application

that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you
can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original
Atari 400/800. Most probably do work on XL/XE's if you use a translator to
run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala

Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius

Subject: 13.17) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g., you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

Subject: 13.18) What's the difference between ASCII and ATASCII?

David Moeser -- erasmus att iglou dott com -- produced this nice translation table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

```
DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ====================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
```

TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==========

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D]] S.]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t

```
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." Available via:

http://www.faqs.org/faqs/atari-8-bit/vendev/

and Usenet FAQ archives everywhere.

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Trevor Holyoak, mailto:trevor@holyoak.com maintains the "Atari BBS List."

http://www.holyoak.com/atari/

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rich Tietjens, mailto:atari@teleport.com maintains an Atari computer user group list at:

http://www.teleport.com/~atari/ugbbs.htm

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:nbs@sonic.net (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

If you'd like a text-only copy, simply send e-mail to mailto:nbs@sonic.net with the subject:

send emulator faq

Subject: 14.5) Can I use an emulator to run my old Atari software on my new computer?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:nbs@sonic.net (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

If you'd like a text-only copy, simply send e-mail to mailto:nbs@sonic.net with the subject:

send emulator faq

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by David A. Paterson, mailto:david_p@storm.ca or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without nearly all flickering (depends on the source-picture you use)... HARD stands not for HARD or HEAVY Interlacing, just for the inventors...

For more information, see the HIP-FAQ, located at: http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:nadkar@fh-pforzheim.de

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin, mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

```
==========================================================================
End of atari-8-bit/faq
==========================================================================
```

3805. Re: Seeking these games! Help help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <364109D2.D43ADFF0@postoffice.pacbell.net>
Source record: 58676

Unless the surface of the disk is damaged, you can just remove the disk from the warped jacket and slip it in a good jacket. Works for me!! Try it.

Bob

Michael Chandler wrote:

> Greetings,
>
> A good 90% of all my old 800XL disk copies are warped or unusable.

3806. 3 1/2" disks

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: "John P. Haggerty" <smile4@voicenet.com>
Message-ID: <97b02.12$hH2.75564@news3.voicenet.com>
Source record: 58677

On the ATR-8000 with a copower88 upgrade and 256k RAM, could I interface a
750k or 1.44MB floppy drive runnung MS-DOS 2.0?

thanks, John

3807. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <71s8eg$b3e$1@camel19.mindspring.com>
Source record: 58678

jwilliams wrote in message <71qag9$n47$1@news.gov.on.ca>...

>stuff, it's been a long time. I've also got Mike's (from ICD) infamous
>assembler/linker that was used to create this stuff. Nobody at ICD
including
>the guy who wrote it knew how to use it which I found amusing.

Actually, the guy who wrote it was no longer with ICD when Mike bought the
8-bit products.

3808. Software Rights!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36410CB7.1C8EE008@sisna.com>
Source record: 58679

After the demise of Michael Schoedel, realise that all of us can not live forever. I own several copyrights to Atari 8-bit (over 300 with BBS Express! Pro) all modules ect. What I would like at my age of 60 would be someone intrested in not paying the $3,000.00 plus for these rights and all the time involved to create the software, but someone younger with the enegery to continue the project of keeping the Atari 8-bit alive.

The program, source code from what I have received from Keith Ledbetter until the presant day, all inbeteween what I have will be furnished for the price of $400.00..Not negociable, comes with manual text on disk file or via the internet, with all node numbers registered text file, and text doc, manuals are on ibm word perfect 5.0..but can be converted.

interested offers reply e-mail.

I also own Hard Back and restore. Paid $500.00 for it, comes with source code and manual docs on computer format..source on disk manual on disk. Make offer.

DK-Utilites for the Black Box and MIO and BBS Express! Professional command modules..make offer..

Life is short may someone younger meet the challange..

I have some other stuff if interested in persuing items ask via e-mail.

Bob Klaas...

Turning over the key to the future generation.

3809. ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: "John P. Haggerty" <smile4@voicenet.com>
Message-ID: <4Ev02.1458$EP2.177912@news3.voicenet.com>
Source record: 58680

Can anybody tell me what this cartridge is used for? I have it like new in the box.

thanks, John

3810. Re: ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: "John P. Haggerty" <smile4@voicenet.com>
Message-ID: <D4y02.15997$EP2.240920@news3.voicenet.com>
Source record: 58681

nevermind! I read the book... :)

John P. Haggerty wrote in message
<4Ev02.1458$EP2.177912@news3.voicenet.com>...
>Can anybody tell me what this cartridge is used for? I have it like new in
>the box.
>
>thanks, John
>
>

3811. Creating an Online Resource for 8bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: lintilla@my-dejanews.com
Message-ID: <71o8hc$ri5$1@nnrp1.dejanews.com>
Source record: 58785

Does anyone know with reasonable certainty, who actually has the copyright to all OS manuals for the 8 bit machines. Did Jack Tramiel inherit them? or do Warner Communications still hold the rights? The reason I ask is, I would like to proceed in creating my own hypertext version of "everything" relating to Atari 8bit machines. (and it's a lot) I'm not interested in reproducing the originals as this clearly is a breach of copyright. All that I am trying to do is bring together related material on the definitive aspects of system. Here are some of the sections I'd like to cover...

Overview of System Organization
Hardware (clock generation, timing resources, memory access priority)
GTIA and ANTIC vs 6502 (NTSC and PAL)
POKEY I/O + audio and hardware interrupts
Memory Usage (OS, ANTIC, 6502, Carts)
Character Sets
Playfield DMA/Player Missiles/Hardware Scrolling, cycles lost.
Disk Drives (I need more info for this)
Device Drivers inc. R:

etc. etc.

Ideally I'd like to put this on the web but need more feedback on the issues mentioned. If you feel this is a worthwhile venture and the web is a no-no, maybe we could find another way to get this done. :-)

I look forward to your views, and maybe more info on Disk Drives.

Lintilla.

< technology is obsolete when it ceases to offer any >
< worthwhile benefit to the user.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3812. Here's the Diamond GOS 3.0 ROM - Diamond2.rom (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: areeve@mindspring.com
Message-ID: <363fa26a.16871149@news.mindspring.com>
Source record: 58786

Here's the final Diamond GOS ROM image...precisely 64k...burn it to a 27512 and you'll be set. As usually I take no responsibility for any side effects in doing this. You're free to distribute it...add it to Atari archives...make emulators that work with it...whatever... Sorry if anyone is bothers with binaries in this newsgroup, but it's only 64k.
- Alan

3813. Pooldisk Too Released

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-04 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <910139651@stackbbs.xs4all.nl>
Source record: 58787

Hi everyone,
just wanted to let you all know that we released
the Pooldisk Too cdrom as of October 24th.
The ABBUC's yearly meeting (JHV) was the trigger to
release the cdrom.
We've spend some time to make the sleeves of the
cdrom attractive as well this time.
Anyway, as of now you can order a copy of this
2 disk cdrom set if you want for just $20,
and that includes shipping to anywhere on this planet.
You'll get approximately 5,000 .ATR disks for this,
a lot of pictures, scans of covers, some internet
related thingies, an electronic version of Mapping the
Atari, pc programs, st programs, and a lot more.
Both disks are almost completely filled.
Remember all the material on these disks are pd
freeware or shareware, or put on there with permission
of the copyright owners.
You won't find any illegal programs on it.
For some of the material, we have been granted the right
to put it on the CD, with the restriction that the stuff
is not be copied further, so for personal use only.
Anyway, enough of this legal stuff.

If you like a copy, send a money order or a check drawn
on an US bank for an amount of $20 to:

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
Please include a note telling us the shipping address.
If you have any questions, feel free to send email
to ernest@wxs.nl or send a letter to the above address.

Thank you.
Bo Schreurs
co-creator of the "Pooldisk Too" cdrom(s).
Homepage Atari XL/XE: www.xs4all.nl/~stack/atarixle.html

3814. Re: Trouble making disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981104232737.18372.00004296@ng-fa1.aol.com>
Source record: 58588

Isn't it interesting to look at diskettes from
the early 80's and then look at them now?
Lots of the early ones look like they were
"polished" with 100 grit sandpaper (ok, slight
exaggeration). While today's look like
mirrors. There is more to diskettes than that
for sure, but I've found it to be a pretty fair
gage of quality. I've bought diskettes from
MEI before, and found them to be very good.
Larry

3815. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: idavis@my-dejanews.com
Message-ID: <71ra5dvme1@nnrp1.dejanews.com>
Source record: 58589

Jeff, I think there is a lot of interest in this. Am I the only person that doesn't have an Action! cartridge? It seems like every time one is mentioned, it's a mad dash to see who can get there first. After seeing Bill Kendrick's game, I have been wanting one myself. Just can't seem to be fast enough. Keep us posted.

Isaac Davis
indavis@juno.com

In article <71qag9$n47$1@news.gov.on.ca>,
"jwilliams" <williaj@interlog.com> wrote:
> Many moons ago, Mike Hohman (sp?) stopped in at my place for a visit. He
> left behind a bunch of ICD stuff, like SDX manuals and some other stuff,
> maybe R-Time8 books too. While he was here we fiddled around with the source
> code he had bought off ICD. I'll have to check, but I think I've got the
> source for Action!, Mac/65 (disk & rom ver). SDX-the cart and a disk version
> of SpartaDos, I think it's the unreleased 3.5 version. There might be other
> stuff, it's been a long time. I've also got Mike's (from ICD) infamous
> assembler/linker that was used to create this stuff. Nobody at ICD including
> the guy who wrote it knew how to use it which I found amusing.
>
> Anyway, if there's any interest in any of this stuff I can search around
> for it. I always wanted to upgrade Action! myself, and I did get a version
> working that didn't need the cart.
>
> Jeff Williams
> AlfCrunch-my 15 minutes, heh
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3816. I Will Buy any "Vaporware" Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: jm@dvdmonthly.com
Message-ID: <36416133.7845604@news.connecti.com>
Source record: 58590

Let me know what you have....

James

3817. Re: wtb ATARI 1450xld + 815 drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981105020302.02001.00000500@ng33.aol.com>
Source record: 58591

>I wonder about how many of each were made? I heard that a lot (>200 815's)
>made it
>out the door. Anybody have any numbers they think might be close?

According to assembly line notes approx. 450 units were produced, most were recalled back to Atari since they didn't want to sell the product.

As for the 1450XLD's, a 1st batch of 75 were done, 150 total shells exist, very few TONG motherboards are known to exist, 8 were shipped over from Atari WONG in Japan.

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

3818. Re: wtb ATARI 1450xld + 815 drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981105020408.02001.00000503@ng33.aol.com>
Source record: 58592

>What the hell is an 815??? Anyway, i

An Atari 815 was a dual drive unit with 2 360K disk drives. For more info, go to www.atari.nu select Atari Computers, Atari 8bit Computers, Atari 400/800 then select Atari 815 Dual Disk Drive.

Curt

Curt Vendel
webmaster@atari.nu

Curator: The Atari Historical Society
http://www.atari.nu

3819. Re: Trouble making disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <71rdrg$g7n@freenet-news.carleton.ca>
Source record: 58593

Alan Sharkis (asharkis@erols.com) writes:
> You could try MEI, the mail order company. Last I saw they had both
> brand name and generic DSDD, 5.25" floppies. The generics make sense if
> you're looking for quantity, but don't come with labels (MEI sells those
> separately.) I don't have their address handy, but they usually
> advertise in Computer Shopper, etc.

I just purchased 2 boxes of Bonus DS/DD 5.25" disks as Office Max about 2
weeks ago. Price was reasonable and they appeared new. Have they
discontinued them? Guess I better go back and stock up.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3820. Newbee Question - Atari emulation on a Mac

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: James Moulder <james.moulder@clear.net.nz>
Message-ID: <71rll6$t2l$1@fep5.clear.net.nz>
Source record: 58594

After owning an Atari 400 and then a 600XL in the early 80's, I have used Mac's and PC's since then, I have always missed the great games that were available on the Atari. Is there an emulation programme to enable Atari programs to be run on an Mac?

I also have access to a PC is it possible to do the same on a PC (assuming you can't on a Mac). How do you do it, where do you purchase the emulator?

Cheers

James

3821. Re: Newbee Question - Atari emulation on a Mac

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: David Hopcroft <davidh@cdex.co.uk>
Message-ID: <01be089e$c90bc7c0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 58595

Goto John Stiles' Home page at 'http://www.komkon.org/~stiles/index.html'

In the section 'emulation.net' he has Atari 8bit Emulation software.
As well a whole host of other systems.

You will need other sites for software. But most emulators on the Mac seem
to understand the .ATR format.

James Moulder <james.moulder@clear.net.nz> wrote in article
<71rll6$t2l$1@fep5.clear.net.nz>...
> After owning an Atari 400 and then a 600XL in the early 80's, I have used
> Mac's and PC's since then, I have always missed the great games that were
> available on the Atari. Is there an emulation programme to enable Atari
> programs to be run on an Mac?
>
> I also have access to a PC is it possible to do the same on a PC
(assuming
> you can't on a Mac). How do you do it, where do you purchase the
emulator?
>
> Cheers
>
> James
>

3822. Re: Atari show??

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01be0887$4112a260$8f68cad0@none>
Source record: 58596

Better yet, you can buy the video. Just email to this address:

santora@earthlink.net

Mark Santora made an excellent video of the show which includes
the guest speakers. It was such a big success, next years show
is in the planning stages. Check it out.

Glenn Bruner
brunergs@pcisys.net

Michael Chandler <mchandle@earthlink999.net> wrote in article
<xDHZ1.38$L4.2154922@newsfeed.avtel.net>...
> I've read a couple posts about the Atari 98 Show. I've been out of it
for
> so long, I didn't even realize they were doing this. Can anyone tell me
> about it? How often is it, where does it take place, who attends, etc.?
> Thanks!
>
>
>
>

3823. Re: Right cartridge slot (RW-LATE signal)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01be0886$d4930f80$8f68cad0@none>
Source record: 58597

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in article
<71n19n$f2n$1@nets3.rz.RWTH-Aachen.DE>...
> Howdy folks
>
> Could somebody tell me if and how I can recreate the RW-LATE signal on an
XE
> computer?
>

That signal was probably dropped due to lack of use.

Your probably not going to like this, but looking at a schematic of the 800
here is,
briefly, what circuitry is being used to create it:

Phase 2 buffered is generated off of a 7474 flip/flop which is fed Phase 0
and clocked
by a NOR gate that is inverting Phase 0.

Phase 2 buffered is then sent to a 74LS00 NAND gate. One input gets Phase
2 buffered
and the other input is fed by a delay line. This delay line consists of 3
inductors (unknown
values), a 470 ohm resistor, and four capacitors (two 47pf, two 68pf). The
output of the
NAND gate is called W/TIME (not).

W/TIME (not) is then inputed into a 74LS32 OR gate and OR'd with the R/W
line. The output
of the OR gate is R/W LATE 1.'

Now since Atari had changed the type of chips and components used to
generate timing
signals used inside their 8bit computers with the 800XL and 130XE. Who
knows what is
usable in there to accurately re-create that signal. The 130XE uses the
Freddie chip for
most of it's memory refresh and timing circuitry.

But if there is anyone who can make a final yeah or ney on this it would be
Bob Woolley.

By the way, what need do you have for such a signal? Do you have an old
800 cartridge
that needs that signal?

--
****
Glenn Bruner Email: brunergs@pcisys.net
Visit my web page of images of rare Atari items
http://www.pcisys.net/~brunergs/Atari/
****

3824. Re: Creating an Online Resource for 8bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <364198FA.C5428F23@ix.netcom.com>
Source record: 58598

```
lintilla@my-dejanews.com wrote:
>
> >
> > Lintilla,
> > With reasonable certainty, I'd say JTS now is the owner. JST, a disk
> > drive company, owns the rights to all Atari 8-bit and ST hardware and
> > firmware and, I believe the, Atari name. The game software, I believe
> > now belongs to Hasbro.
> You haven't offered your thoughts on whether or not a *rewritten* hypertext
> version of atari info would be ok. :)
> I'd like to know anyone's views on this matter.
>
> Lintilla.
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Lintilla,
I don't see why not. I doulbt that JTS really cares. You might want to
contact them to be sure, though.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

3825. CHANGE OF E-MAIL ADDRESS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: paulfinch@my-dejanews.com
Message-ID: <71sao0$4dh$1@nnrp1.dejanews.com>
Source record: 58599

Hello,

Note that Mr Paul Finch (Portfolio Club U.K) E-mail address has
changed from pfinch@mettav.demon.co.uk,
To: paulfinch@x-stream.co.uk
The telephone number stays at +44 (0) 181-286-8990 (answermachine)

Please pass this information on to one other person.

Also:

WHAT HAS HAPPENED TO THE TAVERN BBS?

Can anyone help me with the above, which is a London (England, U.K) based BBS.

I was logging onto them approx once a week when suddenly the number just
started to ring and ring but does not log on to the BBS. Yes, all my computer
equipment does work as that is how I got here!

I have even wrote to Mr Paul Baker (the Syops) but no reply!

HELP, does anyone know what has happened to 'The Tavern BBS'?

Paul

We MUST keep the Atari Portfolio Alive!

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3826. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <36419B2E.6375D954@ix.netcom.com>
Source record: 58600

jwilliams wrote:
>
> Many moons ago, Mike Hohman (sp?) stopped in at my place for a visit. He
> left behind a bunch of ICD stuff, like SDX manuals and some other stuff,
> maybe R-Time8 books too. While he was here we fiddled around with the source
> code he had bought off ICD. I'll have to check, but I think I've got the
> source for Action!, Mac/65 (disk & rom ver). SDX-the cart and a disk version
> of SpartaDos, I think it's the unreleased 3.5 version. There might be other
> stuff, it's been a long time. I've also got Mike's (from ICD) infamous
> assembler/linker that was used to create this stuff. Nobody at ICD including
> the guy who wrote it knew how to use it which I found amusing.
>
> Anyway, if there's any interest in any of this stuff I can search around
> for it. I always wanted to upgrade Action! myself, and I did get a version
> working that didn't need the cart.
>
> Jeff Williams
> AlfCrunch-my 15 minutes, heh

Jeff,
ABSOLUTELY!!!!!!! I'd like to see some of out current ML programming
geniuses get their hands on that stuff, update it and release some new
stuff. Find that stuff and fast!!!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3827. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <3641a054.86790608@thunder>
Source record: 58601
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Wed, 4 Nov 1998 14:13:29 +1100, Darren Spiteri
<Spit@spam-free.UUCP> enlightened us thusly:

>The limits of a <=16bit address bus and an 8bit data bus define what we
>would call an 8bit computer.

No, that defines what YOU would call an 8bit computer

>This excludes the 8086 and 68008, which obviously aren't 8bit processors.

8086 - 16-bit, with a 16-bit data bus.
68008 - never used it, so dunno
8088 - questionable (16-bit registers but 8-bit data bus).

The 8088 does indeed have 16-bit registers, but it addresses memory in
segments of 64K (sound familiar?) and communicates with the rest of
the world 8 bits at a time.

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

3828. Re: Rom Copyright.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <3641ab3d.62146482@207.97.159.250>
Source record: 58602

On Thu, 05 Nov 1998 00:40:12 GMT, 8bitz@my-dejanews.com wrote:

>Didn't it also work sort of like a translator? I remember it running some
>programs that I need the translator disk for now. Gawd I miss my old
>hardware... Mark
>

Yeah, actually it did. I always forget that feature. I havent used a
plain vanilla xl os for ages (except on the emulators)
I guess for an emulator omnimon would have limited use, since the
emulators have debuggers built into them, but the convenience on a
real atari is amazing. Rather than flip the power on and off and
cause memory stress (slow refresh 256k upgrade in my 800xl!) I would
pop into omnimon change $244 to non zero and hit reset

3829. Re: Trouble making disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <3641AEEB.C29CEB15@erols.comX>
Source record: 58603

I ran into this same problem awhile back. I found some disks at Radio Shack for the $6.99 price (a rip off but I need 'em). I didn twant to fiddle with mail order.

Since then I found them at my local Walmart for $2.99 a box..

I also found them at a NC Walmart in a closeout sale for $0.50 a box! I have a nice little storage of DS/DD disks to last me quite awhile.

Later,
Steve

Michael Chandler wrote:

> For the past several days, I've had a lot of trouble making disk copies on
> my Atari 800XL. I believe I've narrowed down the problem, so anyone reading
> this, please correct me if I'm wrong.
>
> I'm attempting to format and copy to a High Density floppy disk as opposed
> to the Double Density disks I used back in the days when Atari was still
> around. Will my problems go away if I can find Double Density unformatted
> disks and dump the High Density disks?
>
> Also, does anyone know where in the world I can find Double Density disks
> these days?
>
> Thanks,
>
> Mike

3830. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <71sbs0$o4j@cpca3.uea.ac.uk>
Source record: 58604
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Brix wrote in message ...

:The limit is just to exclude too fast machines, so we get a rather fair
competition.

Okay then, let's say a 6Mhz limit. Although I'll revise my opinion on that
if anyone can name a 6502 based machne that is doing more than about 3 or
4Mhz.

[cartridges]
:> If not, what about if you stick to 64K ram and no keyboard, making it
:> compatible with the GX4000 console?
:
:Sticking to 64K ram would disqualify the C128 and the CPC6128 which still
can be compared
:to a C-64 or CPC664 or Atari 800xl, so the 64K Ram limit would be unfair.
:The machine may have a Keyboard, but does not have to in my opinion,
because a NO
:KEYBOARD-rule would disqualify the NES,the C64gs and the Atari 2600.

Erm, actually I was still refering to the CPC+ here. For those that don't
know, a GX4000 console is a sort of basterdized 464+. The keyboard (except
the P key) and tape deck are missing, so you can only play cartridge games.
I was just wondering if they were excluded, because you *could* write the
same demo on a full blown CPC+ that loads from disc (although it might be
more complex without the advantages of ROM banking).

:> I just fancy writing a GX demo really...
:
:Then do it :) if the GX is below 6 Mhz, has an 8 bit proz. it is just fair
to compare it
:with the others isn't it?

I'll take that as a yes then. Although the whole recording to video gets
more complicated if you can only run it on a emulator, surely?

:Huh, so how do you think we should make the voting?

Well we could just trust people to vote on the merits of the demos alone.

Then again, maybe not. :-)

:> :I think to show the best of all is the best solution. So we get a clear
:> impression what is
:> :possible, and not what os possible in time. Let the best compete with
the

:> best. No
:> :deadline.

I think unreleased demos only would be better. That way you don't have to worry about how many demos come from each scene (you're unlikely to get more than 5 at most) and at the end of the event every platform that took part would gain some new demos. That way, even the losers win. :-)

:> Does the C64 come under a different category to the C128? What about the CPC
:> and Plus machines? Or the Speccy and SAM? (tricky one that)
:
:No categories. Just one competition.

Bad choice of words on my part, I should have said "scene" instead of "category". SAM owners, for example, wouldn't like their machine to be classed as a spectrum. *But* if you seperate Speccy/SAM, it becomes a bit unfair to pair CPC/CPC+ or C64/C128.

:Another way of voting would be to show all the demos mixed, without telling the system it
:belongs to, and let the whole partypeople decide which demo is the best. For that we could
:even allow selfvoting, as the PC-Scene is voting too and selfvoters will get less
:important then. Since most PC people do not always know which demo comes from which system
:(they may guess, but they can't be always sure).

The problem is that it'll be obvious in some cases. Spectrum graphics stand out a mile and I suspect a lot of PC owners, perhaps more than you think, would recognize them.

:For 15 Demos, the first demo will get 15 points, the 15th demo gets 1 point.
:This however requires, that each scene gives exactly 5 Demos to the competition, when
:there are 3 scenes.. if a scene cannot provide such an amount of demos it is rather bad
:for it, but the major scenes will be able to chose 5 demos, will they?

Depends how you define each scene. See my point about SAM/Speccy above.

:the same applies to the C128, where I know NO demo (I think there exist a few, but I
:haven't seen one yet).. Although I am a Commodore-lover, I would say: Bad luck.

Just doesn't seem a great way to get the obscure machines involved. I'm sure the CPC+ would sneak in somehow anyway. In the form of Palatine (when it comes out) or something. :-)

:Well, it is surely possible to get a composite signal (like Choma/Luma or linear RGB) from
:the CPC's port, isn't it? Both can be conected to a Videorecorder's SCART cable and thus
:provide a picture that is good enough. C64's Hires will be somewhat worse than on a
:monitor too, but as this is a problem for all machines it isn't unfair.

It isn't a problem for all machines though. Only those with decent graphics. Speccys certainly won't suffer. ;-)

:How do you want to vote on the net? I mean I could use a mailbomber to send you
:100,000,000 votes for the C-64 scene under different names.

Limiting the voting to regular posters to 8 bit newsgroups would work, wouldn't it?

:How can I watch the demo, when I have no CPC here and my Computer is too slow for an
:Emulator? When I cannot afford to download 100,000 MB of Mpeg?

Okay, so I accept that point. But surely it is going to be easier for more people to watch demos on emulators than to spend three expensive days in Denmark just to visit a demo competition. People get excluded either way, but my way would probably work out cheaper for most people.

:Believe me, the whole C-64 scene also cannot be on a big party, but the result is somewhat
:fair anyway. I don't know how often you have been on such events, but I can tell you from
:my experience that this is a very common way to do competitions on the C-64 and this way
:is accepted as being fair by the whole C-64 community.

If it was going to be a convention, then it really ought to be one in the UK, IMHO. Most of the posters to c.s.s, c.s.c and c.s.a.8 seem to be from the UK.

:I can't also be there, but I'm a hell of interested which C-64 releases there will be..
:and if there is something released I can quickly suck it from an FTP Site.
:I also don't worry that the votes will be unfair.
:Just the way it is.
:Who sais that only the 8Bit scenes may vote? Let the PC people vote too, and you get an
:even fairer result with less patriotism.

PC people might vote? Well I'll just write one of those tunnel effect things then, they seem to make up the majority of PC demos I've seen.

:Well, if we say that only the real important machines take part (the unimportant ones are
:rather unlikely able to collect enough demos) then it'll be no problem.

There is a very big assumption here though and that is that all CPC6128s (for example) are the same. This is most *definately* not the case and certain demo techniques will only work on machines with certain makes of CRTC (one of the video chips). So you might have access to a 6128, but only one with a crap CRTC and some demos either won't run, or will skip certain sections.

:We even managed to do an ACORN-Democompetition, even though their monitors are another
:world (that beast has so damned many screenmodes, that it is uncountable - so the
:monitors are quite scary too).

CPC machines have absolutely *loads* of possible screen modes. They also use lots of tricks that involve fooling the VGA (the *other* graphics chip) into thinking a VSYNC or HSYNC has occurred, whilst knowing that the monitor won't recognise it. I'm not entirely sure how that would come out if you were using SCART or whatever.

AndyC

3831. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <71scn3$p37@cpca3.uea.ac.uk>
Source record: 58605
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Kev Thacker wrote in message <36401f6d.1304860@reading.news.pipex.net>...
:On Tue, 03 Nov 1998 20:12:13 GMT, "Peter S&#65533;rensen" <nwc@kom.auc.dk>
:wrote:

[Enterprise]
:There were some demo coders. There was a massive following in Hungary.
:I have seen a screen shot from a Enterprise demo, it looked very
:impressive. I think this demo also had sampled music.

They do look quite good don't they. (The screenshots that is, the machine
itself looks plug ugly)

:Unfortunatly, we will have to wait for a good emulator to arrive to
:see these demos, because the number of Enterprise computers to be
:found is very small.

Multimachine has rather limited Enterprise emulation. Still it's a start.
Once it can load/save I think I might have a proper play with it. I reckon
you can even configure the display to act like a CPC or Speccy screen. :-)

AndyC

3832. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <71sd2o$lv2@cpca3.uea.ac.uk>
Source record: 58606
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Simon Matthews wrote in message <363FBF39.65D9@btl.mds.qmw.ac.uk>...
:Andrew Cadley wrote:
:>
:> Pity it's only a single part though. A full blown plus only megademo
would
:> be *so* cool. You could have some proper interlaced bits, some cool
dynamic
:> spotlight effects and all manner of scrolly stuff. And then you could
start
:> writing some difficult code as well. :-)

:<fx - Simon bashes head on desk and recalls the many painful episodes of
:timing the rasters, tidying up the code and other such stuff and the
:disc drive that died along the way>

LOL!

:If I had more time available, I'd *love* to do a plus version of
:Trantor/ Exolon/ Stormlord, but at the moment I'm swamped.

Oo-eck.

</me quickly cover my ears>

I didn't hear that, I'm not volunteering. I've *already* managed to talk
myself into looking into Chronos+, Xenon II+ as well as the top secret, so
highly classified even I don't know exactly what it might be like, Quake
beating[1], IM3. Eeck, mentioned it's name, better go swallow some cyanide
pills.

And don't even *mention* the now rather annoyingly nearly, but not quite,
finished JSW+

AndyC
[1] Not exactly difficult that, even Robocop II is more fun. ;-)

3833. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: look@my.sig
Message-ID: <71sepiglr1@cfs2.kis.keele.ac.uk>
Source record: 58607
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst David Cantrell <NukeEmUp@ThePentagon.com>
eloquently scribe:
: 8086 - 16-bit, with a 16-bit data bus.
: 68008 - never used it, so dunno

8 Bit data bus. 20 Bit address bus. 32 bit registers.

--
	What to do if you find yourself stuck in a crack
u5a77@teach.cs.keele.ac.uk	in the ground beneath a giant boulder, which you
	can't move, with no hope of rescue.
Andrew Halliwell	Consider how lucky you are that life has been
Finalist in:-	good to you so far...
Computer Science	-The BOOK, Hitch-hiker's guide to the galaxy.

|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++|
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire|

3834. FS: Atari 800 w/drive, carts,cables,manuals. First $20

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: pkr4@goodnet.com
Message-ID: <CGk02.130$0x2.1701099@news.goodnet.com>
Source record: 58608

Atari 800 system with disk drive, full added memory, cables, A/C adaptor,
ten games including GATO, etc. and owners/programmers manual.
All in excellent condition. Complete and ready to run.

First $20
Buyer pays shipping.
USPS or UPS

Money order, Mastercard, Visa.

My kids have moved on to Nintendo so I'm selling this system.

Jim
pqr4@goodnet.com

3835. Re: Rom Copyright.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3647096d.6664385@news.demon.co.uk>
Source record: 58609

The other Day 8bitz@my-dejanews.com wrote:

>Didn't it also work sort of like a translator? I remember it running some
>programs that I need the translator disk for now. Gawd I miss my old
>hardware... Mark

Fraid not, it was a pure Op sys swap with enhanced commands. But you
could use it to rip that nice GR.9 Translator front-end :)

And stop missing it and run he emulators..Atari800+(win) are damn near
perfect :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3836. Re the posted Hires.rom..

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3641d1e6.13316285@news.demon.co.uk>
Source record: 58610

Did anyone have a play with that rom, I found that a boot with SELECT
held down forced it to initialise in this 80 column mode BUT the
character base was wrong.

I seem to remember there was a system call that set it up.

Anyone remember this call?

I swear this is the 80 column rom that could be used with things like
Hitch-hikers etc but there's no identifying characters when you hex read
it.
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3837. CPC+ Exolon (Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: Simon Matthews <s.j.matthews@btl.mds.qmw.ac.uk>
Message-ID: <36425842.1656@btl.mds.qmw.ac.uk>
Source record: 58611
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Andrew Cadley wrote:

> <CPC+ stuff>

Ok then, I've decided to have a crack at Exolon. Snazzy CPC+ graphics
here we come....

Has anyone had a look at the formats the screens are held in? I'd like
to try and avoid having to hand-draw the screens if I can... especially
since I've only got about 10 days free over Xmas and my plus is at home
(sniff). All donations appreciated!

> [1] Not exactly difficult that, even Robocop II is more fun. ;-)

But not as much fun as Lemmings Paintball :-) That *would* be a cool
conversion!

--
Simon Matthews ------------------- s.j.matthews@btl.mds.qmw.ac.uk
The roof the roof the roof is on fire..... chop "btl." to reply

3838. Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: John j Boyle <magrep@northnottsmag.freeserve.co.uk>
Message-ID: <71sqjv$k9p$1@newsreader2.core.theplanet.net>
Source record: 58612

can anyone in the uk help with upgrading my 130xe(I have two)

magrep@northnottsmag.freeserve.co.uk

3839. To Alan Reeve: thanks!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: j.glenwright@ndirect.co.uk
Message-ID: <71sujc$3to$1@nnrp1.dejanews.com>
Source record: 58613

Hi Alan A long-time 8-bit fan in the UK says thanks! I've always wanted Diamond and now maybe at last, I can have it... (would've bought it if there'd been a UK distributor)

A very generous offer. Thank you

Jerry

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3840. Diamond OS plea!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: j.glenwright@ndirect.co.uk
Message-ID: <71sv5p$4h9$1@nnrp1.dejanews.com>
Source record: 58614

Hey guys

Further to my earlier posting -- can anyone who managed to pick up the ROM image Alan kindly posted here or to the binaries newsgroup please email it to me? My ISP is lucky to pick up half a dozen messages a week from this newsgroup and DejaNews snips binaries off messages -- this is *so* frustrating!

Thanks in advance
Jerry

j.glenwright@ndirect.co.uk

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3841. Another "anybody remember this game" request.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <71svq0$5hv$1@nnrp1.dejanews.com>
Source record: 58615

Greetings programs. My son and I were trying to recall his favorite atari games from when he was 8 years old. So far we have remembered and found run for the money, dog daze, dandy, goonies, and snowball fight. There was one game we couldn't remember the name of. It's a platform game with two knights. One has a sword and the other has a shield. Kind of bounty bob sized characters. Basic goonies goal, get from one part of the screen to another. Does that sound like an atari game?

Thanks :)
Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3842. Re: CPC+ Exolon (Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <71srd8$49t@cpca3.uea.ac.uk>
Source record: 58616
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Simon Matthews wrote in message <36425842.1656@btl.mds.qmw.ac.uk>...
:Andrew Cadley wrote:
:
:> <CPC+ stuff>
:
:Ok then, I've decided to have a crack at Exolon. Snazzy CPC+ graphics
:here we come....

Cool. :)

:> [1] Not exactly difficult that, even Robocop II is more fun. ;-)
:
:But not as much fun as Lemmings Paintball :-) That *would* be a cool
:conversion!

That game is just crying out for an 8 bit conversion. Although I haven't
played it in ages, I can't seem to do Lemming Aid. :(

It'd be tricky without a mouse though.

AndyC

3843. 800 repair help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: Aaron Christopher Finney <A_Finney@wfi-inc.com>
Message-ID: <3641F5C8.238E14C1@wfi-inc.com>
Source record: 58617

I just picked up a broken 800 for fun and am just starting to take it apart. Here's what it _does_ do:

1) Both power leds come on
2) The screen receives a signal - pure black with the OS card in, orange with it removed.

Any idea why the color change with the removal of the OS card? I did the preliminary check of the PS and re-seated all the IC's on the CPU card, OS card, and mainboard. Now what? Are there any common points of failure that could explain this?

Cheers,

Aaron

3844. My 130 died

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: bytecat@hempseed.com
Message-ID: <3641fd1d.6601943@news.demon.nl>
Source record: 58618

My 130XE (unmodified) died.
Does someone have a clue where to start 'repairing' ?

I was working on my PC because i couldn't get my modified 130XE
working with APE anymore.
So i took my other 130 and hooked it up. It worked for a few secs but
after that i only got a black screen.
Now when i power it up, i see a brown screen, as if there is no OS.
It was 'brand new'.

HELP!

Louis

(if someone in Holland/Germany can repair my 130XE maybe i can ship it
to you)

3845. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36420e83.48525414@news.pressenter.com>
Source record: 58619
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Thu, 5 Nov 1998 14:12:48 -0000, "Andrew Cadley"
<a.p.cadley@uea.ac.uk> wrote:

>If it was going to be a convention, then it really ought to be one in the
>UK, IMHO. Most of the posters to c.s.s, c.s.c and c.s.a.8 seem to be from
>the UK.

Actually as far as c.s.a.8 goes, it seems the majority of participants
are from the Unites States. I don't know about the other groups you
mentioned.

3846. Re: CHANGE OF E-MAIL ADDRESS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36431095.49055490@news.pressenter.com>
Source record: 58620

On Thu, 05 Nov 1998 13:55:12 GMT, paulfinch@my-dejanews.com wrote:

>We MUST keep the Atari Portfolio Alive!

Hello! What can you tell me about the Portfolio? Is it a DOS
Notebook machine? How much RAM? Can it run DOS software? How much
can they be typically found for these days? A modern laptop or
notebook is a little too hard to justify to me at this time. What I
have a need to do is run even just a plain DOS database program such
as dBASE II+ or FoxPro for DOS that I can take in the car with me.

3847. Re: Trouble making disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <364215BF.43BD3DAD@erols.com>
Source record: 58621

As far as I know, it's www.mei.microcenter.com. In addition to stocking
those disks, they stock ribbons for the Manesmann Tally 80/81, MT80/81,
SP80. These ribbons are multistrike film ribbons. They work in the
Atari XMM801 printer.

Michael Chandler wrote:
>
> That sounds like it would work great. Does MEI have an internet site?
>
> Mike
>
> Alan Sharkis wrote in message <3640D945.EE5C299C@erols.com>...
> >You could try MEI, the mail order company. Last I saw they had both
> >brand name and generic DSDD, 5.25" floppies. The generics make sense if
> >you're looking for quantity, but don't come with labels (MEI sells those
> >separately.) I don't have their address handy, but they usually
> >advertise in Computer Shopper, etc.
> >
> >
> >Michael Chandler wrote:
> >>
> >> For the past several days, I've had a lot of trouble making disk copies
> on
> >> my Atari 800XL. I believe I've narrowed down the problem, so anyone
> reading
> >> this, please correct me if I'm wrong.
> >>
> >> I'm attempting to format and copy to a High Density floppy disk as
> opposed
> >> to the Double Density disks I used back in the days when Atari was still
> >> around. Will my problems go away if I can find Double Density
> unformatted
> >> disks and dump the High Density disks?
> >>
> >> Also, does anyone know where in the world I can find Double Density disks
> >> these days?
> >>
> >> Thanks,
> >>
> >> Mike

3848. Re: Newbee Question - Atari emulation on a Mac

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: lintilla@my-dejanews.com
Message-ID: <71t7i3heb1@nnrp1.dejanews.com>
Source record: 58622

In article <01be089e$c90bc7c0$60cb30a4@etlcolpc23.ericsson.se>,
"David Hopcroft" <davidh@cdex.co.uk> wrote:
> Goto John Stiles' Home page at 'http://www.komkon.org/~stiles/index.html'
>

I've tried. IE4 Browser quits on any links from his main page. Has anyone else suffered this problem? I've even tried the contact link to let him know this. (could someone pass it on to John Stiles. Please.)

Lintilla.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3849. Re: My 130 died

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36441f94.52895402@news.pressenter.com>
Source record: 58623

On Thu, 05 Nov 1998 19:35:53 GMT, bytecat@hempseed.com (Louis) wrote:

>My 130XE (unmodified) died.
>Does someone have a clue where to start 'repairing' ?
>
>I was working on my PC because i couldn't get my modified 130XE
>working with APE anymore.
>So i took my other 130 and hooked it up. It worked for a few secs but
>after that i only got a black screen.
>Now when i power it up, i see a brown screen, as if there is no OS.
>It was 'brand new'.
>
>HELP!
>
>Louis
>
>(if someone in Holland/Germany can repair my 130XE maybe i can ship it
>to you)

Maybe the APE cable you are using is defective, has partially burned
out, etc. and is blowing your Atari's that get hooked up to it.
Dunno.

3850. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: richard@systemeD.u-net.comma
Message-ID: <19981105231313221 92@p21.nas1.is4.u-net.net>
Source record: 58624
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Andrew Cadley <a.p.cadley@uea.ac.uk> wrote:

> Brix wrote:
> :the same applies to the C128, where I know NO demo (I think there exist a
> few, but I :haven't seen one yet).. Although I am a Commodore-lover, I
> would say: Bad luck.
>
> Just doesn't seem a great way to get the obscure machines involved. I'm sure
> the CPC+ would sneak in somehow anyway. In the form of Palatine (when it
> comes out) or something. :-)

It will! Honest! I got a working CPC this evening! :-)

> :We even managed to do an ACORN-Democompetition, even though their
> monitors are another :world (that beast has so damned many screenmodes,
> that it is uncountable - so the :monitors are quite scary too).
>
> CPC machines have absolutely *loads* of possible screen modes. They also use
> lots of tricks that involve fooling the VGA (the *other* graphics chip) into
> thinking a VSYNC or HSYNC has occurred, whilst knowing that the monitor
> won't recognise it. I'm not entirely sure how that would come out if you
> were using SCART or whatever.

I suspect it'd fuck up. Do you remember Ghosts & Goblins?

--
| Richard Fairhurst
| National Tasty e-zine: www.systemed.u-net.com
| The point is not to put poetry at the disposal of the revolution,
| but to put the revolution at the disposal of poetry.

3851. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <71t80m$qld@freenet-news.carleton.ca>
Source record: 58625

Robert S Ely (rely@ix.netcom.com) writes:
> jwilliams wrote:
>>
>> Many moons ago, Mike Hohman (sp?) stopped in at my place for a visit. He
>> left behind a bunch of ICD stuff, like SDX manuals and some other stuff,
>> maybe R-Time8 books too. While he was here we fiddled around with the source
>> code he had bought off ICD. I'll have to check, but I think I've got the
>> source for Action!, Mac/65 (disk & rom ver). SDX-the cart and a disk version
>> of SpartaDos, I think it's the unreleased 3.5 version. There might be other
>> stuff, it's been a long time. I've also got Mike's (from ICD) infamous
>> assembler/linker that was used to create this stuff. Nobody at ICD including
>> the guy who wrote it knew how to use it which I found amusing.

I'm very intereted in writing new support for SDX. If its OK for you to
make the source available, by all means do :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3852. XDIR with SpartaDos support

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: stack@xs4all.nl
Message-ID: <364239f0.18395041@news.xs4all.nl>
Source record: 58626

Hi all,

Ii¿½ve just uploaded a new version of XDIR to my IPi¿½s server.
You can download version 10.00.00 (beta) now from
http://www.xs4all.nl/~stack/atarixle.html

XDIR now supports the SpartaDos disk format as well.
Ii¿½ve tried it with one disk image, and it looks like it performs well.
Download version 10 and let me know what YOU think...

Drop me a note with your opinion.
Email can be send to: stack@xs4all.nl

Greetings,
Bo.

3853. Re: Creating an Online Resource for 8bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0511981615470001@macmcurrent.library.carleton.edu>
Source record: 58627

In article <71o8hc$ri5$1@nnrp1.dejanews.com>, lintilla@my-dejanews.com wrote:

>Does anyone know with reasonable certainty, who actually has the copyright to
>all OS manuals for the 8 bit machines.

Hasbro owns the rights to all Atari Corp. intellectual properties.

On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-
owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro,
Inc., for $5 million in cash.

If you link to www.atari.com you'll find you're at www.hasbro-interactive.com .

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3854. 800xl System in Ohio

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: Orion <orion@fairfieldi.com>
Message-ID: <71ti5s$s3l@news1.ee.net>
Source record: 58628

I have the following atari items for sale.
-800xl like new in the box w/manual and vinyl atari cover
-1050 disk drive like new in box w/ manual
-1027 printer like new no box but w/manual and vinyl atari cover
-basic and dos manuals and Atari writer program.
Asking $40.00 prefer local pickup in the Lancaster, Ohio area.
Email replys

Thanks, Mike

3855. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36427F34.D4BDEED6@sisna.com>
Source record: 58629

I know that Mike Hohman, who Owns FTE, does read this SIG, periodically he does not respond. Has his problems ect. Will respond when it is convenient to him. I have attempted to contact him again for month but to no avail. Hang in there, I know he is working on some projects and sooner or later he will surface as an Atari 8-bit gerou. He will make good to those of you that supported him in the beginning and think they have lost out. Mike is not that type of person! He means well but as we all know Money drives each of us, you either have it or don't. Right now he doesn't and will make good when he comes up with what he wishes for your environment the Atari 8-bit.

Fortunately for all of you he is much younger than most of US!

bob

3856. Re: 800 repair help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36428143.689D5A28@sisna.com>
Source record: 58630

Ok take out the memory cards which are located in the uper portion, of the Lid., remove all of cards with the exception of the first, the second through the 4th are memory cards.. take the 4th card and place it in the second slot, boot the computer should come up? If not then try another card, do this until you have found the card that is not working.

bob

3857. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <364282D0.3F168786@sisna.com>
Source record: 58631

SDX source code will not become available, believe me! This is Mike's baby and he will not release anything reguarding the code. Have had many conversations with him reguarding this and it has all ended up the same.

He owns the code and will not part with his rights.. Sorry for you and myself.

bob

3858. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <BpfT0WQ.tandrews16@delphi.com>
Source record: 58632

Steve Wallace <swallace@home.dmv.com> writes:

>: Van Nisselroy) wrote:
>
>: Would ALL people who are reading this newsgroup using nothing more
>: than an Atari 8-bit computer (however enahnced) please reply and state
>: so.
>

I use a 320k RAMbo-enhanced 130XE right now, but expect to soon go to a Mega ST4.

TJ

3859. TRADE: Your old Atari-ware, My new games

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: ALF <ethernyet@aol.com>
Message-ID: <71u3ml$i69$1@supernews.com>
Source record: 58633

Hi! I'm looking for some old Atari games and would like to trade newer PC games for them. I'd prefer original boxes, manuals, and disks of course, but am willing to trade for just disks or disks+manuals for a better exchange rate.

I have a huge list of PC software and PSX software to choose from, lots of it still in the shrinkwrap. I also have a lot of publishing & multimedia wares, and would be interested in trading those for programming tools & utils & books for the //e.

If you have some Atari software and are interested in potential trades, please let me know. Thanks!

- EtherNyet -

3860. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: Robert Parratt <robert@parratt.freeserve.NOSPAMEVER.co.uk>
Message-ID: <71vqlo$cp4$6@newsreader2.core.theplanet.net>
Source record: 58634
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On the Acorn we are literally talking 100s of STANDARD modes. I don't want
to think of what you could get with custom modes.

3861. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: Robert Parratt <robert@parratt.freeserve.NOSPAMEVER.co.uk>
Message-ID: <71vqlr$cp4$7@newsreader2.core.theplanet.net>
Source record: 58635
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Are there any "parties" in England? If not, why bloody not!?

3862. Re: Rom Copyright.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <71qs5c$e13$1@nnrp1.dejanews.com>
Source record: 58682

In article <3640a7e3.109362157@207.97.159.250>,
nospam@youknowwhere.com wrote:

> Omnimon is awesome, anyone wanting to write programs can use it. The
> value of a debugger always available is great, plus the mini assembler
> for quick changes. You dont have to worry about your code overwriting
> your debugger, etc.
> Also, yeah, it was a good copy protection removal tool, but, like disk
> editors and the like, it has a myriad of uses.
>
> yogi

Didn't it also work sort of like a translator? I remember it running some
programs that I need the translator disk for now. Gawd I miss my old
hardware... Mark

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3863. Re: Creating an Online Resource for 8bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: lintilla@my-dejanews.com
Message-ID: <71qtuh$gn6$1@nnrp1.dejanews.com>
Source record: 58683

In article <36404445.283CD5BB@ix.netcom.com>,
rsely@dhs.state.nj.us wrote:
> lintilla@my-dejanews.com wrote:
[snip]
> > Ideally I'd like to put this on the web but need more feedback on the issues
> > mentioned. If you feel this is a worthwhile venture and the web is a no-no,
> > maybe we could find another way to get this done. :-)
> >
> > I look forward to your views, and maybe more info on Disk Drives.
> >
> > Lintilla.
> >
> > < technology is obsolete when it ceases to offer any >
> > < worthwhile benefit to the user.
> >
> > -----------== Posted via Deja News, The Discussion Network ==----------
> > http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>
> Lintilla,
> With reasonable certainty, I'd say JTS now is the owner. JST, a disk
> drive company, owns the rights to all Atari 8-bit and ST hardware and
> firmware and, I believe the, Atari name. The game software, I believe
> now belongs to Hasbro.
You haven't offered your thoughts on whether or not a *rewritten* hypertext
version of atari info would be ok. :)
I'd like to know anyone's views on this matter.

Lintilla.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3864. Re: The passing of an old friend

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <364104D3.BEE8DA65@worldnet.att.net>
Source record: 58684

Mark Statzer wrote:

> Geez - I forgot about GEnie. I dumped an enormous amount of money into
> those (Wed nite?) Atari conferences. '88 or '89 as I remember...
>
> Out of a cheap apartment in Florida, 600XL and a 1030 modem (Bobterm!).
> I remember chatting about assorted BS with Bob Puff, the guy who wrote
> Alfcrunch, the guy from Dataque (Turbo816) and about 6 or 7 others. I
> also ran my LD bill into the stratosphere calling Enterprise BBS, Moose,
> and some outfit in Michigan.

Yes, I was probably there. Alfcrunch was Jeff (Alfred) Williams, and DataQue
was Chuck Steinman.

Jeff Potter

3865. Newell 256K -> Rambo?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981104230542.18372.00004279@ng-fa1.aol.com>
Source record: 58685

I have an 800XL with a Newell 256K upgrade.
I have a text article on upgrading a 256K Rambo
to 512K. Is it possible to fairly easily change the
Newell into a Rambo? Anyone done it? Short of
that, isn't the Wiztronics upgrade the same as
the Rambo?
Larry

3866. Re: The passing of an old friend

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981104230955.18372.00004282@ng-fa1.aol.com>
Source record: 58686

```
> DataQue was Chuck Steinman.
Anyone have an email address for Chuck?
I last saw him at the Chicago show in '91.
Larry
```

3867. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-05 00:00:00 UTC
From: atari@bright.net
Message-ID: <71r8l6$3fa$1@cletus.bright.net>
Source record: 58687

On 4 Nov 1998 14:41:29 , "jwilliams" wrote:
>Many moons ago, Mike Hohman (sp?) stopped in at my place for a visit. He
>left behind a bunch of ICD stuff, like SDX manuals and some other stuff,
>maybe R-Time8 books too. While he was here we fiddled around with the source
>code he had bought off ICD. I'll have to check, but I think I've got the
>source for Action!, Mac/65 (disk & rom ver). SDX-the cart and a disk version
>of SpartaDos, I think it's the unreleased 3.5 version. There might be other
>stuff, it's been a long time. I've also got Mike's (from ICD) infamous
>assembler/linker that was used to create this stuff. Nobody at ICD including
>the guy who wrote it knew how to use it which I found amusing.
>
> Anyway, if there's any interest in any of this stuff I can search around
>for it. I always wanted to upgrade Action! myself, and I did get a version
>working that didn't need the cart.

Use to love ACTION! and I wish there was a version for my TT.

I think Draco would find some of that stuff of interest.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3868. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Brix <brix@brix.de>
Message-ID: <01be08fb$e1d070a0$b4f540c2@deepthought>
Source record: 58538
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
> : C64 has a 16 Bit adress bus. And an 8 Bit Data bus.
> : That was a no go.
>
> *ALL* 8 bits had an 8 bit data bus and a 16 bit address bus.
> Your point?

The point was that the prevoius poster wanted to limit the adressbus to 8
bit, but the databus.
-Brix-
```

3869. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Brix <brix@brix.de>
Message-ID: <01be08fc$51b5c3c0$b4f540c2@deepthought>
Source record: 58539
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
> > > How about including an 8bit address bus limit, which I feel is the
real
> > > deciding factor that the system is actually 8bit. This includes the
> > > mainstream 65xx, Z80 and 68xx processors. IMHO, a processor isn't
8bit
> > > without that FFFF limit, bankswitched memory notwithstanding.
> > >
> > C64 has a 16 Bit adress bus. And an 8 Bit Data bus.
> > That was a no go.
>
> It's a typo, note: FFFF, which is obviously a 16bit word. The limits of a
> <=16bit address bus and an 8bit data bus define what we would call an
8bit
> computer. This excludes the 8086 and 68008, which obviously aren't 8bit
> processors.

For me 8 bit computer means: 8 bit processor, because the CPU is what
computes, not the bus.. the bus only transfers data.
-Brix-
```

3870. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Brix <brix@brix.de>
Message-ID: <01be08fc$b113d3c0$b4f540c2@deepthought>
Source record: 58540
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> The 8088 does indeed have 16-bit registers, but it addresses memory in
> segments of 64K (sound familiar?) and communicates with the rest of
> the world 8 bits at a time.

Intel calls the 8088 an 8 bit processor, I think the manufacturer's
specification is word.
-Brix-

3871. attn: star7ames@1stnetusa.com

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36424093.10016964@news.demon.co.uk>
Source record: 58541

Please return a real email address..

last one bounced
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3872. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <364291e5.5664531@news.pressenter.com>
Source record: 58542
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 6 Nov 1998 00:18:45 +0100, "Brix" <brix@brix.de> wrote:

>
>> The 8088 does indeed have 16-bit registers, but it addresses memory in
>> segments of 64K (sound familiar?) and communicates with the rest of
>> the world 8 bits at a time.
>
>Intel calls the 8088 an 8 bit processor, I think the manufacturer's
>specification is word.
>-Brix-

The 8088 is a 16-bit processor with 8-bit data bus interfacing. It is
in fact an 8086 which was cut down to an 8-bit data bus.

3873. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3643930f.5962155@news.pressenter.com>
Source record: 58543

On Thu, 05 Nov 1998 20:46:44 -0800, BobKlaas <bobkla19@sisna.com>
wrote:

>have lost out. Mike is not that type of person! He means well but as
>we all know Money drives each of us, you either have it or don't. Right
>now he doesn't and will make good when he comes up with what he wishes
>for your environment the Atari 8-bit.
>
>Fortunately for all of you he is much younger than most of US!

How old is he then?

3874. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3644934a.6021072@news.pressenter.com>
Source record: 58544

On Thu, 05 Nov 1998 21:02:08 -0800, BobKlaas <bobkla19@sisna.com>
wrote:

>SDX source code will not become available, believe me! This is Mike's
>baby and he will not release anything reguarding the code. Have had
>many conversations with him reguarding this and it has all ended up the
>same.
>
>He owns the code and will not part with his rights.. Sorry for you and
>myself.

But since he can be sued by so many people and is in hiding so to
speak, wouldn't he have to come out of hiding to defend his
copyright(s) and in the process open himself to litigation of his
customers defending their right?

3875. Re: wtb ATARI 1450xld + 815 drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01be095a$e52a16c0$da07cccf@none>
Source record: 58545

Curt,

Your the man when it comes to the engineering info.

I'm wondering, out of those 8 TONG motherboards... how many
had a working voice circuitry? Mine has a working disk drive
and modem, but dead on the voice. And if you can keep an
ear out for what those two 40 pin LSI chips are for on the TONG
boards.

Thanks,

--
****
Glenn Bruner Email: brunergs@pcisys.net
Visit my web page of images of rare Atari items
http://www.pcisys.net/~brunergs/Atari/
****

Cvendel <cvendel@aol.com> wrote in article
<19981105020302.02001.00000500@ng33.aol.com>...
> >I wonder about how many of each were made? I heard that a lot (>200
815's)
> >made it
> >out the door. Anybody have any numbers they think might be close?
>
> According to assembly line notes approx. 450 units were produced, most
were
> recalled back to Atari since they didn't want to sell the product.
>
> As for the 1450XLD's, a 1st batch of 75 were done, 150 total shells
exist, very
> few TONG motherboards are known to exist, 8 were shipped over from Atari
WONG
> in Japan.
>
> Curt
>
>
> Curt Vendel
> webmaster@atari.nu
>
> Curator: The Atari Historical Society
> http://www.atari.nu
>
>

3876. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: dal95acn@mds.mdh.se
Message-ID: <k2gd871b6ef.fsf@legolas.mdh.se>
Source record: 58546
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

NukeEmUp@ThePentagon.com (David Cantrell) writes:

> 8088 - questionable (16-bit registers but 8-bit data bus).

I didn't follow this part of the thread too closely, but did someone mention e.g. the TMS9900 yet, which I don't know much about, but it was supposed to be one of the first true 16-bitters. If so, would a Texas TI-99/4A owner be disqualifyed from the contest?

Maybe the limitation should not be clock frequency or bit width, but the number of Mflops, dhrystones or similar measurement the processor can perform. How does a 3 MHz Z80 or a 1 MHz 6502 compare to e.g. a MicroVAX I (from 1984, which has a VUPS rate of 0.3) ?

--
Anders Carlsson

3877. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <7vrt17.5e.ln@bucket>
Source record: 58547
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Thu, 05 Nov 1998 12:59:48 GMT, David Cantrell wrote:
> <Spit@spam-free.UUCP> enlightened us thusly:
> >The limits of a <=16bit address bus and an 8bit data bus define what we
> >would call an 8bit computer.
> No, that defines what YOU would call an 8bit computer

No, it defines what is called an 8 bit computer. How else would you describe
an 8bit system? >16 bit address bus or >8 bit data bus?

> >This excludes the 8086 and 68008, which obviously aren't 8bit processors.
> 8086 - 16-bit, with a 16-bit data bus.
> 68008 - never used it, so dunno

So, you agree with me. The 68008 is 32bit internally with an 8bit external
data bus. But it can directly map >16 bits of memory directly so doesn't count
under the above definition.

> 8088 - questionable (16-bit registers but 8-bit data bus).
> The 8088 does indeed have 16-bit registers, but it addresses memory in
> segments of 64K (sound familiar?) and communicates with the rest of
> the world 8 bits at a time.

The Z80 and 68xx series can also operate directly on 16bit words by pairing
registers as does the 8088. The Z80 also has full 16bit registers, as does the
8088. However, the 8088 can address more than 64k, even though it does it in
16bit blocks. This puts it apart from the rest of the 8bit pack which can only
address $FFFF.

The 8080 and 8085 processors, of which the 8088 and Z80 are both derivatives,
ARE 8bit processors.
--
+-___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'

3878. Looking for scanned Schematics for the 8 bit system,

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <3642C0E0.5C32AAAE@bigfoot.com>
Source record: 58548

Does anyone have scanned schematics of the 800xl, 130xe, 1050 disk
drive etc..

Regards,
Nir Dary
ndary@bigfoot.com

3879. Re: Diamond OS plea!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: wysk@gmx.de
Message-ID: <71uoc6$b2k$1@fermi.tro.net>
Source record: 58549

j.glenwright@ndirect.co.uk wrote:

>Further to my earlier posting -- can anyone who managed to pick up the ROM
>image Alan kindly posted here or to the binaries newsgroup please email it to
>me? My ISP is lucky to pick up half a dozen messages a week from this
>newsgroup and DejaNews snips binaries off messages -- this is *so*
>frustrating!

My ISP don't have the alt.binaries.comp.atari.8bit. :-(
If anyone mail the ROM to my, i can upload it to the new
'atari-computer.de' Atari Archive.

Greetings,

Joerg

3880. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: williaj@interlog.com
Message-ID: <N.110698.092111.52@williaj.interlog.com>
Source record: 58550

I think Mike is maybe in his early 30's now.

> On Thu, 05 Nov 1998 20:46:44 -0800, BobKlaas <bobkla19@sisna.com>
> wrote:
>
> >have lost out. Mike is not that type of person! He means well but as
> >we all know Money drives each of us, you either have it or don't. Right
> >now he doesn't and will make good when he comes up with what he wishes
> >for your environment the Atari 8-bit.
> >
> >Fortunately for all of you he is much younger than most of US!
>
> How old is he then?
>

3881. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Green Been <gb226@cam.ac.uk>
Message-ID: <Pine.LNX.4.05.9811061646390.10653-100000@www-stu.cai.cam.ac.uk>
Source record: 58551
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Fri, 6 Nov 1998, Darren Spiteri wrote:

-)> 8088 - questionable (16-bit registers but 8-bit data bus).
-)> The 8088 does indeed have 16-bit registers, but it addresses memory in
-)> segments of 64K (sound familiar?) and communicates with the rest of
-)> the world 8 bits at a time.
-)The Z80 and 68xx series can also operate directly on 16bit words by pairing
-)registers as does the 8088. The Z80 also has full 16bit registers, as does the
-)8088. However, the 8088 can address more than 64k, even though it does it in
-)16bit blocks. This puts it apart from the rest of the 8bit pack which can only
-)address $FFFF.

So you couldn't class the Z380 and Z180 class of CPU as 8-bit, because
they can address more than 64k (1Mb for the Z380, I think @ 20MHz) even
though they are based around a Z80 core with revisions?

-)The 8080 and 8085 processors, of which the 8088 and Z80 are both derivatives,
-)ARE 8bit processors.

I am sure that the 8088 is a cut down 8086 with 8-bit data bus to cut down
on the packaging costs (8 more pins on a package cost a lot back then).

What needs to be done is to get together and make a killer 8-bit computer
- 2 SID chips for sound, 20MHz Z80 / Z380 CPU, CPC+ graphics or better
(e.g. 256 colour sprites), 256k RAM or more.... Shame it wouldn't sell
except to enthusiasts, perhaps in kit form, but it would be cool. make it
the best of all of the 8-bit computers.

Graham

3882. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Peter Bell <peter@foursqre.demon.co.uk>
Message-ID: <1fc7d8a048%peter@RiscPC01.winnersh.foursqre.demon.co.uk>
Source record: 58552
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <Pine.LNX.4.05.9811061646390.10653-100000@www-stu.cai.cam.ac.uk>
Green Been <gb226@cam.ac.uk> wrote:

> So you couldn't class the Z380 and Z180 class of CPU as 8-bit, because
> they can address more than 64k (1Mb for the Z380, I think @ 20MHz) even
> though they are based around a Z80 core with revisions?

Yes, I had been wondering whether my Z180 machine would be eligible -
not that I really anticipate producing an offering.

--

Peter Bell - peter@foursqre.demon.co.uk - FourSquare Computing Ltd
5 Drome Path, Winnersh, Wokingham, Berkshire RG41 5HB, UK.
Tel. +44 (0) 118 989 0982 Fax. +44 (0) 118 979 4639

3883. Re: ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F20GEx.G8H@cix.compulink.co.uk>
Source record: 58553

In article <4Ev02.1458$EP2.177912@news3.voicenet.com>, smile4@voicenet.com
(John P. Haggerty) wrote:

> Can anybody tell me what this cartridge is used for? I have it like
> new in
> the box.
It's a programming language a bit like C but only available for the 8bit
Atari's. It's quite feature rich and runs quick too.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

3884. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <48A0D3B33E%news@youmustbejoking.demon.com.uk>
Source record: 58554
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <01be08fb$ab80a1a0$b4f540c2@deepthought>
"Brix" <brix@brix.de> wrote:

[snip]
>> CPC machines have absolutely *loads* of possible screen modes. They also
>> use lots of tricks that involve fooling the VGA (the *other* graphics
>> chip) into thinking a VSYNC or HSYNC has occurred, whilst knowing that the
>> monitor won't recognise it. I'm not entirely sure how that would come out
>> if you were using SCART or whatever.

> Hm, on Acorns the problem is that they have a large range of Video-signals
> they can generate for monitors. [...]

I have a nice 101Hz 256x192 mode for Spectrum emulation...

> Of course an RGB-Signal won't work on a VGA monitor, while a VGA-signal
> gets diplayed on an RGB monitor in the so called "letterbox-mode",

YM that a mode with a 15625Hz line rate won't work on many (newish) monitors.
However, any multisync which can cope with a 15625Hz line rate is ideal for
the avoidance of letterboxing; similarly, a TV with a SCART input (better
than using the A3010's built-in modulator).

This is why, for the Risc PCs, we have 100Hz equivalents of the old
TV-standard modes. They don't letterbox and they fill the screen nicely. (Oh,
and modules to fix timing problems in older games which assume a 50Hz refresh
rate...)

--
| Darren Salt anti-UCE | nr. Ashington, | Spectrum +3,
| ds@youmustbejoking,demon | Northumberland | Risc PC, A3010,
| arcsalt@spuddy,mew,co,uk | Toon Army | BBC Master 128
| When replying: "news"->"ds", "com"->"co"

Murphy of Borg: If a thing can go wrong, you will be assimilated.

3885. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <48A0D61058%news@youmustbejoking.demon.com.uk>
Source record: 58555
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <01be08fc$b113d3c0$b4f540c2@deepthought>
"Brix" <brix@brix.de> wrote:

>> The 8088 does indeed have 16-bit registers, but it addresses memory in
>> segments of 64K (sound familiar?) and communicates with the rest of the
>> world 8 bits at a time.

> Intel calls the 8088 an 8 bit processor, I think the manufacturer's
> specification is word.

They've called some other processors 64-bit simply because of the width of
the data bus... by this definition, the (standard) QL is an 8-bit machine - a
definition with which I expect that many of you will disagree :-)

--
| Darren Salt anti-UCE | nr. Ashington, | Spectrum +3,
| ds@youmustbejoking,demon | Northumberland | Risc PC, A3010,
| arcsalt@spuddy,mew,co,uk | Toon Army | BBC Master 128
| When replying: "news"->"ds", "com"->"co"

The sooner you fall behind, the more time you have to catch up.

3886. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: David_Wykes@removeme.curtisfinepapers.com
Message-ID: <3642e1a6.10935126@nnrp.news.uk.psi.net>
Source record: 58556
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Thu, 5 Nov 1998 14:12:48 -0000, "Andrew Cadley"
<a.p.cadley@uea.ac.uk> burnt calories typing the following:

>
>Brix wrote in message ...
>

<snip>
>
>:Huh, so how do you think we should make the voting?
>
>Well we could just trust people to vote on the merits of the demos alone.
>
>Then again, maybe not. :-)
>

Possibility of political voting?
Maybe it should be called the Eurovision Demo Contest then ;)

David

3887. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: richard@systemeD.u-net.comma
Message-ID: <19981106190108106 82@p86.nas1.is4.u-net.net>
Source record: 58557
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Jon Melbo <jmelbo@pressenter.com> wrote:

> Actually as far as c.s.a.8 goes, it seems the majority of participants
> are from the Unites States.

Not everyone with a .com address is from the US. The majority of csa8
posters are from Europe: the biggest group of them are from Britain.

--
| Richard Fairhurst (via a UK ISP)
| National Tasty e-zine: www.systemed.u-net.com
| The point is not to put poetry at the disposal of the revolution,
| but to put the revolution at the disposal of poetry.

3888. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36434839.52347799@news.pressenter.com>
Source record: 58558
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Fri, 6 Nov 1998 16:52:34 +0000, Green Been <gb226@cam.ac.uk> wrote:

>I am sure that the 8088 is a cut down 8086 with 8-bit data bus to cut down
>on the packaging costs (8 more pins on a package cost a lot back then).

Actually the real reason Intel made the 8088 after the 8086 was
because there was a lot of 8 bit support hardware out there (boards,
slots, support chips, etc.). 16 bit stuff was newer, in shorter
supply, and more expensive. Builders wanted to be able to use the
cheaper stuff.

3889. Re: Diamond OS plea!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <364449e5.52775149@news.pressenter.com>
Source record: 58559

On Fri, 06 Nov 1998 11:58:46 GMT, wysk@gmx.de (Joerg Wysk) wrote:

>My ISP don't have the alt.binaries.comp.atari.8bit. :-(
>If anyone mail the ROM to my, i can upload it to the new
>'atari-computer.de' Atari Archive.

Greetings... that's because there is no such group. Try
alt.binaries.comp.atari8bit

3890. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <36435109.741858@news.pipeline.com>
Source record: 58560

Who gives a shit what Mike owns. As far as I'm concerned, I own the rights to SpartaDos. When my Mike returns my money and goods that he has stolen from me, then I'll return his rights to Sparta

Along with my boot in his ass!

John
jhardie@pipeline.com
www.atarihq.com

BobKlaas <bobkla19@sisna.com> wrote:

>SDX source code will not become available, believe me! This is Mike's
>baby and he will not release anything reguarding the code. Have had
>many conversations with him reguarding this and it has all ended up the
>same.
>
>He owns the code and will not part with his rights.. Sorry for you and
>myself.
>
>bob

3891. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <71vll7$esv@cpca3.uea.ac.uk>
Source record: 58561
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Antoine Pitrou wrote in message <363E1B13.BDA76BD6@mail.dotcom.fr>...
:
:> Okay. In the case of machines like the CPC+ (again) which *has* got a
disc
:> drive/tape deck, do you *have* to stick to the BASIC cartridge, or could
you
:> write your demo for a cartridge instead? Believe me, it can make a *big*
:> difference, because the advanced hardware is wired up to suit cartridge
:> games better.
:
:What makes you say that ? (except the supplementary memory brought by
:the ROMs of the cartridge).

Things like split screen, DMA sound etc can fill up a large chunk of the main 64K. It can also get quite tricky to arrange sprite images so that you can copy them into the ASIC, since it pages in at the same point as the extra memory (unless you use a CPM set-up.)

With cartridge software you can page the ROM containing your sprites at 8000h or C000h, where it doesn't get in the way. You can also put at screen at 0000h, stick a lower ROM over the top of it and make use of write-through to access more than 64K at one time and keep mode 1 interrupts enabled.

AndyC

3892. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.LNX.3.95.981106153538.8064A-100000@moose.erie.net>
Source record: 58562

On Fri, 6 Nov 1998, Jeff Williams wrote:

> I think Mike is maybe in his early 30's now.

IF he is still alive! :) Can anyone confirm that?

> > > On Thu, 05 Nov 1998 20:46:44 -0800, BobKlaas <bobkla19@sisna.com>
> > wrote:
> >
> > >have lost out. Mike is not that type of person! He means well but as
> > >we all know Money drives each of us, you either have it or don't. Right
> > >now he doesn't and will make good when he comes up with what he wishes
> > >for your environment the Atari 8-bit.

3893. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36496f23.23348764@news.demon.co.uk>
Source record: 58563

The other Day Dennis McGuire <sagedm@erie.net> wrote:

>
>
>On Fri, 6 Nov 1998, Jeff Williams wrote:
>
>> I think Mike is maybe in his early 30's now.
>
> IF he is still alive! :) Can anyone confirm that?
>
If he is get the rights to Omnimon off him for me :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3894. Atari Portfolio for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: "W. Houbraken" <willem@houbraken.demon.nl>
Message-ID: <910390776.23206.0.spot.c3ade063@news.demon.nl>
Source record: 58564

Hi there,

As I am not longer using it I would like to sell my Atari Portfolio together
with the following stuf:
a.. 1 smart parallel interface, incl. software for connecting to a
printerport of a PC (printing as well as file exchange)
b.. 3 memory cards, 64 kb each.
All equipment is in fine condition. Price for everything: Dfl. 200,== or
US$. 100.==
(excl. delivery costs)
If interested send an e-mail to: willem@houbraken.demon.nl

3895. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Peter S&#65533;rensen <nwc@kom.auc.dk>
Message-ID: <36437A89.193AB641@kom.auc.dk>
Source record: 58565
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Brix wrote:
>
(Stuff cut out)

>
> > :Here is the reason why all should be on Video. A SCART-Plug always gives a
> > fair picture. I
> > :doubt there will be any 8-bit machine that needs more than this.
> > :Btw: On a videobeamer every picture (even from PCs) is a bit blury as the
> > limit goes
> > :for all machines it isn't such a problem...
> >
> > I see your point. The problem I was trying to highlight is that not all
> > machines output a TV signal. The CPC won't without extra hardware and even
> > then the quality of hi-res MODE 2 images aren't going to be very good if
> > someone decides to use them.
>
> Well, it is surely possible to get a composite signal (like Choma/Luma or linear RGB)
from
> the CPC's port, isn't it? Both can be conected to a Videorecorder's SCART cable and thus
> provide a picture that is good enough. C64's Hires will be somewhat worse than on a
> monitor too, but as this is a problem for all machines it isn't unfair.
>

The idea of making the 'blind' voting is fine, and that would be easier
with all the demos recoreded on VCR,
BUT it will _NOT_ work for CPC (and properly BBC) demos. Here is the
reason:

The video chip of the CPC (The all famous 6845) is capable of being
programmed to all kinds
of different screen refresh rates, and it is used in _ALL_ demos just
looking reasonable, things like having a
vertical (or even horzontal) sync in the middle of the screen, 45Hz
frame rate, ustable horzontal sync and a lot more of tricks, makes no
problems for (standard) CPC monitors (fx. the Philips 8833, often used
for Amiga, have trouble with some CPC tricks), but a VCR will totaly
fuck-up the picture, it can't sync properly to that kind of signal. I
know, I tried sending a preview of one of my demos (on video tape) to a
contact once, diden't work.

Ofcourse you could say that split-screens are forbidden for CPC demos,
but that's like saying the C64 can't use it's sprites, in other words,
most of the power of the machine will disappear...

> > Finding someone with both knowledge, a CPC+ and the money to travel to
> > Denmark might be a shade tricky though. The machine isn't exactly rare, but
> > they aren't found on every market stall either.

Not necessarily so....

---==---

Peter Sï¿½rensen
Herningvej 15, lejl. 154
9220 Aalborg ï¿½st
>Denmark<
^^^^^^^^^

Currently associated with:
Aalborg University, Institute of Electronic Systems
Fredrik Bajers Vej 7, DK-9220, Aalborg ï¿½st, Denmark.

---==---

3896. Re: Diamond OS plea!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Aaron Christopher Finney <A_Finney@wfi-inc.com>
Message-ID: <364386AE.47886031@wfi-inc.com>
Source record: 58566

Actually, my ISP doesn't carry the A.B.C.A group either. I had to sign
on with a friend's account and use his mail server to get the roms.

Joerg - if no one has mailed it to you yet, let me know and I'll fire it
off to you.

Cheers,

Aaron

Jon Melbo wrote:
>
> On Fri, 06 Nov 1998 11:58:46 GMT, wysk@gmx.de (Joerg Wysk) wrote:
>
> >My ISP don't have the alt.binaries.comp.atari.8bit. :-(
> >If anyone mail the ROM to my, i can upload it to the new
> >'atari-computer.de' Atari Archive.
>
> Greetings... that's because there is no such group. Try
> alt.binaries.comp.atari8bit

3897. FA - Atari 800xl - MINT IN BOX!!!! - ends 11/10

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <36439953.0@blushng.jps.net>
Source record: 58567

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=40226589

3898. FA - Atari 410 Prgram Recorder - MINT IN BOX!!! - ends 11/10

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <36439975.0@blushng.jps.net>
Source record: 58568

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=40227050

3899. FA - ATARI 16K Memory for 800 - NEW in BOX!!! - 11/10

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <3643a304.0@blushng.jps.net>
Source record: 58569

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=39794010

3900. FA - Flight Simulator II Cart. for Atari XE - COOL!! - ends 11/10

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <3643a3dd.0@blushng.jps.net>
Source record: 58570

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=39799012

3901. FA - Lot of 5 Atari XE game Cartridges - COOL!!! - ends 11/10

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <3643a3dc.0@blushng.jps.net>
Source record: 58571

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=39796595

3902. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <3643A75C.FBC7366@net66.com>
Source record: 58572

<groups trimmed>

Jon Melbo wrote:

> Just for the hell of it, let's have a poll of the participants in
> here. You Atarians reading this just drop a reply and state where in
> the world you reside. That will take the guess work out and settle
> the matter. I'll start.
>
> Jon Melbo, Wisconsin, USA

Mark Statzer (Former Atari salesman) Champaign, Il

--
Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

3903. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Aaron Christopher Finney <A_Finney@wfi-inc.com>
Message-ID: <3643AF6C.C822B02E@wfi-inc.com>
Source record: 58573
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

>Jon Melbo, Wisconsin, USA

Aaron Finney, California, USA

All the Yanks, with me now: U-S-A...U-S-A...U-S-A...

Just kidding, really. That general region of the globe has give us some of the best things man has ever known, like Guinness and Rugby (go Eagles). There are some neat new things coming out for Atari from all over the globe; Ape, that cool serial mouse adapter for the ST, etc. Can't we all just get along?

3904. FS: Atari 8 Bit items for cheeeep

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: booksontape.nospam@ehrich.com
Message-ID: <36430BA1.59878AFE@ehrich.com>
Source record: 58574
Cross-posted to: alt.atari,comp.sys.atari.8bit

On my web site listed below on the Atari page

--
http://members.bellatlantic.net/~generic

then click to go to the Computer & Video Game Garage Sale

sw/hw PC 8-Bit MAC Video-Games Music Fun

Try the BRAIN TEASERS & RIDDLES while you are there

Great HTML Color chart also

3905. Re: R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <3643b09f.0@news.iglou.com>
Source record: 58575

On 1998-11-03 jmelbo@pressenter.com(JonMelbo) said:
>I am not quite sure of the R-Time itself, but I just tested it under
>SpartaDOS X ver. 4.20 and it failed. I set the date to the 31st of
>DEC 99 a minute before midnight and watched. DEC 31, 1999 is a
>Friday. The date flipped over to 1-JAN-00 and it STILL said Friday.
>This leads me to a couple of conclusions.
I forget, can Spartados sort a directory by date? If you create a file on
1-Jan-00, does it get sorted before or after other files?

Net-Tamer V 1.08X - Test Drive

3906. Atari Key Ring

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <xhUTkwW.tandrews16@delphi.com>
Source record: 58576

I have a key ring, black plastic, about three inches long, shaped like a "1".
One one side, in white letters, it says, "Atari The #1 name in home computers."
There's a Fuji there, too.

Does anybody know where this came from and if it has any value to a collector?

TJ

3907. TAF MonSTEr Flea Market July 11th

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3643d2c8.0@nemo.idirect.com>
Source record: 58577
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari

WEDNSDAY, NOVEMBER 18, 1998 is the date for the Toronto
Atari Federation FLEA MARKET! The doors open to the
public at 7:00 PM and will remain open until 10:30 PM.

This is your chance to come to a bazaar of Atari related pre-owned
hardware and software where you may find that peripheral, application or
utility for your ST/Mega/TT/Falcon 16/32-bit computer system or your
XL/XE 8-bit classic computer system.

If you have original software or hardware that you no longer have any
use for, get yourself a half-table and try to sell it! Or find that
treasure that you have always wanted. Great deals should be in
abundance.

Half-Table's will be $5.00 or the Full-Table for $10.00 each.
Half-Table's are FREE to TAF MEMBERS. Admission is $2.00 per non-member
family but if you are selling and have taken a half-table or more,
admission is inc- luded. Admission for TAF members is, of course, Free.

The Flea Market will run from 7:00 PM to 10:30PM, with setup commencing
for sellors after 6:30 PM, and teardown after 10:30 PM. This should
allow enough time for as many people inside and outside Toronto to
attend the event.

As usual, piracy cannot and will not be condoned. You must be selling
original pre-owned software only. If anyone is caught selling pirated
software or stolen hardware, they will be dealt with severely!!

The TORONTO ATARI FEDERATION Flea Market will be held in the "Rose Room"
of the North York Memorial Community Hall on the Lower or Concourse
Level of the North York City Centre Library Building at 5110 Yonge
Street (next to Mel Lastman Square) at Parkhome Ave. Parkhome is 5
stoplights North of Hwy 401 running East off of Yonge

3908. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Brix <brix@brix.de>
Message-ID: <01be08fb$ab80a1a0$b4f540c2@deepthought>
Source record: 58636
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> [cartridges]
> :> If not, what about if you stick to 64K ram and no keyboard, making it
> :> compatible with the GX4000 console?
> :
> :Sticking to 64K ram would disqualify the C128 and the CPC6128 which
still
> can be compared
> :to a C-64 or CPC664 or Atari 800xl, so the 64K Ram limit would be
unfair.
> :The machine may have a Keyboard, but does not have to in my opinion,
> because a NO
> :KEYBOARD-rule would disqualify the NES,the C64gs and the Atari 2600.
>
>
> Erm, actually I was still refering to the CPC+ here. For those that don't
> know, a GX4000 console is a sort of basterdized 464+. The keyboard
(except
> the P key) and tape deck are missing, so you can only play cartridge
games.
> I was just wondering if they were excluded, because you *could* write the
> same demo on a full blown CPC+ that loads from disc (although it might be
> more complex without the advantages of ROM banking).

Oh, I won't care about that. If it's the machine's advantage, then let the
coder use it.
The C64gs is also not disqualified, that makes C64 coders also able to code
a Cartridge Demo on C64... as long as they can provide a c64gs to play it.

On the other hand we could exclude machines like the GX4000 and G64gs, as
they are 100% CPC* or C64 if you forget about the keyboard.

> :> I just fancy writing a GX demo really...
> :
> :Then do it :) if the GX is below 6 Mhz, has an 8 bit proz. it is just
fair
> to compare it
> :with the others isn't it?
>
> I'll take that as a yes then. Although the whole recording to video gets
> more complicated if you can only run it on a emulator, surely?

If you can run it on an emulator it is possible, as some card have a TV
out, or as the Videobeamer on a big event has a VGA input that can be used
by the PC running the emulator.

> :Huh, so how do you think we should make the voting?
> Well we could just trust people to vote on the merits of the demos alone.
> Then again, maybe not. :-)

Yes, I think on a big event where the majority is PC users that cannot know each systems demos (we should show them mixed) it is not likely that they fancy a specific system. Also selfvotes become rather unimportant, when the majority of voters are PC users.

> I think unreleased demos only would be better. That way you don't have to
> worry about how many demos come from each scene (you're unlikely to get more
> than 5 at most) and at the end of the event every platform that took part
> would gain some new demos. That way, even the losers win. :-)

I think unreleased demos make one problem: If a scene got rather small it also lost a lot of good coders and it is less likely that a rather good system whose scene became small will show off with a good demo.
On the other had a still very big scene (like the C64) would have an unfair advantage, because there are more good active coders among them when the scene is big.
So if we can let each scene chose its best demos ever, we will get the probably best possible on the system and not what the left coders can do.

I chose the maximum of 5 demos per scene (i dropped "exact 5 demos" idea, because i want to give a chance to systems who can provide less demos), because of two reasons:

1.Time - on a big event a rather unimportant 8 bit compo won't get too much time.
2.Choice: Each demo has some cool effects, but none can completely show them all in perfection. E.g.: Dutch Breeze by Blackmail has great graphics and a nice "storyboard", while Last Traktor III by Horizon has a very cool Vector part, Tower Power by Camelot has some of both and a very powerful music, but I miss some other effects in there.

> :Another way of voting would be to show all the demos mixed, without telling
> the system it
> :belongs to, and let the whole partypeople decide which demo is the best.
> For that we could
> :even allow selfvoting, as the PC-Scene is voting too and selfvoters will
> get less
> :important then. Since most PC people do not always know which demo comes
> from which system
> :(they may guess, but they can't be always sure).
>
> The problem is that it'll be obvious in some cases. Spectrum graphics stand
> out a mile and I suspect a lot of PC owners, perhaps more than you think,
> would recognize them.

So what? If spectrum outperforms everyone just with fine graphics it probably won using its best weapon. If the C64 outperforms some machines with crazy, fast, scrollings and crazed out sprites it outperformed the others with its best weapon and if there is a machine that calculates the most radical 3d effects and wins because of this it probalby used its beast weapon (brute force) too.

> :For 15 Demos, the first demo will get 15 points, the 15th demo gets 1
> point.
> :This however requires, that each scene gives exactly 5 Demos to the
> competition, when
> :there are 3 scenes.. if a scene cannot provide such an amount of demos
it
> is rather bad
> :for it, but the major scenes will be able to chose 5 demos, will they?
>
> Depends how you define each scene. See my point about SAM/Speccy above.

Oh sorry,.. with "scene" I meant System.
But I forgot about the "systems" ranking meanwhile and prefer a demo-ranking now. Of course the demos name will be told together with the system in the results list (not before, to puzzle people who love to selfvote).

> :How do you want to vote on the net? I mean I could use a mailbomber to
send
> you
> :100,000,000 votes for the C-64 scene under different names.
>
> Limiting the voting to regular posters to 8 bit newsgroups would work,
> wouldn't it?

Some people would scream they had been forgotten.

> :How can I watch the demo, when I have no CPC here and my Computer is too
> slow for an
> :Emulator? When I cannot afford to download 100,000 MB of Mpeg?
>
> Okay, so I accept that point. But surely it is going to be easier for
more
> people to watch demos on emulators than to spend three expensive days in
> Denmark just to visit a demo competition. People get excluded either way,
> but my way would probably work out cheaper for most people.

Hm, if i watch my Telekom-bill I doubt that :)
I also think that a CPC owner won't ever buy a C-64 to watch the demos, and even the best C-64 emulator (CCS64) is not perfect and also people with slow PC's will have problems running an emulator at proper speed.
BUT: Why not publish all the demos released on a homepage, so people can download and decide for themselves if the publics judgin was correct or not?

> If it was going to be a convention, then it really ought to be one in the
> UK, IMHO. Most of the posters to c.s.s, c.s.c and c.s.a.8 seem to be from
> the UK.

Hm, why not? I always wanted to go to Britain once.
Is there an important convention (where they show democompetitions too)
next year?
On the other hand I'll do my best to organize something like that in
Germany anyway.

> :I can't also be there, but I'm a hell of interested which C-64 releases
> there will be..
> :and if there is something released I can quickly suck it from an FTP
Site.
> :I also don't worry that the votes will be unfair.
> :Just the way it is.
> :Who sais that only the 8Bit scenes may vote? Let the PC people vote too,
> and you get an
> :even fairer result with less patriotism.
>
> PC people might vote? Well I'll just write one of those tunnel effect
things
> then, they seem to make up the majority of PC demos I've seen.

Sad but true, but on C64 some demos won because of that too, although
others had a better code. Anyway if that is the fashion, let the people
decide what they like most. I also hate those girls walking on towers
(buffaloes), but if it's that what they like.. let 'em buy it.

> :Well, if we say that only the real important machines take part (the
> unimportant ones are
> :rather unlikely able to collect enough demos) then it'll be no problem.
>
> There is a very big assumption here though and that is that all CPC6128s
> (for example) are the same. This is most *definately* not the case and
> certain demo techniques will only work on machines with certain makes of
> CRTC (one of the video chips). So you might have access to a 6128, but
only
> one with a crap CRTC and some demos either won't run, or will skip
certain
> sections.

In this case we should make sure that at least one of the guys owning the
better model of the CPC comes to the convention to play the demo.
C64 has has 2 different soundchips in its history. That is why C-64
musicians have to say on which SID they want their music played.. sometimes
the competition-organizers also say "all musics will be played on the new
sid chip).
Both sid-chips have a different sound in some situations. Old SIDs are
better for digitized music, new ones are prefered by some new players.

> :We even managed to do an ACORN-Democompetition, even though their
monitors

> are another
> :world (that beast has so damned many screenmodes, that it is uncountable
-
> so the
> :monitors are quite scary too).
>
> CPC machines have absolutely *loads* of possible screen modes. They also
use
> lots of tricks that involve fooling the VGA (the *other* graphics chip)
into
> thinking a VSYNC or HSYNC has occurred, whilst knowing that the monitor
> won't recognise it. I'm not entirely sure how that would come out if you
> were using SCART or whatever.

Hm, on Acorns the problem is that they have a large rabge of Video-signals
they can generate for monitors. You can f.e. plug a VGA monitor to an
Acorn, you can use a SVGA monitor, or a usual RGB monitor (like the 1084s
for amiga). Of course an RGB-Signal won't work on a VGA monitor, while a
VGA-signal gets diplayed on an RGB monitor in the so called
"letterbox-mode", that looks like wathcing the demo through a letterbox
(almost like cinema on TV, hehe).
But as far as I'm concerned the CPC only uses a RGB monitor.
-Brix/Plush-

3909. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-06 00:00:00 UTC
From: Brix <brix@brix.de>
Message-ID: <01be08f5$bee76cc0$b4f540c2@deepthought>
Source record: 58637
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> > This competition is to show the machine's abilities, not the coders'.
>
> This must be a joke!!, you can't distinguish the two!
> A lame coder can make even the best Nintendo 64 hardware look like crap,
> compared to a cool coded ZX81 demo! (Just to make a point)

Of course, a lame coder makes the best machine look shitty, but I think
that on all popular machines there have been enough good coders. And the
best on each machine are for sure about equally able.

> Unfortunately I haven't see the tread from the start so I don't know
> what the idea with the competition was, but I think a
> demo competition between coders on each machine could be cool, or as
> secondary goal, a competion between coders on different machines.

My idea was to let each system chose it's best 5 demos as contestants and
show all demos on a democompetition at a major computer event, like The
Party (Denmark), Mekka/Smposium (Germany) or similar.
The we let the whole crowd vote the best Demo. As the majority of the crowd
will be PC guys, I expect the "selfvotes" (honest people don't do that) to
be rather unimportant.
After the votes are counted we can make a Ranking list with Demo/Computer
in it (that is of course published on the internet), so the people can
decide for themselves which computer seems to be the best performer.

> But in
> the last case, the judgment should ofcourse be best use of specific
> hardware, making it best 'looks' nomatter what (8bit-) hardware would be
> unfair to older machines. (In the case of a 'best looks' compo. I think
> the old Enterprise system would have a great chance of winning, if one
> could find a good coder for it, as it as I remember it, got some cool
> hardware for sprites/hardware windows)

Some computers have better Graphics, some have sprites but less colors,
some have many colors but bad resolution, some have a fast processor and
some have lotsa custom chips. Every system has its highlight, every one its
bad spot.
I think this 8 bit democompo would be a very cool event for the entire 8
bit computer scene, whether it is C64 or Atari or CPC.
A kind of get-together of scenes who once fighted eachother like MAC and PC
do now.
Let's show the 16bitters and Pentiums, what 8 Bit can do!

-Brix/Plush (C64)-

3910. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981107064649.10377.00000523@ng155.aol.com>
Source record: 58438

Thanks to both sides of the Ocean... most important we're keeping the 'ol 8 bit alive...! Funny, percentage/population.. Europe's doin' great...! Guess Commodore, TI, PCjr(!) didn't make it there!!!!

Anyway... to the point...
Vinnie Rinaldi..... Now in Freehold, NJ...using them since 1981!

3911. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: mj@SPAM.ME.AND.I.WILL.SEND.VAN.DAMME.dsv.nl
Message-ID: <36472979.43212033@news.dsv.nl>
Source record: 58439
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Sat, 07 Nov 1998 01:24:25 GMT, jmelbo@pressenter.com (Jon Melbo) wrote:

>There are more internet users in the U.S. than in the rest of the >world COMBINED.

Not surprising, since internetting is virtually free in the States. No phone costs and only 10 bucks per month to feed the provider. Once this kind of infrastructure catches up you can expect the rest of the world to catch up. But outside the States internet is an expensive luxury at the moment.

If a commodity is dirt cheap in any area then you can expect to see it used widely. I remember from my trip to the Greek island of Paros (which has a thriving marble industry) that humble farmers there use marble to build pig stalls and only rich people can afford brick houses (since it has to be shipped in). In most of the rest of the world bricks are common and marble is a luxury only for the wealthy.

>Most .com addresses are from the U.S. While Atari

Yes, but they're increasingly been used by businesses from outside the U.S. It's cheaper to register, since IIRC the USA gov't has given one company a monopoly and made them set a limit on the costs of registering and there are no rules regarding name use, other than copyright infringements. Hell the other day I found a site called www.godhatesfags.com, no way would that be allowed in most European countries with their censure-loving authorities. And here in the Netherlands only registered companies can register a .nl domain, so anyone who wants their private domain will have to look at a .com or .org one.

>sold a lot of machines in Europe (and I'm glad they did), do not >forget that they sold a butt load of them in the U.S. as well. There >are Atarians all over the globe not the least of which are from the

I think the 8 bit Atari range was far more successful in America than in Europe, where the Commodore 64, Spectrum and later the CPCsold more units. Even the MSX machines were more popular. To bad, as graphics-wise the 8 bit Atari's ruled. If they had a sound chip comparable to the SID then they would have rocked!

Martijn

3912. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: mikhol74@aol.com
Message-ID: <19981107075313.17708.00002397@ng96.aol.com>
Source record: 58440

Virginia Beach, VA, U.S.A.
Michael Wallace >> Hyborian Mindset Barbarian Productions <<

The problem with the world is that everyone is a few drinks behind.
--Humphrey Bogart

3913. Re: Diamond OS plea!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <721h8ursl2@camel21.mindspring.com>
Source record: 58441

j.glenwright@ndirect.co.uk wrote in message
<71sv5p$4h9$1@nnrp1.dejanews.com>...

>Further to my earlier posting -- can anyone who managed to pick up the ROM
>image Alan kindly posted here or to the binaries newsgroup please email it
to
>me? My ISP is lucky to pick up half a dozen messages a week from this
>newsgroup and DejaNews snips binaries off messages -- this is *so*
>frustrating!

I've put it at ftp://ftp.thom.org/pub/atari/ for anybody who couldn't get
the binary off the newsgroup.

craig

3914. Where 8-Bit Atarians are from, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36444D2B.7E21C010@erols.com>
Source record: 58442

I used to tell my students that I was from Mars, but that's another story :)

I was born and raised in The Bronx, New York and now I live on Long Island.

My user group has had members all over the world; I believe we still have some outside of the USA.

3915. Games that work with the Light Gun

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36444DB4.EC66AE33@erols.com>
Source record: 58443

Which 8-bit games were released that made use of the Light Gun? Were they on cart or disk?

Was the built-in game for XEGS able to use the light gun?

Somebody raised this question on FidoNet and I was hard-pressed to answer, since I'm not a game-player.

3916. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: richard@systemeD.u-net.comma
Message-ID: <19981107145620784 38@p17.nas1.is4.u-net.net>
Source record: 58444
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Jon Melbo <jmelbo@pressenter.com> wrote:

> I want to say that it does not matter to me of course. It just rubbed
> me for some reason when it was stated that "the majority of c.s.a.8
> posters are from the U.K." That quote was paraphrased but that is the
> essential statement that was conveyd. The statement left no room for
> doubt that was an undeniable fact the way it was written.
>
> Just for the hell of it, let's have a poll of the participants in
> here. You Atarians reading this just drop a reply and state where in
> the world you reside. That will take the guess work out and settle
> the matter. I'll start.

When I said csa8, I meant comp.sys.amstrad.8bit, where it _is_ an
undeniable fact. Apologies for any confusion caused, though you could
perhaps have done a DejaNews, or looked at the website in my sig, to
find out which of the two groups I was referring to before throwing
accusations about.

Follow-ups set.

--
| Richard Fairhurst
| National Tasty e-zine: www.systemed.u-net.com
| The point is not to put poetry at the disposal of the revolution,
| but to put the revolution at the disposal of poetry.

3917. Re: Diamond OS plea!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yiugrh88e.fsf@co.umist.ac.uk>
Source record: 58445

Maybe it's just me, but...

How about uploading it to atari.archive.umich.edu ? That should make
it readilly available for most people.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3918. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <g0r027.gf.ln@bucket>
Source record: 58446
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Fri, 6 Nov 1998 16:52:34 +0000, Green Been wrote:
> On Fri, 6 Nov 1998, Darren Spiteri wrote:
> -)> 8088 - questionable (16-bit registers but 8-bit data bus).
> -)> The 8088 does indeed have 16-bit registers, but it addresses memory in
> -)> segments of 64K (sound familiar?) and communicates with the rest of
> -)> the world 8 bits at a time.
> -)The Z80 and 68xx series can also operate directly on 16bit words by pairing
> -)registers as does the 8088. The Z80 also has full 16bit registers, as does the
> -)8088. However, the 8088 can address more than 64k, even though it does it in
> -)16bit blocks. This puts it apart from the rest of the 8bit pack which can only
> -)address $FFFF.

> So you couldn't class the Z380 and Z180 class of CPU as 8-bit, because
> they can address more than 64k (1Mb for the Z380, I think @ 20MHz) even
> though they are based around a Z80 core with revisions?

Though these processors are irrelevant to the thread as they don't appear in
any mainstream computer I am aware of, I don't consider them true 8bit
processors. They are in the vein of the 8088 which isn't a million miles away
from the Z80 in terms of architecture, but have the extended address space.

> -)The 8080 and 8085 processors, of which the 8088 and Z80 are both derivatives,
> -)ARE 8bit processors.
> I am sure that the 8088 is a cut down 8086 with 8-bit data bus to cut down
> on the packaging costs (8 more pins on a package cost a lot back then).

The rationale behind the 8bit data bus is cheaper system cost. Building an
entire computer around 16bit devices was an expensive proposition at the time
so 8bit was used in preference, with only the processor being 16bit. The
original PC and the Sinclair QL (32bit) are testament to this.
--
+-___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'

3919. Re: Games that work with the Light Gun

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <3645635e.6300019@news.pipeline.com>
Source record: 58447

Hey Alan,

Bug Hunt (cart) Atari
Barnyard Blaster (cart) Atari
Crimebuster (cart) Atari
Crossbow (cart) Atari
Operation Blood (disk) M.D. Software (U.K.)

There might be 1 or 2 European titles that I missed but that should be
it.

John
jhardie@pipeline.com
www.atarihq.com

Alan Sharkis <asharkis@erols.com> wrote:

>Which 8-bit games were released that made use of the Light Gun? Were
>they on cart or disk?
>
>Was the built-in game for XEGS able to use the light gun?
>
>Somebody raised this question on FidoNet and I was hard-pressed to
>answer, since I'm not a game-player.

3920. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3646746e.2060714@news.demon.co.uk>
Source record: 58448

The other Day ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>Steven Tucker. Just outside Cleveland Ohio.
>
>Is this a chain letter? ;) :)
>
>Steve

Maybe... (Maybe Jon is selling our email addresses :)

Anyway..

Paul Irvine from bloody cold London England.

And the first Brit :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3921. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: rob.nicholson@zetnet.co.uk
Message-ID: <36458811.626437@news.zetnet.co.uk>
Source record: 58449
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

>I think the 8 bit Atari range was far more successful in America than
>in Europe, where the Commodore 64, Spectrum and later the CPCsold more

BTW - is there an Atari emulator?

3922. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: The Starglider <starglider@thespian.d.c.u>
Message-ID: <3dEedHAYu$Q2EwXV@thespian.demon.co.uk>
Source record: 58450
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <36439a33.73336423@news.pressenter.com>, Jon Melbo
<jmelbo@pressenter.com> writes
>On Fri, 6 Nov 1998 19:01:08 +0000, richard@systemeD.u-net.comma
>(Richard Fairhurst) wrote:
>
>>Jon Melbo <jmelbo@pressenter.com> wrote:
>>
>>> Actually as far as c.s.a.8 goes, it seems the majority of participants
>>> are from the Unites States.
>>
>>Not everyone with a .com address is from the US. The majority of csa8
>>posters are from Europe: the biggest group of them are from Britain.
>
>There are more internet users in the U.S. than in the rest of the
>world COMBINED. Most .com addresses are from the U.S. While Atari
>sold a lot of machines in Europe (and I'm glad they did), do not
>forget that they sold a butt load of them in the U.S. as well. There
>are Atarians all over the globe not the least of which are from the
>U.S. Now then, none of that conclusively proves anything in regards
>to c.s.a.8 readership, but then your assertions are equally unproven.
>In light of the fact that neither notion is proven; it stands to
>reason from the facts that are known that most of the posters would
>have a higher probability of being from the U.S.
>
>I want to say that it does not matter to me of course. It just rubbed
>me for some reason when it was stated that "the majority of c.s.a.8
>posters are from the U.K." That quote was paraphrased but that is the
>essential statement that was conveyd. The statement left no room for
>doubt that was an undeniable fact the way it was written.
>
>Just for the hell of it, let's have a poll of the participants in
>here. You Atarians reading this just drop a reply and state where in
>the world you reside. That will take the guess work out and settle
>the matter. I'll start.
>
>Jon Melbo, Wisconsin, USA
>
What a load of crap you're talking there mate! Yes, there are a hell of
a lot of americans on the net, but that does *NOT* mean that in a
newsgroup, a lot of the postings will be made from them.

If there was a newsgroup about Bananaman, or the Beano, I somehow doubt
that there would be more than a handful of US readers there.

The Sinclair and Amstrad newsgroups will have more British readers than
american because there were a damn sight more machines sold here than
there.

--
**********The Starglider********** CHANGE d.c.u PART OF
* E-Mail:starglider@thespian.demon.co.uk * ADDRESS TO:
* Web site:http://www.thespian.demon.co.uk * demon.co.uk
* NVG UPDATES:nvg@thespian.demon.co.uk * TO REPLY.
* ICQ Number:1773852 * _WW_
* WWPAGER:http://wwp.mirabilis.com/1773852 * /_ _\
** | O O |
____oOO_\/_OOo__________

3923. Re: Diamond OS plea!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <7224n3$4hq$1@camel21.mindspring.com>
Source record: 58451

Raphael James Espino wrote in message ...
>Maybe it's just me, but...
>
>How about uploading it to atari.archive.umich.edu ? That should make
>it readilly available for most people.

And you don't do this yourself because...?

I guess no matter what someone does someone else will find some reason to complain. Forgive me for trying to help someone out in a way that doesn't meet with your approval.

3924. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: "Sean..." <sean@thegate.demon.co.uk>
Message-ID: <910466738.16596.0.nnrp-03.c1ed29b0@news.demon.co.uk>
Source record: 58452
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Yes, several. Try having a look here.

http://homepages.ihug.co.nz/~aaronat/atari.html

Rob Nicholson wrote in message <36458811.626437@news.zetnet.co.uk>...
>
>BTW - is there an Atari emulator?
>

3925. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: "Sean..." <sean@thegate.demon.co.uk>
Message-ID: <910466739.16596.1.nnrp-03.c1ed29b0@news.demon.co.uk>
Source record: 58453

Cold London??? That's tropical compared to here;-)

Sean Booth from Folkestone, Kent. Currently in Scotland. Brrrrr.

Brit#2

Paul Irvine wrote in message <3646746e.2060714@news.demon.co.uk>...
>
>Paul Irvine from bloody cold London England.
>
>And the first Brit :)
>--
>Paul..

3926. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3644b09c.56981308@news.pressenter.com>
Source record: 58454
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Sat, 7 Nov 1998 07:49:44 +0000, The Starglider
<starglider@thespian.d.c.u> wrote:

>In article <36439a33.73336423@news.pressenter.com>, Jon Melbo
><jmelbo@pressenter.com> writes
>>On Fri, 6 Nov 1998 19:01:08 +0000, richard@systemeD.u-net.comma
>>(Richard Fairhurst) wrote:
>>
>>>Jon Melbo <jmelbo@pressenter.com> wrote:
>>>
>>>> Actually as far as c.s.a.8 goes, it seems the majority of participants
>>>> are from the Unites States.
>>>
>>>Not everyone with a .com address is from the US. The majority of csa8
>>>posters are from Europe: the biggest group of them are from Britain.
>>
>>There are more internet users in the U.S. than in the rest of the
>>world COMBINED. Most .com addresses are from the U.S. While Atari
>>sold a lot of machines in Europe (and I'm glad they did), do not
>>forget that they sold a butt load of them in the U.S. as well. There
>>are Atarians all over the globe not the least of which are from the
>>U.S. Now then, none of that conclusively proves anything in regards
>>to c.s.a.8 readership, but then your assertions are equally unproven.
>>In light of the fact that neither notion is proven; it stands to
>>reason from the facts that are known that most of the posters would
>>have a higher probability of being from the U.S.
>>
>>I want to say that it does not matter to me of course. It just rubbed
>>me for some reason when it was stated that "the majority of c.s.a.8
>>posters are from the U.K." That quote was paraphrased but that is the
>>essential statement that was conveyd. The statement left no room for
>>doubt that was an undeniable fact the way it was written.
>>
>>Just for the hell of it, let's have a poll of the participants in
>>here. You Atarians reading this just drop a reply and state where in
>>the world you reside. That will take the guess work out and settle
>>the matter. I'll start.
>>
>>Jon Melbo, Wisconsin, USA
>>
>What a load of crap you're talking there mate! Yes, there are a hell of
>a lot of americans on the net, but that does *NOT* mean that in a
>newsgroup, a lot of the postings will be made from them.

Actually I think I was quite accurate and objective. I clearly stated
it didn't prove the numbers for readership in c.s.a.8. That is why I
asked for participants to reply so we can all get a true picture of
where we Atarians are coming from around the world in regards to the
ones that participate in here.

>If there was a newsgroup about Bananaman, or the Beano, I somehow doubt
>that there would be more than a handful of US readers there.

Your point? c.s.a.8 is what is specifically at question. And I might
add, the answers are pouring in. Those answers largely have
reenforced what I suspected. It is simply a curiosity to satisfy the
question. No country's Atarians are better or worse than another
one's. We are all gladly here for the mutual benefit of each other.
I am finding it interesting to see some of the places around the world
that the replies are coming from. Very cool.

Regards,

Jon

PS: I am not collecting or selling email addresses! ;-)

>
>The Sinclair and Amstrad newsgroups will have more British readers than
>american because there were a damn sight more machines sold here than
>there.

3927. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3645b2a0.57497019@news.pressenter.com>
Source record: 58455
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Sat, 7 Nov 1998 10:47:19 +0000, James Coupe
<james@nospam.demon.co.uk> wrote:

>In article <36439a33.73336423@news.pressenter.com>, Jon Melbo
><jmelbo@pressenter.com> writes
>>It just rubbed
>>me for some reason when it was stated that "the majority of c.s.a.8
>>posters are from the U.K."
>
>You're talking at cross-purposes.
>
>Check the newsgroup line for two csa8 groups.

There two newsgroups but with the same exact name? Explain,

3928. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3646b352.57674837@news.pressenter.com>
Source record: 58456
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Sat, 07 Nov 1998 11:55:39 GMT,
mj@SPAM.ME.AND.I.WILL.SEND.VAN.DAMME.dsv.nl (C64ever) wrote:

>On Sat, 07 Nov 1998 01:24:25 GMT, jmelbo@pressenter.com (Jon Melbo)
>wrote:
>
>>There are more internet users in the U.S. than in the rest of the
>>world COMBINED.
>
>Not surprising, since internetting is virtually free in the States. No
>phone costs and only 10 bucks per month to feed the provider. Once
>this kind of infrastructure catches up you can expect the rest of the
>world to catch up. But outside the States internet is an expensive
>luxury at the moment.

Well I hardly look at it as free. My phone line isn't free and my ISP
charges almost double the $10/month you seem to think we all get over
here. Granted I'm sure it's cheaper than most of the rest of the
world but isn't FREE buddy. Unless your system radically changes your
infrastructure will probably never "catch up", unless you mean
eventually catch up to where the U.S. is currently. I do not mean
that as a slam like the U.S. is unbeatable. What I mean is that in
the U.S. private ownership of personal computers and technology items
is much more prevalent, combined with less governemnt restriction than
found most other places. Sometimes I think the U.S. is trying to
wreck a good thing by getting more restrictive and intrusive but that
is a whole nother thread for a different newsgroup. I respect people
for who they are, not where they are from. I am merely fortunate to
have been born into a place where a techno geek can get more goodies
for less money, afford to drive and even buy a car at age 16, and
travel thousands of miles without papers of any kind. I want the best
for everyone. I especially am impressed with some of the demo coding
done over in Europe. Seems to be on average better than demos from
the U.S. I know there are clever people all over the world. I don't
know why I have it so good and others maybe don't (or maybe do,
depending on perspective).

>If a commodity is dirt cheap in any area then you can expect to see it
>used widely. I remember from my trip to the Greek island of Paros

So why are things so expensive there?

>>Most .com addresses are from the U.S. While Atari

>Yes, but they're increasingly been used by businesses from outside the
>U.S.

But you don't dispute the fact as I stated it right? It sounds like
you don't dispute it but wish you could?

>It's cheaper to register, since IIRC the USA gov't has given one
>company a monopoly and made them set a limit on the costs of
>registering and there are no rules regarding name use, other than
>copyright infringements. Hell the other day I found a site called
>www.godhatesfags.com, no way would that be allowed in most European
>countries with their censure-loving authorities. And here in the
>Netherlands only registered companies can register a .nl domain, so
>anyone who wants their private domain will have to look at a .com or
>.org one.

Yeah, I love the 1st ammendment here. You have to tolerate some of
what you don't like to get to have what you do like sometimes.

>>sold a lot of machines in Europe (and I'm glad they did), do not
>>forget that they sold a butt load of them in the U.S. as well. There
>>are Atarians all over the globe not the least of which are from the
>
>I think the 8 bit Atari range was far more successful in America than
>in Europe, where the Commodore 64, Spectrum and later the CPCsold more
>units. Even the MSX machines were more popular. To bad, as
>graphics-wise the 8 bit Atari's ruled. If they had a sound chip
>comparable to the SID then they would have rocked!

Yeah the SID was a great chip for the time. Also the 64 had better
sprites and also had 16 color text. Kind of looked like 40 column
ANSI. But over-all I still prefered the Atari8. Stuff like SpartaDOS
and that I thought made it much more useful.

Cheers,

Jon

3929. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3647b750.58697662@news.pressenter.com>
Source record: 58457
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Sat, 07 Nov 1998 17:56:58 GMT, rob.nicholson@zetnet.co.uk (Rob Nicholson) wrote:

>>I think the 8 bit Atari range was far more successful in America than
>>in Europe, where the Commodore 64, Spectrum and later the CPCsold more
>
>BTW - is there an Atari emulator?

Sure. Want it for DOS or Windows9x?

My faves:
Atari800Win for Win9x
Atari800 for DOS
XL-it! for DOS

Sorry don't have url's handy at the moment but I'm sure others will fill you in. If not, reply back in here or email and I will dig them up for you.

Cheers,

Jon

3930. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3649b88d.59014083@news.pressenter.com>
Source record: 58458

On Sat, 7 Nov 1998 14:56:20 +0000, richard@systemeD.u-net.comma
(Richard Fairhurst) wrote:

>Jon Melbo <jmelbo@pressenter.com> wrote:
>
>> I want to say that it does not matter to me of course. It just rubbed
>> me for some reason when it was stated that "the majority of c.s.a.8
>> posters are from the U.K." That quote was paraphrased but that is the
>> essential statement that was conveyd. The statement left no room for
>> doubt that was an undeniable fact the way it was written.
>>
>> Just for the hell of it, let's have a poll of the participants in
>> here. You Atarians reading this just drop a reply and state where in
>> the world you reside. That will take the guess work out and settle
>> the matter. I'll start.
>
>When I said csa8, I meant comp.sys.amstrad.8bit, where it _is_ an
>undeniable fact. Apologies for any confusion caused, though you could
>perhaps have done a DejaNews, or looked at the website in my sig, to
>find out which of the two groups I was referring to before throwing
>accusations about.
>
>Follow-ups set.

Well hey, that clears up a lot of confusuion!! My apologies for my
lack of attention to detail. It is still worthwhile to see where many
of our Atari friends are from though.

Cheers,

Jon

3931. Re: Games that work with the Light Gun

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <364ab909.59137998@news.pressenter.com>
Source record: 58459

On Sat, 07 Nov 1998 08:40:04 -0500, Alan Sharkis <asharkis@erols.com>
wrote:

>Which 8-bit games were released that made use of the Light Gun? Were
>they on cart or disk?
>
>Was the built-in game for XEGS able to use the light gun?
>
>Somebody raised this question on FidoNet and I was hard-pressed to
>answer, since I'm not a game-player.

Barnyard Blaster and Bug Hunt, both on cart I think.

3932. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3649b1e0.6382367@news.demon.co.uk>
Source record: 58460

The other Day "Sean..." <sean@thegate.demon.co.uk> wrote:

>Cold London??? That's tropical compared to here;-)
>
>Sean Booth from Folkestone, Kent. Currently in Scotland. Brrrrr.
>
>Brit#2

Yep, Scotland ain't the best place to be in November :)

Mind you Kents not a goody either :)

My old employer was in Kent, a certain Computerworld, stores in
Maidstone and Canterbury + London of course :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3933. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: sabell@argonet.co.uk
Message-ID: <1di4c1s.1fkk7f61w17mkgN@userj380.uk.uudial.com>
Source record: 58461
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Jon Melbo <jmelbo@pressenter.com> wrote:

> On Fri, 6 Nov 1998 19:01:08 +0000, richard@systemeD.u-net.comma
> (Richard Fairhurst) wrote:
>
> >Jon Melbo <jmelbo@pressenter.com> wrote:
> >
> >> Actually as far as c.s.a.8 goes, it seems the majority of participants
> >> are from the Unites States.
> >
> >Not everyone with a .com address is from the US. The majority of csa8
> >posters are from Europe: the biggest group of them are from Britain.
>
> There are more internet users in the U.S. than in the rest of the
> world COMBINED. Most .com addresses are from the U.S. While Atari
> sold a lot of machines in Europe (and I'm glad they did), do not
> forget that they sold a butt load of them in the U.S. as well. There
> are Atarians all over the globe not the least of which are from the
> U.S. Now then, none of that conclusively proves anything in regards
> to c.s.a.8 readership, but then your assertions are equally unproven.
> In light of the fact that neither notion is proven; it stands to
> reason from the facts that are known that most of the posters would
> have a higher probability of being from the U.S.
>
> I want to say that it does not matter to me of course. It just rubbed
> me for some reason when it was stated that "the majority of c.s.a.8
> posters are from the U.K." That quote was paraphrased but that is the
> essential statement that was conveyd. The statement left no room for
> doubt that was an undeniable fact the way it was written.
>
> Just for the hell of it, let's have a poll of the participants in
> here. You Atarians reading this just drop a reply and state where in
> the world you reside. That will take the guess work out and settle
> the matter. I'll start.
>
> Jon Melbo, Wisconsin, USA

wtf has this to do with Acorn machines? Follow-ups set accordingly. :-(

--
Stuart Bell
running a PowerBook 100, Color Classic and PowerMac 6500/275.
PB-100 FAQ at www.argonet.co.uk/users/sabell/pb100.html

3934. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: davidledbury@postmaster.co.uk
Message-ID: <3644d04f.2375671@news.clara.net>
Source record: 58462
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Sat, 07 Nov 1998 20:51:13 GMT, jmelbo@pressenter.com (Jon Melbo)
wrote:

>>Check the newsgroup line for two csa8 groups.
>
>There two newsgroups but with the same exact name? Explain,
>

A= Atari....
A=Amstrad...

(c) 1998 David Ledbury, Silly sausage productions....
Use outside of this newsgroup is actually quite sad really, as
in all honest it's not really worth repeating elsewhere ;)

3935. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: Joe Mackay <regular.viewer@bunty.hoven>
Message-ID: <794.615T180T11990284@bunty.hoven>
Source record: 58463
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 06-Nov-98 16:32:18, Darren Salt did excrete via fingers:
>In message <01be08fb$ab80a1a0$b4f540c2@deepthought>
> "Brix" <brix@brix.de> wrote:

>[snip]
>>> CPC machines have absolutely *loads* of possible screen modes. They also
>>> use lots of tricks that involve fooling the VGA (the *other* graphics
>>> chip) into thinking a VSYNC or HSYNC has occurred, whilst knowing that the
>>> monitor won't recognise it. I'm not entirely sure how that would come out
>>> if you were using SCART or whatever.

>> Hm, on Acorns the problem is that they have a large range of Video-signals
>> they can generate for monitors. [...]

>I have a nice 101Hz 256x192 mode for Spectrum emulation...

Doesn't that make border emulation a problem? Or can you do nice
Amiga-esque things with the border?

3936. Re: Looking for games in .atr format.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: Shamrock <shamroc@webspan.net>
Message-ID: <3644D83D.AC144A14@webspan.net>
Source record: 58464

This message is for all Atari XL/XE 8-Bit computer users. We currently have a limited quantity of European software games on 5.25 floppy disk available for immediate shipment. Our supply is limited, and will be sold on a first come first served basis. Since we no longer deal with our European supplier, we simply wish to sell the remaining inventory of the games we have left in stock. Once it is sold out it is gone for good! So if you are looking for something new, fun, and with quality graphics for your Atari 8-Bit computer, the time to act is now while we still have these games in stock. The game titles and prices are as follows:

Robbo.....
.....$
9.00
Lasermania and Robbo Construction Set (2 games on one
disk).....$14.00
Mission Shark and Fred (the Caveman) (2 games on one
disk).....$14.00
Dagobar.....
.....$
9.00
Change.....
.....$
7.00

New Jersey residents must include 6% sales tax.
Please add $1.75 for shipping and handling for your total order (small or large).

Print & complete the order form below and send your order with payment by Personal Check, Bank Check, Money Order, or Postal Money Order in US funds only made payable to:
ZTM Software Mfrs.
PO Box 240
Forked River, New Jersey 08731-0240
USA

Name _____

Address _____

City _____ State_____ Zip_____

____ Yes, please send me the following Atari 8-Bit European games listed below:

_____

_____

____My total payment of $__________ is enclosed which incl. $1.75 S&H and
Applicable NJ sales tax if any.

Andrew Meler wrote:

> How do you guys use these games ?? I want to buy an Atari 65XE (I had it
> when I was a kid), but I'm confused how do you people download those games
> and transfer them to your Atari ?? I know it sounds lame, but I'm new at
> this Atari on the web stuff and would like to get as much info as I can.
> Please reply by e-mail. THANKS
> PS. Does anybody know any places where can I get ATARI suff in prerfect
> condition including manuals ?
> PeteJal wrote in message <19981028203237.19659.00000628@ng-ft1.aol.com>...
> >Hello all,
> > I have been using the Holme's web site for all my Atari 8bit needs, but
> I am
> >looking for some games that aren't on that site. Can anyone please send
> me, or
> >upload a list of current running sites that have 8bit games in .atr format?
> I
> >know there has to be more than this one. Thanks in advance. ~Pete.
> >

3937. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <48A178D9E4%news@youmustbejoking.demon.com.uk>
Source record: 58465
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <3645b2a0.57497019@news.pressenter.com>
jmelbo@pressenter.com (Jon Melbo) wrote:

> On Sat, 7 Nov 1998 10:47:19 +0000, James Coupe
> <james@nospam.demon.co.uk> wrote:
>> In article <36439a33.73336423@news.pressenter.com>, Jon Melbo
>> <jmelbo@pressenter.com> writes
>>> It just rubbed me for some reason when it was stated that "the majority
>>> of c.s.a.8 posters are from the U.K."
>> You're talking at cross-purposes.
>> Check the newsgroup line for two csa8 groups.

> There two newsgroups but with the same exact name? Explain,

No... it's just that you assumed that the 'a' was short for Atari; Richard
Fairhurst assumed that you'd realise that he'd used it to mean Amstrad. I do
the same with "csa.misc" - without sufficient context, you'd probably assume
that I'm talking about a newsgroup with which you are familiar. Add that
context and it becomes obvious whether I mean Acorn or Amiga - or, for that
matter, Atari.

--
| Darren Salt anti-UCE | Spectrum +3, | nr. Ashington,
| ds@youmustbejoking,demon | Risc PC, A3010, | Northumberland
| arcsalt@spuddy,mew,co,uk | BBC Master 128 | Toon Army
| Nothing much, coming your way *soon*...

RAM disk is *not* an installation procedure!

3938. $$$ for Omnitrend's Universe DOCS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: smeans@unm.edu
Message-ID: <smeans-0711982100070001@192.0.2.1>
Source record: 58466

Hello,

I recently obtained Omnitrend's Universe, but the fellow that sent me
disks didn't have the DOCS! Uh, does ANYONE have documentation they would
be willing to SELL or let me PAY them to copy? SHEESH!

For that matter, if someone has a copy AND the manual, I have cash in hand!

Ok, and here's the last stab I'll take: does anyone know of a source to
obtain manuals? Mebbe I could try that too!

At any rate...back to figuring out how to navigate in Omnitrend's Universe
without the DOCS!

thanks! (a bit frustrated at the moment... ;)

shawn
smeans@math.unm.edu

-=-
"If you do not forgive men their sins [against you], your Father will not forgive your
sins." Matt 6:15 (NIV)
=-=

3939. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: Kenneth Rempfer <kennyr@hsicommunity.com>
Message-ID: <36451905.F58EEF82@hsicommunity.com>
Source record: 58467

I myself was not one of his victom's but what he has done is ludicrous.

At this point I say get the source code out so that we can keep our 8-bit computing alive, and if he want's to dispute ownership - let him come out of hiding. There are plenty of people waiting to welcome him back.......

BobKlaas wrote:

> SDX source code will not become available, believe me! This is Mike's
> baby and he will not release anything reguarding the code. Have had
> many conversations with him reguarding this and it has all ended up the
> same.
>
> He owns the code and will not part with his rights.. Sorry for you and
> myself.
>
> bob

3940. Re: 800 repair help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: Macroman <macroman1@home.com>
Message-ID: <36439885.800907F5@home.com>
Source record: 58578

Aaron Christopher Finney wrote:

> I just picked up a broken 800 for fun and am just starting to take it
> apart. Here's what it _does_ do:
>
> 1) Both power leds come on
> 2) The screen receives a signal - pure black with the OS card in, orange
> with it removed.
>
> Any idea why the color change with the removal of the OS card? I did the
> preliminary check of the PS and re-seated all the IC's on the CPU card,
> OS card, and mainboard. Now what? Are there any common points of failure
> that could explain this?
>
> Cheers,
>
> Aaron

Sounds like the contacts on the various cartridges may be dirty. Try removing the memory & OS carts and cleaning the edge connectors. Then reassemble and see what happens. You might want to insert/remove the carts several times to clean the slots too.

Good Luck!

Gary

3941. Re: Diamond OS plea!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: wysk@gmx.de
Message-ID: <72035n$n0o$1@fermi.tro.net>
Source record: 58579

Aaron Christopher Finney <A_Finney@wfi-inc.com> wrote:

>Actually, my ISP doesn't carry the A.B.C.A group either. I had to sign
>on with a friend's account and use his mail server to get the roms.

I've access to a second newsserver, but there is no ROM, only spam in
to a.b.c.a. :-(

>Joerg - if no one has mailed it to you yet, let me know and I'll fire it
>off to you.

Yes, please do it. :-))

Fire !

thanks,

Joerg

3942. Re: R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <7205f2ip1@supernews.com>
Source record: 58580

Jon Melbo (jmelbo@pressenter.com) wrote:

: Perhaps Jan 1 1900 was a Friday?

Jan 1, 1900 was a Monday.

Steve

3943. Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36439a33.73336423@news.pressenter.com>
Source record: 58581
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Fri, 6 Nov 1998 19:01:08 +0000, richard@systemeD.u-net.comma
(Richard Fairhurst) wrote:

>Jon Melbo <jmelbo@pressenter.com> wrote:
>
>> Actually as far as c.s.a.8 goes, it seems the majority of participants
>> are from the Unites States.
>
>Not everyone with a .com address is from the US. The majority of csa8
>posters are from Europe: the biggest group of them are from Britain.

There are more internet users in the U.S. than in the rest of the
world COMBINED. Most .com addresses are from the U.S. While Atari
sold a lot of machines in Europe (and I'm glad they did), do not
forget that they sold a butt load of them in the U.S. as well. There
are Atarians all over the globe not the least of which are from the
U.S. Now then, none of that conclusively proves anything in regards
to c.s.a.8 readership, but then your assertions are equally unproven.
In light of the fact that neither notion is proven; it stands to
reason from the facts that are known that most of the posters would
have a higher probability of being from the U.S.

I want to say that it does not matter to me of course. It just rubbed
me for some reason when it was stated that "the majority of c.s.a.8
posters are from the U.K." That quote was paraphrased but that is the
essential statement that was conveyd. The statement left no room for
doubt that was an undeniable fact the way it was written.

Just for the hell of it, let's have a poll of the participants in
here. You Atarians reading this just drop a reply and state where in
the world you reside. That will take the guess work out and settle
the matter. I'll start.

Jon Melbo, Wisconsin, USA

3944. repost: TAF Atari Flea Market

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3643d49c.0@nemo.idirect.com>
Source record: 58582
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,alt.atari,comp.sys.atari.8bit

sorry for the repost, some pertinent info was cut out.....

WEDNSDAY, NOVEMBER 18, 1998 is the date for the Toronto
Atari Federation FLEA MARKET! The doors open to the
public at 7:00 PM and will remain open until 10:30 PM.

This is your chance to come to a bazaar of Atari related pre-owned
hardware and software where you may find that peripheral, application or
utility for your ST/Mega/TT/Falcon 16/32-bit computer system or your
XL/XE 8-bit classic computer system.

If you have original software or hardware that you no longer have any
use for, get yourself a half-table and try to sell it! Or find that
treasure that you have always wanted. Great deals should be in
abundance.

Half-Table's will be $5.00 or the Full-Table for $10.00 each.
Half-Table's are FREE to TAF MEMBERS. Admission is $2.00 per non-member
family but if you are selling and have taken a half-table or more,
admission is inc- luded. Admission for TAF members is, of course, Free.

The Flea Market will run from 7:00 PM to 10:30PM, with setup commencing
for sellors after 6:30 PM, and teardown after 10:30 PM. This should
allow enough time for as many people inside and outside Toronto to
attend the event.

As usual, piracy cannot and will not be condoned. You must be selling
original pre-owned software only. If anyone is caught selling pirated
software or stolen hardware, they will be dealt with severely!!

The TORONTO ATARI FEDERATION Flea Market will be held in the "Rose Room"
of the North York Memorial Community Hall on the Lower or Concourse
Level of the North York City Centre Library Building at 5110 Yonge
Street (next to Mel Lastman Square) at Parkhome Ave. Parkhome is 5
stoplights North of Hwy 401 running East off of Yonge

3945. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Ru

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <xFQT8CY.tandrews16@delphi.com>
Source record: 58583

Tom Andrews, Upstate New York, USA

3946. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be0a29$be7925a0$0a374382@vidar>
Source record: 58584
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Vidar "Hawk" Olavesen, Pokey Soft, Norway (in a town called Sarpsborg)

3947. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36440a11.14339468@news.pressenter.com>
Source record: 58585
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 06 Nov 1998 18:24:04 PST, Aaron Christopher Finney
<A_Finney@wfi-inc.com> wrote:

>>Jon Melbo, Wisconsin, USA
>
>Aaron Finney, California, USA
>
>All the Yanks, with me now: U-S-A...U-S-A...U-S-A...
>
>
>Just kidding, really. That general region of the globe has give us some
>of the best things man has ever known, like Guinness and Rugby (go
>Eagles). There are some neat new things coming out for Atari from all
>over the globe; Ape, that cool serial mouse adapter for the ST, etc.
>Can't we all just get along?

Of course we can. This was not intended to be a natinalism type
thread by me. I simply want to satisfy a question. Nothing more
nothing less.

3948. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <721413$475@freenet-news.carleton.ca>
Source record: 58586

Mark Statzer (mstatz@net66.com) writes:
> <groups trimmed>
>
> Jon Melbo wrote:
>
>> Just for the hell of it, let's have a poll of the participants in
>> here. You Atarians reading this just drop a reply and state where in
>> the world you reside. That will take the guess work out and settle
>> the matter. I'll start.
>>
>> Jon Melbo, Wisconsin, USA
>
> Mark Statzer (Former Atari salesman) Champaign, Il
>

Steven Tucker. Just outside Cleveland Ohio.

Is this a chain letter? ;) :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3949. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-07 00:00:00 UTC
From: James Coupe <james@nospam.demon.co.uk>
Message-ID: <DBgD4FA3UCR2EwJY@obeah.demon.co.uk>
Source record: 58587
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <36439a33.73336423@news.pressenter.com>, Jon Melbo
<jmelbo@pressenter.com> writes
>It just rubbed
>me for some reason when it was stated that "the majority of c.s.a.8
>posters are from the U.K."

You're talking at cross-purposes.

Check the newsgroup line for two csa8 groups.

--
James Coupe

Irregular Verbs #1:
I state my opinions strongly, You are rude, They abuse

3950. Re: Games that work with the Light Gun

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19981107195017.08748.00000312@ngol05.aol.com>
Source record: 58468

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

Bertrand M. (LEXX)

3951. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19981107195017.08748.00000313@ngol05.aol.com>
Source record: 58469

Bertrand Mouchmino (LEXX) - Paris "where the weather isn't really much better
than in the UK", France.

Hey, Europe's catching up :)

3952. Pac-Man question...

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19981107195018.08748.00000314@ngol05.aol.com>
Source record: 58470

Hello,

Does anybody know how many box styles there are for the Atari 8-bit version of Pac-Man?
I recently found the game with the typical Warner 400/800 box (big format), but the artwork is unfamiliar to me.
In this variation, you don't see the maze from the top, but Pac-Man (wearing a green T-shirt!) being chased by the ghosts in a castle.
The manual is also a bit different.
Does this box style seem uncommon to you?

Thanks,
Bertrand M. (LEXX)

3953. Re: Where 8-Bit Atarians are from, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <722s9d$9ch@bgtnsc03.worldnet.att.net>
Source record: 58471

I'm from my mother (big grin) but did my atari thing at c.a.c.e.
Cleveland atari computer enthusiests..

Now I'm down at disneyworld, in orlando.. ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html
Alan Sharkis wrote in message <36444D2B.7E21C010@erols.com>...
>I used to tell my students that I was from Mars, but that's another
>story :)
>
>I was born and raised in The Bronx, New York and now I live on Long
>Island.
>
>My user group has had members all over the world; I believe we still
>have some outside of the USA.

3954. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <722tl7$bq3@cpca3.uea.ac.uk>
Source record: 58472
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Jon Melbo wrote in message <3645b2a0.57497019@news.pressenter.com>...
:On Sat, 7 Nov 1998 10:47:19 +0000, James Coupe
:<james@nospam.demon.co.uk> wrote:

:>Check the newsgroup line for two csa8 groups.
:
:There two newsgroups but with the same exact name? Explain,

No but there is:

comp.sys.amstrad.8bit
^^^^^^^

comp.sys.atari.8bit
^^^^^

Hence the confusion when abbreviated to csa8.

For the record, my original comment about most csa8 readers being from the
uk referred to the amstrad group, which should have been obvious from the
rest of the post. I hadn't realised the atari group had been added,
otherwise I'd have been clearer.

AndyC

3955. Looking for an .atr game...need help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: bf19176@binghamton.edu
Message-ID: <364a1ab4.30877426@news-server>
Source record: 58473

I'm looking for an .atr version of Fantasyland, a game that I wasted
many many hours on as a youth. It was 6 disks(i think), and i never
got to finish it. Anybody remember it? It was sort of like the
oddesey, you got a party together and went off through lands like
Cathay, Jungleland, Atlantis, and so on. Anyway, someone once e-mailed
me a file of the first disk, so it must be out there. I think it was
made by the same company as house of usher, but I can't remember what
company that is. I'd be much obliged if somebody...anybody...can
point me in the right direction.
Thanks
DS

3956. Looking for an .atr game...need help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: bf19176@binghamton.edu
Message-ID: <364b1bf7.31200682@news-server>
Source record: 58474

I'm looking for an .atr version of Fantasyland, a game that I wasted
many many hours on as a youth. It was 6 disks(i think), and i never
got to finish it. Anybody remember it? It was sort of like the
oddesey, you got a party together and went off through lands like
Cathay, Jungleland, Atlantis, and so on. Anyway, someone once e-mailed
me a file of the first disk, so it must be out there. I think it was
made by the same company as house of usher, but I can't remember what
company that is. I'd be much obliged if somebody...anybody...can
point me in the right direction.
Thanks
DS

3957. Re: Atari Key Ring

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <Z3fRsqi.tandrews16@delphi.com>
Source record: 58475

Thomas J. Andrews <tandrews16@delphi.com> writes:

>I have a key ring, black plastic, about three inches long, shaped like a "1".
>One one side, in white letters, it says, "Atari The #1 name in home computers."
>There's a Fuji there, too.
>
>Does anybody know where this came from and if it has any value to a collector?
>

I guess I wasn't as clear as I might have been, judging by the email I've
received on this post. I didn't necessarily want to sell the keyring. I
was just curious about its history and current value, that's all.

I'd better take better care of it, considering what I just read. I have it
in the bottom of a catch-all dresser drawer. Interesting. My Mom
originally found it in the bottom of a $1 garage sale "wonder box" (you
wonder why you bought it) she picked up for something else in it...

TJ

3958. Real Atari BBS's Network

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19981108014232.27006.00001009@ng103.aol.com>
Source record: 58476

Want to see the 8bit in action Call Star NET at 407-737-8704
Its also NETWORKED to HELL BBS.. Full ANSI/ATASCII 24oo-19.2
500 megs online 24hrs 7days..

Looking for Other PRO sysop to join in.. Call today

3959. Matrix coco

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: mbenedet@mosquitonet.com
Message-ID: <xMb12.962$yA2.16388@newsfeed.slurp.net>
Source record: 58477

Hi all,

I'm looking for information on a Matrix coco graphics card. Web sites, FAQ's and a source for drivers. I have recently acquired one for my TT and I need to fiqure out how to use it, and if it will support my CTX miltiscan monitor.

thanks

Mitch
mbenedet@mosquitonet.com

3960. Re: Matrix coco

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: mbenedet@mosquitonet.com
Message-ID: <D5c12.970$yA2.16276@newsfeed.slurp.net>
Source record: 58478

Oops, sorry wrong NG.
On 8 Nov 1998 07:30:37 G, Mitchell Benedetti wrote:

Mitch
mbenedet@mosquitonet.com

3961. Re: Looking for an .atr game...need help!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be0af2$737407e0$e2374382@vidar>
Source record: 58479

There at the following link :
ftp://closertohome.dyn.ml.org/ftp/pub/Atari_8bit/More_Atari8bit/Games/ATR/F/

Good luck

Dead Serious <bf19176@binghamton.edu> wrote in article
<364b1bf7.31200682@news-server>...
> I'm looking for an .atr version of Fantasyland, a game that I wasted
> many many hours on as a youth. It was 6 disks(i think), and i never
> got to finish it. Anybody remember it? It was sort of like the
> oddesey, you got a party together and went off through lands like
> Cathay, Jungleland, Atlantis, and so on. Anyway, someone once e-mailed
> me a file of the first disk, so it must be out there. I think it was
> made by the same company as house of usher, but I can't remember what
> company that is. I'd be much obliged if somebody...anybody...can
> point me in the right direction.
> Thanks
> DS
>

3962. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <364b7d57.1794866@news.demon.co.uk>
Source record: 58480

The other Day jmouchmino@aol.com (JMouchmino) wrote:

>
>Bertrand Mouchmino (LEXX) - Paris "where the weather isn't really much better
>than in the UK", France.
>
>Hey, Europe's catching up :)

Hey Betrand, least you had something called summer this year :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3963. Re: Where 8-Bit Atarians are from, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <364c7dab.1879311@news.demon.co.uk>
Source record: 58481

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>I'm from my mother (big grin) but did my atari thing at c.a.c.e.
>Cleveland atari computer enthusiests..
>
>Now I'm down at disneyworld, in orlando.. ;))
>
Gareee, does Disney ever sponsor poor Brits to take a holiday there :)

You lucky person!!!
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3964. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: rob.nicholson@zetnet.co.uk
Message-ID: <364c836d.977643@news.zetnet.co.uk>
Source record: 58482
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

>Yes, several. Try having a look here.

Cheers

3965. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: rob.nicholson@zetnet.co.uk
Message-ID: <364d83a3.1031601@news.zetnet.co.uk>
Source record: 58483
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

>Sure. Want it for DOS or Windows9x?

Either (running Win95). Any personal recommendation of the best?

Cheers, Rob.

3966. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: John j Boyle <magrep@northnottsmag.freeserve.co.uk>
Message-ID: <7242fh$sg9$1@newsreader1.core.theplanet.net>
Source record: 58484

You whant to try yorkshire
sooner be in scotland(home)
Paul Irvine wrote in message <3649b1e0.6382367@news.demon.co.uk>...
>The other Day "Sean..." <sean@thegate.demon.co.uk> wrote:
>
>>Cold London??? That's tropical compared to here;-)
>>
>>Sean Booth from Folkestone, Kent. Currently in Scotland. Brrrrr.
>>
>>Brit#2
>
>Yep, Scotland ain't the best place to be in November :)
>
>Mind you Kents not a goody either :)
>
>My old employer was in Kent, a certain Computerworld, stores in
>Maidstone and Canterbury + London of course :)
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

3967. Terminal software for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: chess@glib.com
Message-ID: <36468d16.23992376@news.interport.net>
Source record: 58485

I need to move my old files from my Atari 8-bit system to a PC. In the past the only way I've found to do this reliably has been by running terminal software and using a null modem. Both the Atari and the PC are faked into thinking they're using a modem and are on line. But my Atari terminal software has a maximum speed of 2400 baud. I know that the Atari 800XL could go up to 9600 baud through its RS-232 connection. Does anyone know where I can D/L an old terminal program that will handle 9600 baud?

http://www.glib.com/

3968. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_910529406@rtfm.mit.edu>
Source record: 58486
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 21, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

3969. what editor i can use on the Pc to write 6502 machine code?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <3645B119.EE8F3273@bigfoot.com>
Source record: 58487

i am looking to Edit and compile atari 8 bit code on the pc...
did anyone did it?

any tips for me

Regards,
Nir Dary
ndary@bigfoot.com

3970. Re: Terminal software for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: "James E. King" <jeking@kingtechsvcs.com>
Message-ID: <724cnk$5a4$1@news.xmission.com>
Source record: 58488

Keep an eye on ftp.kingtechsvcs.com. I'll be placing a ton of 8bit files on
that ftp site!

R. Paul Martin wrote in message <36468d16.23992376@news.interport.net>...
>I need to move my old files from my Atari 8-bit system to a PC. In
>the past the only way I've found to do this reliably has been by
>running terminal software and using a null modem. Both the Atari and
>the PC are faked into thinking they're using a modem and are on line.
>But my Atari terminal software has a maximum speed of 2400 baud. I
>know that the Atari 800XL could go up to 9600 baud through its RS-232
>connection. Does anyone know where I can D/L an old terminal program
>that will handle 9600 baud?
>
>
>http://www.glib.com/

3971. ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: smile4@voicenet.com
Message-ID: <Qoj12.211$%X2.961695@news3.voicenet.com>
Source record: 58489

Awhile back I asked about running a 3 1/2" disk drive (750k or 1.44mb) out of an ATR-8000 fully loaded with the co-power 88 (Intel 8088 CPU) running MS-DOS 2.0 on a 256k 800 XL...

I'm going to try it on...I'll keep bumping up the MS-DOS versions until it works...

Are there any ideas as to whether this will work or not?

thanks, John

3972. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: lintilla@my-dejanews.com
Message-ID: <724lorfvl1@nnrp1.dejanews.com>
Source record: 58490

In article <3646746e.2060714@news.demon.co.uk>,
mclane@dellos.demon.co.uk wrote:

> Anyway..
>
> Paul Irvine from bloody cold London England.
>
> And the first Brit :)

Neah! tis' a fact that Yorkshire folk have colder climate than southerner's.
A good reason to stay in doors and hack Atari code. :)

Lintilla in Sheffield, England (UP NORTH)

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3973. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: look@my.sig
Message-ID: <724ibo$260$4@cfs2.kis.keele.ac.uk>
Source record: 58491
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
In the sacred domain of comp.sys.sinclair didst Jon Melbo <jmelbo@pressenter.com>
eloquently scribe:
:>Check the newsgroup line for two csa8 groups.

: There two newsgroups but with the same exact name? Explain,

No. Two with the same ACRONYM.
c.s.AMSTRAD.8
c.s.ATARI.8
--
_____________________________________________________________________________
|u5a77@teach.cs.keele.ac.uk| |
| Andrew Halliwell | "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| Finalist in:- | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-----------------------------------------------------------------------------
|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |
-----------------------------------------------------------------------------
```

3974. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: look@my.sig
Message-ID: <724igr$260$5@cfs2.kis.keele.ac.uk>
Source record: 58492
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst Jon Melbo <jmelbo@pressenter.com>
eloquently scribe:

:>If a commodity is dirt cheap in any area then you can expect to see it
:>used widely. I remember from my trip to the Greek island of Paros

: So why are things so expensive there?

We don't have free local calls. We have to pay for all phone time, no matter
where we're phoning. (Apart from free-phone numbers obviously)

--

____
u5a77@teach.cs.keele.ac.uk	"Are you pondering what I'm pondering Pinky?"
Andrew Halliwell	
Finalist in:-	"I think so brain, but this time, you control
Computer Science	the Encounter suit, and I'll do the voice..."

|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |

3975. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <48A1CFA234%news@youmustbejoking.demon.com.uk>
Source record: 58493
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <794.615T180T11990284@bunty.hoven>
"Joe Mackay" <regular.viewer@bunty.hoven> wrote:
> On 06-Nov-98 16:32:18, Darren Salt did excrete via fingers:
>> In message <01be08fb$ab80a1a0$b4f540c2@deepthought>
>> "Brix" <brix@brix.de> wrote:
[snip]
>>> Hm, on Acorns the problem is that they have a large range of
>>> Video-signals they can generate for monitors. [...]
>> I have a nice 101Hz 256x192 mode for Spectrum emulation...

> Doesn't that make border emulation a problem? Or can you do nice
> Amiga-esque things with the border?

Setting the border colour is easy. Timing the border colour changes (eg. via interrupts) is impractical; generation of the interrupts aside, you can't be sure that somebody won't mess up the timings by tweaking the mode for their monitor.

Emulating the Spectrum border by using a larger screen area, say 288x312, with exact timings (for games such as Aquaplane, the 'bars' effect on the Mindtrap title screen, and of course tape loading) is possible; however, Z80Em currently doesn't do this.

BTW, here's the mode definition:

```
# 256 x 192 (101 Hz)
startmode
mode_name:
x_res:256
y_res:192
pixel_rate:10000
h_timings:36,40,16,256,38,14
v_timings:3,19,16,192,16,2
sync_pol:0
endmode
```

(The h and v timings give sync width, back porch, left/top border, display, ritght/bottom border, front porch. Hmm, the v timings add up to 312...)

--
| Darren Salt anti-UCE | nr. Ashington, | Spectrum +3,
| ds@youmustbejoking,demon | Northumberland | Risc PC, A3010,
| arcsalt@spuddy,mew,co,uk | Toon Army | BBC Master 128
| CSS FAQ: <URL:http://www.kendalls.demon.co.uk/cssfaq/>

If there are only two competitors, to win is to come second last.

3976. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3645F86A.B10F6684@sisna.com>
Source record: 58494

He is not HIDING!, just wants to be left alone until he feels his projects can be completed! As far as Litigation is concerned anyone can file suit against anyone at anytime, reguires a Lawyer and the legal process.

I can sue you in your state for nothing provided I can present a case no one wants to do this because it costs them out of pocket money. Money talks as the old saying goes B.S walks! Now if you have a $100.00 item and it is going to cost you $2,000.00 and time and to recoup $100.00 where are you going to go? Complain on the internet! See it is much cheaper to do this than pursue the actual costs legaly.

bob

3977. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3645F955.5E2BB0E0@sisna.com>
Source record: 58495

You are close, late 20's to ealry 30's. Still he did something none of
us had the ba..s to do, he whiped ICD, into selling all to him. I give
him credit for that, I called Tom Hawker, and his price was outragious!
So
unless one wants to meet an outragious price for a dieninn market, he
either has to have a gerater vision or confidence in the market than I
or many others had at the time!

bob

3978. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3645FCB8.791CEF95@sisna.com>
Source record: 58496

According to Federal Law you own nothing! Now you say he has screwed you did you receive a jar of Vaseline and enjoy it? Blatant statements like yours leaves one to wonder? What did he take money from you for and did not produce?

As far as Sparta Dos is concerned we (you/I) have a problem here as I have paid to have it re-written, corrected ect, and as to what version you are laying claim to will actually contest your rights, as I own what I have paid for and have legal papers in line for what I state. Where is your legal status?

Like I have stated before money talks bull shit walks!

Mike Homan, is infact an honorable man. Has treated me fairly in dealings, I in return have with Items I received from him personally have sent out what I have to those he owed, when possible. When you life goes down the shitter, I sincerely hope someone will pick up the pieces and help you out of your situation!

Bob

3979. Re: R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3645FD41.527B6F4A@sisna.com>
Source record: 58497

Last informaton I received was that the R-Time 8 cartridge was good
unitl 2025. Anyone else have better information?

bob

3980. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36460125.221FC7BD@sisna.com>
Source record: 58498

Ok, you were not one of his so called victems. I have seen many posts on this are that states I was screwed by Mike Hohman, FTE. Well lets get to the actual facts.

1. What did he accept money for that he did not produce?

2. How did you pay for it? Credit card, Cash, Check, Money Order?

Now to respond to your post. Who the hell are you to come up with this crap? He has spemt over $30,000.00 of his own money to come up with Software Rights, hardware rights no one else would put out for the product. Myself included, I talked to Tom Hawker of ICD reguarding the pricing of what they were selling. If I had put out that much money for a diening product, I would personally come over to your palce and give you a bill for your attitude!

Atari 8-Bit users is one of the toughest markets to approach. No one wants to spend more than $2.00 for anything they think they can get for nothing. This is why no one will pay programers for new products or support the group.

I like Mike have spent thousands of dollars in your behalf. You sir do not give a shit so why should we? I appologise for taking this out on you but your post opend up a sore spot! You and your type are the reason that you/they have no support today, and one of the reasons I am selling off my Rights!..What somone else does with them is their business. Now I will continue to help/repair Atari 8-bit computers, disk drives ect but if you are in need of this service, the rate is standard IBM table rate $120.00 per hour or fraction there of plus parts.

Those of you that read this and understand the content, my rates to you will not change. I support those that have in the past and future support us as a Group!

Bob Klaas

3981. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19981108133302.14601.00000459@ngol07.aol.com>
Source record: 58499

Dans l'article <364b7d57.1794866@news.demon.co.uk>, mclane@dellos.demon.co.uk
(Paul Irvine) ï¿½crit :

>Sujet : Re: Where 8-bit Atarians are from, was Re: 8 bit demo
competition
>Rules
>De : mclane@dellos.demon.co.uk (Paul Irvine)
>Date : Sun, 08 Nov 1998 11:42:00 GMT
>
>The other Day jmouchmino@aol.com (JMouchmino) wrote:
>
>>
>>Bertrand Mouchmino (LEXX) - Paris "where the weather isn't really much
>better
>>than in the UK", France.
>>
>>Hey, Europe's catching up :)
>
>Hey Betrand, least you had something called summer this year :)
>--
>Paul..

Not completely untrue :)

Bertrand M. (LEXX)

3982. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: John j Boyle <magrep@northnottsmag.freeserve.co.uk>
Message-ID: <724t5rdbn1@newsreader1.core.theplanet.net>
Source record: 58500

I can vouch for the cold in Doncaster
magrep@northnottsmag.freeserve.co.uk

lintilla@my-dejanews.com wrote in message
<724lorfvl1@nnrp1.dejanews.com>...
>In article <3646746e.2060714@news.demon.co.uk>,
> mclane@dellos.demon.co.uk wrote:
>
>> Anyway..
>>
>> Paul Irvine from bloody cold London England.
>>
>> And the first Brit :)
>
>Neah! tis' a fact that Yorkshire folk have colder climate than
southerner's.
>A good reason to stay in doors and hack Atari code. :)
>
>Lintilla in Sheffield, England (UP NORTH)
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3983. 8Bit on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: John j Boyle <magrep@northnottsmag.freeserve.co.uk>
Message-ID: <724te6din1@newsreader1.core.theplanet.net>
Source record: 58501

I have a 130XE and XF551 and 56K modem connected to my 850.
What software can I use for web browsing and email?
What Uk servers can I use?

magrep@northnottsmag.freeserve.co.uk

3984. Ultra Dissembler. - Looking for..

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: Andre Bullock <avb6567@worldnet.att.net>
Message-ID: <3645FFE0.6616@worldnet.att.net>
Source record: 58502

An old programmers tool.

Does anyone have a copy of Ultra Dissembler by Ralph Jones, it was distributed by Adventure International in the 80's for the 800 series.

It could dissemble a file from disk to memory and otherwise helpful stuff.

AB

3985. WTB: Realm of Impossibility

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <72534iaqo1@news.campus.mci.net>
Source record: 58503

Title says it; wanting to buy Realm of Impossibility, complete with
docs... thanks! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3986. Re: Trouble making disk copies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: Larry Anderson <foxnhare@goldrush.com>
Message-ID: <3646133F.D2590AA1@goldrush.com>
Source record: 58504

The URL fore MEI Micro is:

http://www.mei-microcenter.com/

They are still one of my favorite computer media suppliers.

Michael Chandler wrote:
>
> That sounds like it would work great. Does MEI have an internet site?
>
> Mike
>
> Alan Sharkis wrote in message <3640D945.EE5C299C@erols.com>...
> >You could try MEI, the mail order company. Last I saw they had both
> >brand name and generic DSDD, 5.25" floppies. The generics make sense if
> >you're looking for quantity, but don't come with labels (MEI sells those
> >separately.) I don't have their address handy, but they usually
> >advertise in Computer Shopper, etc.
> >
> >
> >Michael Chandler wrote:
> >>
> >> For the past several days, I've had a lot of trouble making disk copies
> on
> >> my Atari 800XL. I believe I've narrowed down the problem, so anyone
> reading
> >> this, please correct me if I'm wrong.
> >>
> >> I'm attempting to format and copy to a High Density floppy disk as
> opposed
> >> to the Double Density disks I used back in the days when Atari was still
> >> around. Will my problems go away if I can find Double Density
> unformatted
> >> disks and dump the High Density disks?
> >>
> >> Also, does anyone know where in the world I can find Double Density disks
> >> these days?
> >>
> >> Thanks,
> >>
> >> Mike

--
-+-
Larry Anderson - Sysop of Silicon Realms BBS (300-2400bd) (209) 754-1363

Visit my Commodore 8-Bit web page at:
http://www.goldrush.com/~foxnhare/commodore.html
-+-

3987. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <36462035.33196508@news.pipeline.com>
Source record: 58505

Well, it's obvious from your posts that you are an ignorant asshole!

Maybe you don't understand english (as I can see from your responses), but what part of taking money without sending product, don't you understand? Mike must be hiding at your place and blowing you every night for you to stick up for him like this.

Let me phrase this in simple English so even a moron like you can understand:

MIKE HOHMAN IS A CROOK!

Why he stole money and merchandise from myself and others is a mystery to us all. Since you seem to be his representative, maybe you can get us some answers.

If you've paid for Sparta, you're a bigger idiot than I thought. Did you license it from Mike? If so, that means you know his whereabouts. Which means you approve of what he's done. Which means you're a scumbag too!

As far as I'm concerned, I and everyone else who got screwed by Mike, own the rights to Sparta and all the other crap he got. How about sending us all a few bucks to license it from us?

Screw Federal Law and your legal status bullshit. You've done no favors for me as you state in your next message. If bullshit walks, then walk the fuck out of here and take Mike with you!

John

direct all flames to:
jhardie@pipeline.com

www.atarihq.com

BobKlaas <bobkla19@sisna.com> wrote:

>According to Federal Law you own nothing! Now you say he has screwed
>you did you receive a jar of Vaseline and enjoy it? Blatant statements
>like yours leaves one to wonder? What did he take money from you for
>and did not produce?
>
>As far as Sparta Dos is concerned we (you/I) have a problem here as I
>have paid to have it re-written, corrected ect, and as to what version
>you are laying claim to will actually contest your rights, as I own what
>I have paid for and have legal papers in line for what I state. Where
>is your legal status?

>
>Like I have stated before money talks bull shit walks!
>
>Mike Homan, is infact an honorable man. Has treated me fairly in
>dealings, I in return have with Items I received from him personally
>have sent out what I have to those he owed, when possible. When you
>life goes down the shitter, I sincerely hope someone will pick up the
>pieces and help you out of your situation!
>
>Bob

3988. Re: Where 8-Bit Atarians are from, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7259mp$74f@bgtnsc02.worldnet.att.net>
Source record: 58506

Paul Irvine wrote in message <364c7dab.1879311@news.demon.co.uk>...
>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>>I'm from my mother (big grin) but did my atari thing at c.a.c.e.
>>Cleveland atari computer enthusiests..
>>
>>Now I'm down at disneyworld, in orlando.. ;))
>>
>Gareee, does Disney ever sponsor poor Brits to take a holiday there :)
>
>You lucky person!!!

LOL!!! Nope! you want a little sunshine (it's what happens when the sunn appears from behind the clouds.. you may not know that), you'll have to come over here.. besides, looks liek lots of "poor brits" can afford to visit here.. I can't afford to cool off a little there.. ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

3989. game programming

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: TJ Edmister <Damage_X@hotmail.com>
Message-ID: <364634F9.69693A66@hotmail.com>
Source record: 58507

I thought I'd attempt to make a simple game on my 800XL. So far I have a small program that continuously checks the joystick port, then moves a player accordingly. The thing is, I tap the controller and the player flies across the screen several times before the frame is even done. I want to make it wait for the next frame before it checks the port again. So how do I do it? If it has anything to do with interupts I'll need help with that too as I don't know how they work.

thanks in advance
DamageX

3990. Re: Buying Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: Shamrock <shamroc@webspan.net>
Message-ID: <364635CF.3D388865@webspan.net>
Source record: 58508

This message is for all Atari XL/XE 8-Bit computer users. We currently have a limited quantity of European software games on 5.25 floppy disk available for immediate shipment. Our supply is limited, and will be sold on a first come first served basis. Since we no longer deal with our European supplier, we simply wish to sell the remaining inventory of the games we have left in stock.
Once it is sold out it is gone for good! So if you are looking for something new, fun, and with quality graphics for your Atari 8-Bit computer, the time to act is now while we still have these games in stock. The game titles and prices are as follows:

Robbo.....$

9.00
Lasermania and Robbo Construction Set (2 games on one disk).....$14.00
Mission Shark and Fred (the Caveman) (2 games on one disk).....$14.00

Dagobar.....$

9.00

Change.....$

7.00

New Jersey residents must include 6% sales tax.
Please add $1.75 for shipping and handling for your total order (small or large).

Print & complete the order form below and send your order with payment by Personal Check, Bank Check, Money Order, or Postal Money Order in US funds only
made payable to:
ZTM Software Mfrs.
PO Box 240
Forked River, New Jersey 08731-0240

USA

Name _____

Address _____

City _____ State_____ Zip_____

____ Yes, please send me the following Atari 8-Bit European games listed
below:

_____

_____

____My total payment of $_____ is enclosed which incl. $1.75 S&H
and
Applicable NJ sales tax if any.

Mark H. Kusz wrote:

> I am looking for various carts and Electronic Arts Mule/One on One titles.
> PLMK what software you have. Thanks!
>
> Mark

3991. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <1qRylOAEEeR2EwMQ@cosine.demon.co.uk>
Source record: 58509
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Robert Parratt:
> Are there any "parties" in England? If not, why bloody not!?

Nobody has *organised* any. There might be an "event" (read: one guy
near Brum has a very large house and an ISDN2e line) somewhere around
Feb. 99 (for which our demo "Bandwidth" might even be finished) but that
is C64 only. Even the majority good Euro events only seem to have C64
support for the 8bit side of things, X'98 was C64 only this year and
more popular than *ever* before...

Oh, no offence Robert, but could you quote a section of the post(s)
you're following up to, this one was easy to follow but the others
you've made are not always as simple to slot into the conversation...
--
Jason =-)

3992. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-08 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <36467da5.0@news.inil.com>
Source record: 58510
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Rory McMahon, Illinois, USA
John Bibber, Illinois, USA
David Reinhardt, Illinois, USA

Aaron Christopher Finney wrote in message <3643AF6C.C822B02E@wfi-inc.com>...
>>Jon Melbo, Wisconsin, USA
>
>Aaron Finney, California, USA
>

3993. Re: Right cartridge slot (RW-LATE signal)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01be0c07$70fd37a0$e968cad0@none>
Source record: 58388

VINNIE5757 <vinnie5757@aol.com> wrote in article
<19981109072311.01653.00001445@ng-ft1.aol.com>...
> >The Austin 80 cartridge
> >was/is an 80 columns cartridge
>
> The Austin 80 was a cartrdge??? Hmmm I thought that went into one of the
slots
> on the 800.... as the Bit3 board did..... might be a better choice to get
> Omniview... there was an 80 column version for XL.. and patches were made
for
> that to work with some of the more recent software.... I cannot remember
> anythint that worked with the Austin.. hmm.. maybe Letter/Data
Perfect....
>
>
>

I always thought the Austin 80 plug into one of the card slots of the 800
also. But I
could be wrong.

Bob Woolley mention on an Atari 8bit email group about a chip # 6245 (I
believe). Bob
if your reading this, who makes that chip?

I also email Mr Mathy van Nisselroy about the signal he was looking for. I
saw something
on the schematic for the 800XL on pin 46 of the parallel bus. It's labeled
LR/W, could very
well be the Late R/W he's looking for. I also looked on the 130XE, didn't
see it there since
the 130XE uses a Freddie chip for the memory timing and such. But the LR/W
on the 800XL
also goes to the memory WRT line for the 64k ram chips. The same signal
coming out of
pin 34 on the Freddie could be the same in the 800XL thats coming out of
the delay line
and associated gates.

Glenn Bruner
brunergs@pcisys.net

3994. Re: R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: "Tim J. Clevenger" <tim@clevenger.org>
Message-ID: <3647467B.640785DE@clevenger.org>
Source record: 58389

Jon Melbo wrote:
>
> Yeah. I tested it and it failed the switch to the next century. How
> much that is do to the way the software that interfaces to it is
> written and how much is the clock circuitry and firmware I am unsure.

If it is a hardware issue, would it be possible to set the R-Time 8 back to, say, 1996, and modify the software to automatically add 4 years? The R-Time 8 is useful because it provides a constant clock, but nobody says that SpartaDOS--or any other program--needs to read the data unparsed from the R-Time 8.

Regards,

Tim Clevenger

3995. Re: Where 8-Bit Atarians are from, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: Carlos Werner Heinzelmann <cwh@solucoes.com.br>
Message-ID: <36474a40.0@news.matrix.com.br>
Source record: 58390

I am from Joinville, Santa Catarina, southern Brazil, and I use Atari computers since 1994.

Werner

3996. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36493508.14218275@news.demon.co.uk>
Source record: 58391

Bob Klass wrote..

>> >Mike Homan, is infact an honorable man. Has treated me fairly in
>> >dealings, I in return have with Items I received from him personally
>> >have sent out what I have to those he owed, when possible.

I have no problem with Mr Hohman but have read many posts from people who say they have been "ripped off". I can't say if this is the case or not but if true I think they might find your statement that he is an Honourable man based on the fact he didn't stiff you as being slightly insulting to them.

I know I would..

Perhaps a thought should be spared for those whose hard earned cash seems to have gone missing.

Anyway Bob, its not a dig at you, from what I have seen over the years in this group you are a rock solid Atari person who would help anyone out.

Good on you kind sir!
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3997. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <364a36cf.14674060@news.demon.co.uk>
Source record: 58392

The other Day Raphael James Espino <rje@co.umist.ac.uk> wrote:

>lintilla@my-dejanews.com writes:
>
>> In article <3646746e.2060714@news.demon.co.uk>,
>> mclane@dellos.demon.co.uk wrote:
>> > Paul Irvine from bloody cold London England.
>> Neah! tis' a fact that Yorkshire folk have colder climate than southerner's.
>> A good reason to stay in doors and hack Atari code. :)
>>
>> Lintilla in Sheffield, England (UP NORTH)
>
>*grin* here in Manchester it just rains all the time. Stay nice and
>dry with your Atari rather than go out in the rain.
>
>Raphael, Manchester, England

Blimey, there's loads more fellow brits in here than I thought.

Cheers from the less sun tanned and more soggy part of the world :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

3998. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: sabell@argonet.co.uk
Message-ID: <1di8ott.kpdamw1xydybyN@userp522.uk.uudial.com>
Source record: 58393
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Andrew Cadley <a.p.cadley@uea.ac.uk> wrote:

> Robert Parratt wrote in message
> <71vqlo$cp4$6@newsreader2.core.theplanet.net>...
> :On the Acorn we are literally talking 100s of STANDARD modes. I don't want
> :to think of what you could get with custom modes.
>
>
> And you think we don't on a CPC?
>
> In MODE 1 sized characters:
>
> 1*1,2*1,3*1...48*1
> 1*2,2*2 ....
> ... 48*24 etc
>
> Which can all be in MODE 0,1,2 or 3
>
> And thats before you start changing the number of scanlines in a character,
> or the physical position of the screen.
>
> Then you have the custom multimodes, hardware splitting...
>
> AndyC

If this stuff must be posted to an Acorn group, shouldn't it at least be
moved to .advocacy?

Please.
--
Stuart Bell
running a PowerBook 100, Color Classic and PowerMac 6500/275.
PB-100 FAQ at www.argonet.co.uk/users/sabell/pb100.html

3999. Northern SAM & Spectrum (and 8-Bit) Show Site update

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: nsss_98@usa.net
Message-ID: <36477b89.1947146@news.clara.net>
Source record: 58394
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

For more details of the show, either Email the above address, or take
a look at:

http://nsss.home.ml.org/

Thanks.

4000. Costs (was Re: Where 8-bit Atarians are from)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: Garbled Broadcast <gb226@cam.ac.uk>
Message-ID: <Pine.LNX.4.05.9811092315310.16035-100000@www-stu.cai.cam.ac.uk>
Source record: 58395
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Mon, 9 Nov 1998, Jon Melbo wrote:

-)>We don't have free local calls. We have to pay for all phone time, no matter
-)>where we're phoning. (Apart from free-phone numbers obviously)
-)
-)I guess you didn't understand the full idea of the question. That's
-)kind of like someone asking why a race car is so fast and being
-)answered "because it goes 230mph." So let me rephrase my question to
-)you. Why are calls and other things so expensive there? Why are
-)things not done in such a way that they do not have to be expensive?
-)Follow the money. Think it over. Answer the question.

Well in England, I believe that BT is not allowed to reduce its prices because it would be unfair to all the other little phone companies that exist, this is a rule imposed by the government watchdog. That is why we have silly things like Friends and Family (10% of calls to 10 numbers) with a favourite friend (a further 10% off calls). Obviously, you make your ISP your favourite friend, but it can still cost 50p an hour at the weekend, and a lot more during the week. I think, I don't use the phone much.

As for the other things, that is because companies can get away with rigging the prices high in England, because no-one complains here and the law can't really deal with it well. Also more tax. Just an economy of scale - less people to pay the tax, more revenues to be raised or something strange. Also a welfare state of sorts, so the poor people don't end up as an underclass too much, like in America. Luckily things are being optimised quite a bit over here now...

England is great: low wages, high tax, high commodities, high prices.

Luckily I am at university. I have a fast network, but everything else costs still.

You get free local phone calls in England with cable, but that doesn't seem to be very pervasive - Satellite TV has won the TV war over here for those willing to pay for more channels.

Graham

4001. Re: Costs (was Re: Where 8-bit Atarians are from)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: The Starglider <starglider@thespian.d.c.u>
Message-ID: <c63kkDASE4R2EwpT@thespian.demon.co.uk>
Source record: 58396
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <Pine.LNX.4.05.9811092315310.16035-100000@www-
stu.cai.cam.ac.uk>, Garbled Broadcast <gb226@cam.ac.uk> writes
>On Mon, 9 Nov 1998, Jon Melbo wrote:
>
>-)>We don't have free local calls. We have to pay for all phone time, no matter
>-)>where we're phoning. (Apart from free-phone numbers obviously)
>-)
>-)I guess you didn't understand the full idea of the question. That's
>-)kind of like someone asking why a race car is so fast and being
>-)answered "because it goes 230mph." So let me rephrase my question to
>-)you. Why are calls and other things so expensive there? Why are
>-)things not done in such a way that they do not have to be expensive?
>-)Follow the money. Think it over. Answer the question.
>
>Well in England, I believe that BT is not allowed to reduce its prices
>because it would be unfair to all the other little phone companies that
>exist, this is a rule imposed by the government watchdog. That is why we
>have silly things like Friends and Family (10% of calls to 10 numbers)
>with a favourite friend (a further 10% off calls). Obviously, you make
>your ISP your favourite friend, but it can still cost 50p an hour at the
>weekend, and a lot more during the week. I think, I don't use the phone
>much.
Not true. The governing company that monitors telephone activity (Whose
name eludes me) has stated that they have no problem with BT offering
free calls at all.

--
**********The Starglider********** CHANGE d.c.u PART OF
* E-Mail:starglider@thespian.demon.co.uk * ADDRESS TO:
* Web site:http://www.thespian.demon.co.uk * demon.co.uk
* NVG UPDATES:nvg@thespian.demon.co.uk * TO REPLY.
* ICQ Number:1773852 * _WW_
* WWPAGER:http://wwp.mirabilis.com/1773852 * /_ _\
** | O O |
____oOO_\/_OOo___________

4002. Activison prototypes

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <72819h$9dk$1@msunews.cl.msu.edu>
Source record: 58397
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

Can anybody give me some info on Atari 2600 Activison prototypes (ie. what they look like, know protos existing, ect.) because I have a Dolphin prototype and I want to make sure it real.

Tempest

4003. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <48A27E62E7%news@youmustbejoking.demon.com.uk>
Source record: 58398
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <910612056.9272.0.nnrp-08.c1ed29b0@news.demon.co.uk>
"Sean..." <sean@thegate.demon.co.uk> wrote:

[snip]
> This stuff is being cross posted across 5 news groups, two of which share
> the initials c.s.a.8. One Atari, the other Amstrad. Simple. Perhaps it's a
> good thing there isn't an 8bit Acorn group ;-)

But there /might/ be one sometime next year. It may well thoroughly confuse
anybody who still thinks that Acorn only produced 8-bit machines :-)

--
| Darren Salt anti-UCE | nr. Ashington, | Spectrum +3,
| ds@youmustbejoking,demon | Northumberland | Risc PC, A3010,
| arcsalt@spuddy,mew,co,uk | Toon Army | BBC Master 128
| The RISC OS version of Mindtrap.

"I see!" said the blind man, as he picked up his hammer and saw.

4004. Re: game programming

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: eparent <eparent@reply.here.net>
Message-ID: <364797D7.118632DC@reply.here.net>
Source record: 58399

I don't have much experience with them, but I beleive you would increment a counter during the vertical blank interrupt. This counter is checked in you main loop. When the counter reaches a specified value (higher value moves object slower, lower value moves object faster) you reset the counter then check the joystick and move the object if necessary. Thats the method I used (and probably many others) on a DOS machine. If I get some time I will give this a shot.

later,
eparent

TJ Edmister wrote:

> I thought I'd attempt to make a simple game on my 800XL. So far I have a
> small program that continuously checks the joystick port, then moves a
> player accordingly. The thing is, I tap the controller and the player
> flies across the screen several times before the frame is even done. I
> want to make it wait for the next frame before it checks the port again.
> So how do I do it? If it has anything to do with interupts I'll need
> help with that too as I don't know how they work.
>
> thanks in advance
> DamageX

4005. WTB: ATARI 815 DRIVE

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: vegman <vegman@usa.net>
Message-ID: <3647528F.B56940BE@usa.net>
Source record: 58400

Anyone got one of these ?

4006. Atari 3200 Announcement

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981108192637.27065.00001408@ng134.aol.com>
Source record: 58511

11-08-1998 Announcement:

The Atari Historical Society is proud to annouce the recovery and presentation of one of Atari "Lost" projects: The Atari 3200 "System X".

This is the fabled Super-Stella (aka Sylvia), the 10-bit video game console Atari was designing to replace the Atari 2600. However the project was cancelled and replaced with Atari's next System X: the Atari 5200.

Currently 2 photo's have been placed onto our site, additional photo's will follow within the next several days along with an unbelievable photo of a SECOND Atari holographic video game console called "Spector" which would have used very similar technology as the Cosmos holoptic game system.

More to follow...

The Atari Historical Society
http://www.atari.nu

"If its Atari, its here!"

Curt Vendel
curator: The Atari Virtual Museum @ AHS

4007. Percom Drive Questions

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981108202442.29463.00001012@ng12.aol.com>
Source record: 58512

Anyone hear of getting a Percom to work with 720 drives in it?
Or ultra speed? What controller did it use, and did it have a 6502/6507
processor? I've almost bought two, but backed out because they seem
to be so outdated/slow by other alternatives.
Larry

4008. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <36468A7B.8E8042@net66.com>
Source record: 58513

John Hardie wrote:
>
> Well, it's obvious from your posts that you are an ignorant asshole!

Ah, the wackiness begins.

> Let me phrase this in simple English so even a moron like you can
> understand:
>
> MIKE HOHMAN IS A CROOK!

I've never dealt with him or FTe myself - but I've seen at least a years worth of "What the #%@& happened to FTe?" messages in this group. Far be it from me to make assumptions, but I expect I'll wait & see before I send FTe any money. Until I know the *real* story. Can/will *anyone* tell the real story?

> direct all flames to:
> jhardie@pipeline.com

It won't be me, but I imagine the word 'Incoming!' fits this line.

> BobKlaas <bobkla19@sisna.com> wrote:

<snipped>

> >Mike Homan, is infact an honorable man. Has treated me fairly in
> >dealings, I in return have with Items I received from him personally
> >have sent out what I have to those he owed, when possible. When you
> >life goes down the shitter, I sincerely hope someone will pick up the
> >pieces and help you out of your situation!

I expect that *some* of these 'people' would not make quite as much racket whenever his name is mentioned, if they actually *knew* what the hell happened to the "poor bastard".

I don't expect *all* of 'em are heartless, money-grubbing peckerheads - although there are always a few in every crowd.

Although you gotta admit, anyone who is still playing with these things, and willing to invest cash money in items *for* 'em, has to be reasonably dedicated to the platform.

Howzabout everyone puts it back in their pants for awhile, and get this guy to write a un-traceable message (to be posted here) describing what happened, and what he wants to do about it.

Am I right in assuming that this concept will piss off *everybody*, and
start another religious flame-war?

Mark 'Still trying to get existing hardware to work' Statzer

--
Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

4009. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: hofer@iam.unibe.ch
Message-ID: <3646b84d.0@news.unibe.ch>
Source record: 58514
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Sacha Hofer, Bern, Switzerland.

one of the mighty ABBUC members

4010. New Atari 800 page

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: David Haylett <se95dh1@dmu.ac.uk>
Message-ID: <3646BB76.167E@dmu.ac.uk>
Source record: 58515

I'm working on a new Atari page at the moment - don't expect a lot, but
there are some nice screenshots, and some links.

Check it out at:

http://www.cms.dmu.ac.uk/~se95dh1/atari800.htm

...it's continually under development...

Regards,
Dave Haylett.

4011. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <3647bec3.232572311@thunder>
Source record: 58516
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Sat, 07 Nov 1998 01:24:25 GMT, jmelbo@pressenter.com (Jon Melbo)
enlightened us thusly:

>On Fri, 6 Nov 1998 19:01:08 +0000, richard@systemeD.u-net.comma
>(Richard Fairhurst) wrote:
>
>>Jon Melbo <jmelbo@pressenter.com> wrote:
>>
>>> Actually as far as c.s.a.8 goes, it seems the majority of participants
>>> are from the Unites States.
>>
>>Not everyone with a .com address is from the US. The majority of csa8
>>posters are from Europe: the biggest group of them are from Britain.
>
>[snip Atari bollocks] Now then, none of that conclusively proves
>anything in regards to c.s.a.8 readership, but then your assertions
>are equally unproven. In light of the fact that neither notion is
>proven; it stands to reason from the facts that are known that most
>of the posters would have a higher probability of being from the U.S.

There are only two TEENSY little problems with your argument.

1) Most csa8ers have told csa8 where they're from.
2) Richard has met most of them in the real world.

In addition, would it not be more sensible to look at Amstrad sales as
opposed to Atari sales when looking at an Amstrad newsgroup? Duh.

>I want to say that it does not matter to me of course. It just rubbed
>me for some reason when it was stated that "the majority of c.s.a.8
>posters are from the U.K." That quote was paraphrased but that is the
>essential statement that was conveyd. The statement left no room for
>doubt that was an undeniable fact the way it was written.

Errm, it IS a fact. Deny it if you like.

>Just for the hell of it, let's have a poll of the participants in
>here. You Atarians reading this just drop a reply and state where in
>the world you reside. That will take the guess work out and settle
>the matter. I'll start.

What the fuck have Atari got to do with csa8?

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer

occasional CPC user
http://www.ThePentagon.com/NukeEmUp

4012. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: "Sean..." <sean@thegate.demon.co.uk>
Message-ID: <910612056.9272.0.nnrp-08.c1ed29b0@news.demon.co.uk>
Source record: 58517
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

David Cantrell wrote in message <3647bec3.232572311@thunder>...
>
>What the fuck have Atari got to do with csa8?
>

It could also be asked "What the fuck have Amstrad got to do with c.s.a.8?".

This stuff is being cross posted across 5 news groups, two of which share
the initials c.s.a.8. One Atari, the other Amstrad. Simple. Perhaps it's a
good thing there isn't an 8bit Acorn group;-)

Most of the postings on c.s.amstrad.8 are from Brits. Most of the
postings on c.s.atari.8 are from the US.

Sean...

4013. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <726k2rdh1@nets3.rz.RWTH-Aachen.DE>
Source record: 58518

Howdy folks

>Ok it's: alt.binaries.comp.atari8bit

Coud somebody tell me how to get there? It's been mentioned quite a few times in the past month or so. But I can not find it in the list the PC shows me. This thing runs Windows NT 4.0. How do I tell this damb thing where to look (or just that it should try to find it. I don't need all 5000+ groups it tells me it has found.)

CU Mathy van Nisselroy

4014. Re: Right cartridge slot (RW-LATE signal)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <726kpddh2@nets3.rz.RWTH-Aachen.DE>
Source record: 58519

Howdy Glenn

>> Could somebody tell me if and how I can recreate the RW-LATE signal on an
>XE
>> computer?

>That signal was probably dropped due to lack of use.
>
>Your probably not going to like this,

Your right! I don't like it. :-((((

>But if there is anyone who can make a final yeah or ney on this it would be
>Bob Woolley.

I'll ask him.

>By the way, what need do you have for such a signal? Do you have an old
>800 cartridge
>that needs that signal?

I don't have it yet. But I've seen the schematics of the Austin 80 cartridge.
And it needs RW-LATE (according to the schematics). The Austin 80 cartridge
was/is an 80 columns cartridge which could use 16 colors (a mix of red, green,
blue and intensity. ONE bit per "color").

CU Mathy van Nisselroy

4015. Re: what editor i can use on the Pc to write 6502 machine code?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7268no$af@freenet-news.carleton.ca>
Source record: 58520

Nir Dary (ndary@bigfoot.com) writes:
> i am looking to Edit and compile atari 8 bit code on the pc...
> did anyone did it?

I have used the TASM cross assembler with nothing but success.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4016. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <726luvdh3@nets3.rz.RWTH-Aachen.DE>
Source record: 58521

Howdy Jeff

>Many moons ago, Mike Hohman (sp?) stopped in at my place for a visit. He
>left behind a bunch of ICD stuff, like SDX manuals and some other stuff,
>maybe R-Time8 books too. While he was here we fiddled around with the source
>code he had bought off ICD. I'll have to check, but I think I've got the
>source for Action!, Mac/65 (disk & rom ver). SDX-the cart and a disk version
>of SpartaDos, I think it's the unreleased 3.5 version. There might be other
>stuff, it's been a long time. I've also got Mike's (from ICD) infamous
>assembler/linker that was used to create this stuff. Nobody at ICD including
>the guy who wrote it knew how to use it which I found amusing.
>
> Anyway, if there's any interest in any of this stuff I can search around
>for it. I always wanted to upgrade Action! myself, and I did get a version
>working that didn't need the cart.
>
> Jeff Williams
> AlfCrunch-my 15 minutes, heh

Sounds great. I collect everything :-) How big would you think is the chance that Mike shows up his face and starts talking "copyright" and "lawyer" and stuff like that? Otherwise it might also be of interest to the ABBUC. It's a Germany based Atari 8 bit user group (with a disk and paper magazin in German. About 470 members world wide (YES, FOURHUNDRED AND SEVENTY). Many of them are programmers and hardware guys (sorry, girls are few her :-(( ) they even have an ACTION! workgroup.

CU Mathy Van Nisselroy

PS how "easy" would it be to turn the source code of the cart version of MAC65 into a cart again.

PPS are you gonna right for AC again, or was that an other Jeff Williams?

4017. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <726mcodh4@nets3.rz.RWTH-Aachen.DE>
Source record: 58522

In article <N.110698.092111.52@williaj.interlog.com>, williaj@interlog.com says...
>
>I think Mike is maybe in his early 30's now.

Hey, that would make him about my age (32).

But I hope he doesn't wait to long. Most of you old-timers would be gone then.
gd&rvvf

CU Mathy van Nisselroy

(grinning, ducking & running very very fast)

4018. Re: Newell 256K -> Rambo?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <726mgddh5@nets3.rz.RWTH-Aachen.DE>
Source record: 58523

Howdy Larry

>I have an 800XL with a Newell 256K upgrade.
>I have a text article on upgrading a 256K Rambo
>to 512K. Is it possible to fairly easily change the
>Newell into a Rambo? Anyone done it? Short of
>that, isn't the Wiztronics upgrade the same as
>the Rambo?
>Larry

According to Atari Classics it is. (read: Wizztronics 256kB = RAMBO)

CU Mathy van Nisselroy

4019. Re: Right cartridge slot (RW-LATE signal)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981109072311.01653.00001445@ng-ft1.aol.com>
Source record: 58524

>The Austin 80 cartridge
>was/is an 80 columns cartridge

The Austin 80 was a cartrdge??? Hmmm I thought that went into one of the slots on the 800.... as the Bit3 board did..... might be a better choice to get Omniview... there was an 80 column version for XL.. and patches were made for that to work with some of the more recent software.... I cannot remember anythint that worked with the Austin.. hmm.. maybe Letter/Data Perfect....

4020. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <726svn$ju@cpca3.uea.ac.uk>
Source record: 58525
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Richard Fairhurst wrote in message
<19981105231313221 92@p21.nas1.is4.u-net.net>...

[CRTC tricks]
:I suspect it'd fuck up. Do you remember Ghosts & Goblins?

Well I remember the Speccy version, but I don't suppose that counts for
much...

Was there something specifically wrong with the CPC one?

AndyC

4021. Joystickfire 2 in Win800

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: Christian Tachezi <tacho@telekabel.at>
Message-ID: <3646f2dc.0@news.telekabel.at>
Source record: 58526

Does anybody know if the joystick 2 is working correctly in the win800
emulator.
The stick itself works, but if i use the fire button, the emulator seems to
recognize it as the F9 button on the keyboard, which causes the pause. So
whenever you want to fire with stick 2, the emulation stands.
Any help?
Thanx in advance,
Chris :-)

4022. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <364706a3.250972259@thunder>
Source record: 58527
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Mon, 9 Nov 1998 11:46:47 -0000, "Sean..."
<sean@thegate.demon.co.uk> enlightened us thusly:

>
>David Cantrell wrote in message <3647bec3.232572311@thunder>...
>>
>>What the fuck have Atari got to do with csa8?
>>
>
>
>It could also be asked "What the fuck have Amstrad got to do with c.s.a.8?".
>
>This stuff is being cross posted across 5 news groups, two of which share
>the initials c.s.a.8. One Atari, the other Amstrad. Simple. Perhaps it's a
>good thing there isn't an 8bit Acorn group;-)
>
>Most of the postings on c.s.amstrad.8 are from Brits. Most of the
>postings on c.s.atari.8 are from the US.

Oops! I didn't notice that cs.ATARI.8 had been added. My apologies.

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

4023. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: Simon Matthews <s.j.matthews@btl.mds.qmw.ac.uk>
Message-ID: <364777C2.7A1C@btl.mds.qmw.ac.uk>
Source record: 58528
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

You're confused. csa8 as in comp.sys.amstrad.8bit - most of the posters
are from the UK, whether or not they use .com addresses.

I think you're talking about comp.sys.atari.8bit..... still you'd
probably have realised this from looking at the list of newsgroups that
your message got posted to.

--
Simon Matthews ------------------- s.j.matthews@btl.mds.qmw.ac.uk
The roof the roof the roof is on fire..... chop "btl." to reply

4024. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <7271dp$794@cpca3.uea.ac.uk>
Source record: 58529
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Robert Parratt wrote in message
<71vqlo$cp4$6@newsreader2.core.theplanet.net>...
:On the Acorn we are literally talking 100s of STANDARD modes. I don't want
:to think of what you could get with custom modes.

And you think we don't on a CPC?

In MODE 1 sized characters:

1*1,2*1,3*1...48*1
1*2,2*2 ....
... 48*24 etc

Which can all be in MODE 0,1,2 or 3

And thats before you start changing the number of scanlines in a character,
or the physical position of the screen.

Then you have the custom multimodes, hardware splitting...

AndyC

4025. COPY PARTY for US!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <364719EF.3AB3C54A@friko.onet.pl>
Source record: 58530

Hey guys!

I have been out and I am out of all subjects, but I have seen that You were discussing about copy parties. As I know all parties in Europe and USA are very nice and I wish I could see them for real, but there is only one copy party where You can still see some fresh and juicy software made for 8-bit and not only - it is Polish QuaST Party. I don't write it because I am polish, but You (all of You) should come next year and see it! Probably it would be the last real copy party where You can meet still active demo coders and good programmers at work!
I am writting about it now to help You find some free time next for this occasion.
This year was International QuaST Party - first one and the last one.... not the best one I guess...
Anyway, this would be the last place where You could see soew demos. I feel, that next Year would be the last year for 8-bit demos.... Don't expect any more, because Polish programmers have to start earning money... That's very pesimistic vision of the future, I know that, but that could be unfortunately truth.

See You...

Alex

4026. Re: R-Time 8

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <364727a4.806531@news.pressenter.com>
Source record: 58531

On Sun, 08 Nov 1998 12:21:21 -0800, BobKlaas <bobkla19@sisna.com>
wrote:

>Last informaton I received was that the R-Time 8 cartridge was good
>unitl 2025. Anyone else have better information?
>
>bob

Yeah. I tested it and it failed the switch to the next century. How
much that is do to the way the software that interfaces to it is
written and how much is the clock circuitry and firmware I am unsure.

4027. Re: Atari 3200 Announcement

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01be0c0a$674da2a0$e968cad0@none>
Source record: 58532

Cvendel <cvendel@aol.com> wrote in article
<19981108192637.27065.00001408@ng134.aol.com>...
> 11-08-1998 Announcement:
>
> The Atari Historical Society is proud to annouce the recovery and
presentation
> of one of Atari "Lost" projects: The Atari 3200 "System X".
>
> This is the fabled Super-Stella (aka Sylvia), the 10-bit video game
console
> Atari was designing to replace the Atari 2600. However the project was
> cancelled and replaced with Atari's next System X: the Atari 5200.
>

That is a great find Curt! Excellent stock photo's too. Where did you
find them,
the Sunnyvale dump? he he he... just kidding.

I'm looking forward to seeing the schematics (if you got them?). What kind
of processor
was a 10 bit processor. Working with a 10 bit processors sounds difficult
enough.
Is that the reason why the programmers didn't like it?

And the 5200 Laserdisk....you gotta get something up on that! I'm dying to
find out.

Glenn Bruner
brunergs@pcisys.net

4028. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3648288f.1041054@news.pressenter.com>
Source record: 58533

On Sun, 08 Nov 1998 12:00:42 -0800, BobKlaas <bobkla19@sisna.com>
wrote:

>He is not HIDING!, just wants to be left alone until he feels his
>projects can be completed!

C'mon Bob. He's not hiding? He reads this group but he's not hiding?
It would seem to me that he is very much hiding SO that he is LEFT
ALONE.

>As far as Litigation is concerned anyone can
>file suit against anyone at anytime, reguires a Lawyer and the legal
>process.

Ah yes, were you assuming that this was unknown before?

>I can sue you in your state for nothing provided I can present a case.

No actually you can't sue for nothing. Like you say you must be able
to bring a credible case before the court. But if you mean what some
construe today as credible really amounts to nothing sometimes, then
yeah I can agree with you.

>No one wants to do this because it costs them out of pocket money. Money
>talks as the old saying goes B.S walks! Now if you have a $100.00 item
>and it is going to cost you $2,000.00 and time and to recoup $100.00
>where are you going to go? Complain on the internet! See it is much
>cheaper to do this than pursue the actual costs legaly.

That's a good point but.... when you have a situation where there is a
business entity which defrauds multiple customers there can sometimes
take place what is called a class action suit. One suit on behalf of
all or many of the victims combined. This obviously greatly reduces
the individual cost and effort to per sue a case.

In any event I want to make it clear that I personally have no issue
with Mike. I was never ripped off no do I know of anyone personally
who was (other than some posting in here about it). I like to see
innovative products for the 8-bit Atari. I just don't like to see
peoples hopes raised, money taken, and nothing delivered.

4029. Re: 8Bit on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yr9vc3gpg.fsf@co.umist.ac.uk>
Source record: 58534

"John j Boyle" <magrep@northnottsmag.freeserve.co.uk> writes:

> I have a 130XE and XF551 and 56K modem connected to my 850.
> What software can I use for web browsing and email?
> What Uk servers can I use?

There's nothing that will allow you to web browse directly from your Atari 8-bit yet. But what you can do is find an ISP that has shell accounts. You then dial into you shell account on your ISP's computer, and use a terminal program (like ICET, flickerterm 80, BobTerm, DeTerm, etc.) to browse the web, read mail, read newsgroups, and more using the software on the ISP's computer. All the software you need for your Atari can be found at the umich archive (and mirrors). Or if you don't have any way of downloading files to your Atari, you can find some programs that will get you started in the Page 6 Public Domain Library.

You may want to ring up different service providers here in the UK to see what accounts they have available. You want to make sure it is a shell account and not a PPP/SLIP account. I have a shell account with The Direct Connection, that lets me log in with my Atari 8-bit, they have a lo-call phone number (0845 079 8200) so you get charged local rates from anywhere in the country. They also have a demo login that lets you have a look around (and make sure your equipment works) without parting with any money first. There are probably one or two other ISP's which offer similar services, so it might be worth hunting around. When I'm at home I use that account to read my e-mail, browse the web (with lynx - a text based web browser), read c.s.a.8 and more.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4030. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yogqg3gbp.fsf@co.umist.ac.uk>
Source record: 58535

lintilla@my-dejanews.com writes:

> In article <3646746e.2060714@news.demon.co.uk>,
> mclane@dellos.demon.co.uk wrote:
> > Paul Irvine from bloody cold London England.
> Neah! tis' a fact that Yorkshire folk have colder climate than southerner's.
> A good reason to stay in doors and hack Atari code. :)
>
> Lintilla in Sheffield, England (UP NORTH)

grin here in Manchester it just rains all the time. Stay nice and
dry with your Atari rather than go out in the rain.

Raphael, Manchester, England
--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4031. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <364a2da1.2339509@news.pressenter.com>
Source record: 58536
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 8 Nov 1998 16:56:59 GMT, look@my.sig wrote:

>In the sacred domain of comp.sys.sinclair didst Jon Melbo <jmelbo@pressenter.com>
eloquently scribe:
>
>:>If a commodity is dirt cheap in any area then you can expect to see it
>:>used widely. I remember from my trip to the Greek island of Paros
>
>: So why are things so expensive there?
>
>We don't have free local calls. We have to pay for all phone time, no matter
>where we're phoning. (Apart from free-phone numbers obviously)

I guess you didn't understand the full idea of the question. That's
kind of like someone asking why a race car is so fast and being
answered "because it goes 230mph." So let me refrase my question to
you. Why are calls and other things so expensive there? Why are
things not done in such a way that they do not have to be expensive?
Follow the money. Think it over. Answer the question.

4032. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-09 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36492b84.1798847@news.pressenter.com>
Source record: 58537

On Sun, 08 Nov 1998 12:19:04 -0800, BobKlaas <bobkla19@sisna.com>
wrote:

>According to Federal Law you own nothing! Now you say he has screwed
>you did you receive a jar of Vaseline and enjoy it? Blatant statements
>like yours leaves one to wonder? What did he take money from you for
>and did not produce?

Bob, who are you targetting here with this? You didn't quote anything
so it is a mystery. I hope it isn't me, because I never claimed to
have right to anything or to have been screwed. All I did was to
comment that it can be hard to assert ones rights against someone if
you are trying to in turn avoid them asserting their right against
you.

4033. BBSB special codes????

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: "Sean..." <sean@thegate.demon.co.uk>
Message-ID: <910657618.25604.0.nnrp-07.c1ed29b0@news.demon.co.uk>
Source record: 58401

Anybody know what they are?

Thanks.

Sean...

4034. Re: game programming

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: steven@ugcs.caltech.edu
Message-ID: <728i1k$h7d@gap.cco.caltech.edu>
Source record: 58402

TJ Edmister <Damage_X@hotmail.com> writes:

>I thought I'd attempt to make a simple game on my 800XL. So far I have a
>small program that continuously checks the joystick port, then moves a
>player accordingly. The thing is, I tap the controller and the player
>flies across the screen several times before the frame is even done. I
>want to make it wait for the next frame before it checks the port again.

Watch the value of CLKLO ($0014). It is incremented each time a
frame is completed.

-Steve

4035. Re: Atari 3200 Announcement

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: alaskan@v-wave.com
Message-ID: <3647d6e0.9416154@news.v-wave.com>
Source record: 58403

On 9 Nov 1998 00:26:37 GMT, cvendel@aol.com (Cvendel) wrote:

>11-08-1998 Announcement:
>
>The Atari Historical Society is proud to annouce the recovery and presentation
>of one of Atari "Lost" projects: The Atari 3200 "System X".
>
>This is the fabled Super-Stella (aka Sylvia), the 10-bit video game console
>Atari was designing to replace the Atari 2600. However the project was
>cancelled and replaced with Atari's next System X: the Atari 5200.
>
>Currently 2 photo's have been placed onto our site, additional photo's will
>follow within the next several days along with an unbelievable photo of a
>SECOND Atari holographic video game console called "Spector" which would have
>used very similar technology as the Cosmos holoptic game system.
>
>More to follow...
>
>The Atari Historical Society
>http://www.atari.nu
>
>"If its Atari, its here!"
>
>
>Curt Vendel
>curator: The Atari Virtual Museum @ AHS
>

This is a definite must see!!!

Thank you for you efforts etc.!!

4036. Re: game programming

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <3647DF24.687291CA@bigfoot.com>
Source record: 58404

so why not addig the Joystick check routine to the Display list interrupt..

Regards

Nir Dary
ndary@bigfoot.com

eparent wrote:

> I don't have much experience with them, but I beleive you would increment a
> counter during the vertical blank interrupt. This counter is checked in you
> main loop. When the counter reaches a specified value (higher value moves
> object slower, lower value moves object faster) you reset the counter then
> check the joystick and move the object if necessary. Thats the method I
> used (and probably many others) on a DOS machine. If I get some time I will
> give this a shot.
>
> later,
> eparent
>
> TJ Edmister wrote:
>
> > I thought I'd attempt to make a simple game on my 800XL. So far I have a
> > small program that continuously checks the joystick port, then moves a
> > player accordingly. The thing is, I tap the controller and the player
> > flies across the screen several times before the frame is even done. I
> > want to make it wait for the next frame before it checks the port again.
> > So how do I do it? If it has anything to do with interupts I'll need
> > help with that too as I don't know how they work.
> >
> > thanks in advance
> > DamageX

4037. Re: New Atari 800 page

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: chess@glib.com
Message-ID: <3649e925.6383319@news.interport.net>
Source record: 58405

On Mon, 09 Nov 1998 09:52:54 +0000, David Haylett <se95dh1@dmu.ac.uk>
wrote:

>I'm working on a new Atari page at the moment - don't expect a lot, but
>there are some nice screenshots, and some links.
>
>Check it out at:
>
>http://www.cms.dmu.ac.uk/~se95dh1/atari800.htm
>
>...it's continually under development...

I guess so, David. Your links all say they're to: http://where?

This automatically leaves one at www.where.com in most browsers, which
has nothing to do with Atari 8-bit stuff.

Some of your images aren't there, either.

Your information was good though.

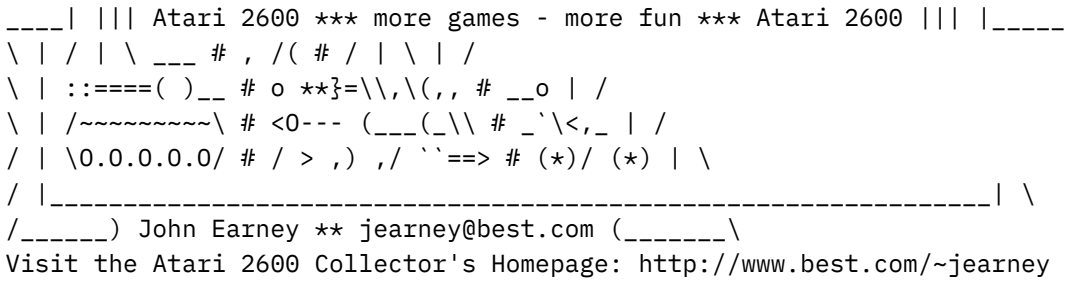
http://www.glib.com/

4038. Re: Activison prototypes

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: jearney@best.com
Message-ID: <728s9jpkc1@shell5.ba.best.com>
Source record: 58406
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

In article <72819h$9dk$1@msunews.cl.msu.edu>,
Tempest <reicher6@pilot.msu.edu> wrote:
>Can anybody give me some info on Atari 2600 Activison prototypes (ie. what
>they look like, know protos existing, ect.) because I have a Dolphin
>prototype and I want to make sure it real.
>
>Tempest
>

There are pictures of Activision prototypes on my web site at:
www.best.com/~jearney


Atari 2600 *** more games - more fun *** Atari 2600
John Earney ** jearney@best.com
Visit the Atari 2600 Collector's Homepage: http://www.best.com/~jearney

4039. Re: Costs (was Re: Where 8-bit Atarians are from)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: sabell@argonet.co.uk
Message-ID: <1di9xaq.4tebvxlhvyhnN@usero386.uk2.uudial.com>
Source record: 58407
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Garbled Broadcast <gb226@cam.ac.uk> wrote:

> England is great: low wages, high tax,

I trust you're not studying economics. FWIW UK direct tax rates are now
among the lowest in Western Europe. In the USA they're lower, but then
you have to add the cost of medical care, unemployment insurance, etc
etc.
--
Stuart Bell
running a PowerBook 100, Color Classic and PowerMac 6500/275.
PB-100 FAQ at www.argonet.co.uk/users/sabell/pb100.html

4040. Re: Software Rights!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19981110054519.06461.00001837@ng112.aol.com>
Source record: 58408

Hi Bob..

In Interested in the Software rights to BBS Express Pro.. I have your Phone number and will call you this week..

4041. [i] Re: Costs (was Re: Where 8-bit Atarians are from)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: Simon Matthews <s.j.matthews@btl.mds.qmw.ac.uk>
Message-ID: <364893BF.58B7@btl.mds.qmw.ac.uk>
Source record: 58409
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Stuart Bell wrote:

> I trust you're not studying economics. FWIW UK direct tax rates are now
> among the lowest in Western Europe. In the USA they're lower, but then
> you have to add the cost of medical care, unemployment insurance, etc
> etc.

Startling fact no.1 : The USA spends more of it's GDP on healthcare than
the UK by a factor of 50% or so, and in the USA you still have to spend
a fortune on medical insurance. Weird.

--
Simon Matthews ------------------- s.j.matthews@btl.mds.qmw.ac.uk
The roof the roof the roof is on fire..... chop "btl." to reply

4042. Re: Costs (was Re: Where 8-bit Atarians are from)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: Garbled Broadcast <gb226@cam.ac.uk>
Message-ID: <Pine.LNX.4.05.9811101414270.22440-100000@www-stu.cai.cam.ac.uk>
Source record: 58410
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Tue, 10 Nov 1998, Stuart Bell wrote:

-)> England is great: low wages, high tax,
-)I trust you're not studying economics. FWIW UK direct tax rates are now
-)among the lowest in Western Europe. In the USA they're lower, but then
-)you have to add the cost of medical care, unemployment insurance, etc
-)etc.

Yeah, but I was talking all taxes put together. (40%-50% of wages go back to the government one way or another)

Also, in Europe workers tend to get paid more than in Britain, and goods are cheaper (What is £12,000 in England (e.g. Car) will be £7-10,000 in Germany, and the difference is not tax).

Also in Britain more people are taking up the insurance options because they are better than the state ones. But they get no choice as to whether they get to stop paying National Insurance, whether or not it benefits them.

And I have no interest in Economics as a subject either... :-)

Anyway, this has nothing to do with 8-bit computers of any kind. Except that computers have always cost a lot more in England than in the US, because of an import of technology tax that is ridiculously high.

Graham

4043. Re: Costs (was Re: Where 8-bit Atarians are from)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: u5a77@cc.keenospamle.ac.uk
Message-ID: <729i2c$bh6$1@cfs2.kis.keele.ac.uk>
Source record: 58411
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In comp.sys.sinclair The Starglider <starglider@thespian.d.c.u> wrote:
= Not true. The governing company that monitors telephone activity (Whose
= name eludes me)

OFTEL.

has stated that they have no problem with BT offering
= free calls at all.

SO, in other words, it's those greedy b'stards at BT who won't do the free
local calls thing.

Big suprise there. Big business. Do something that lowers profits?
VOLUNTARILY???? You've GOT to be KIDDING!
--
	What to do if you find yourself stuck in a crack in
u5a77@uga.keele.ac.uk	the ground beneath a giant boulder, which you can't
	move, with no hope of rescue.
Andrew Halliwell	Consider how lucky you are that life has been good
Principal subjects in:-	to you so far...
Comp Sci & Electronics	-The BOOK, Hitch-hiker's guide to the galaxy.

|GCv3.1 GCS/EL>$ d---(dpu) s+/- a- C++ U N++ K- w-- M+/++ PS+++ PE- Y t+ 5++ |
|X+/++ R+ tv+ b+ D G e>PhD h/h+ !r! !y-|I can't say F**K either now! >*SULK*<|

4044. What is a JAM!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: Dana Eckel <deckel@info-link.net>
Message-ID: <729nt3$nqd@ns.info-link.net>
Source record: 58412

I am wondering what is a JAM, where do I get one

4045. Re: [i] Re: Costs (was Re: Where 8-bit Atarians are from)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: Alan Gray <alan.gray@argonet.co.uk>
Message-ID: <na.69da1b48a2.a70220alan.gray@argonet.co.uk>
Source record: 58413
Cross-posted to: comp.sys.acorn.misc,Comp.sys.amstrad.8bit,Comp.sys.atari.8bit,Comp.sys.cbm,Comp.sys.sinclair

In article <364893BF.58B7@btl.mds.qmw.ac.uk>, Simon Matthews
<s.j.matthews@btl.mds.qmw.ac.uk> wrote:
>
> Startling fact no.1 : The USA spends more of it's GDP on healthcare than
> the UK by a factor of 50% or so, and in the USA you still have to spend
> a fortune on medical insurance. Weird.

It's even more than that: 16% compared to 6.8% (1997 figures, recent Health
Department pamphlet).

And 40% of the population are not ensured.

--
Alan.Gray@argonet.co.uk Dr A.G.Gray. Great Warley, Essex. UK
http://www.argonet.co.uk/users/alan.gray
N 51 33'58" E 00 17'35" G3XQU (DXCC=323/328) Acorn RiscPC S/A 202MHz

4046. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: "Kira L. Brown" <kbrown@neutralino.demon.com.uk>
Message-ID: <48A2E378D7%kbrown@neutralino.demon.com.uk>
Source record: 58414
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <7271dp$794@cpca3.uea.ac.uk>
"Andrew Cadley" <a.p.cadley@uea.ac.uk> wrote:

>
> Robert Parratt wrote in message
> <71vqlo$cp4$6@newsreader2.core.theplanet.net>...
> :On the Acorn we are literally talking 100s of STANDARD modes. I don't want
> :to think of what you could get with custom modes.
>
>
> And you think we don't on a CPC?

Yes. There are three standard modes on the CPC. There are 102 standard
modes on the VIDC1-equipped Acorns, and the newer VIDC20 machines don't
have a concept of a 'standard mode'. (Though admittedly not all of the
102 standard modes will be available to any one machine.)

> In MODE 1 sized characters:
>
> 1*1,2*1,3*1...48*1
> 1*2,2*2 ....
> ... 48*24 etc
>
> Which can all be in MODE 0,1,2 or 3

All the VIDC's modes are bitmapped. There are more things you can do than
you can shake a stick at, though to do a lot of the really, really clever
ones you have to count cycles, which means it breaks on the faster machines.

Though of course there's always the IOC counter 2, with its 2MHz count.
You can do pretty accurately timed stuff with that.

> And thats before you start changing the number of scanlines in a character,
> or the physical position of the screen.
>
> Then you have the custom multimodes, hardware splitting...

...changing VIDC registers halfway down a scanline...

kira.

--
ZapEmail default signature.
Name, email address? Organisation, web pages? Other info?
This is a tagline.

4047. Re: Costs (was Re: Where 8-bit Atarians are from)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: The Starglider <starglider@thespian.d.c.u>
Message-ID: <pFoZbAAixHS2Ewky@thespian.demon.co.uk>
Source record: 58415
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
In article <729i2c$bh6$1@cfs2.kis.keele.ac.uk>,
u5a77@cc.keenospamle.ac.uk writes
>In comp.sys.sinclair The Starglider <starglider@thespian.d.c.u> wrote:
>= Not true. The governing company that monitors telephone activity (Whose
>= name eludes me)
>
>OFTEL.
That's the name! Cheers mate.
--
**************The Starglider**************** CHANGE d.c.u PART OF
* E-Mail:starglider@thespian.demon.co.uk * ADDRESS TO:
* Web site:http://www.thespian.demon.co.uk * demon.co.uk
* NVG UPDATES:nvg@thespian.demon.co.uk * TO REPLY.
* ICQ Number:1773852 * _WW_
* WWPAGER:http://wwp.mirabilis.com/1773852 * /_ _\
****************************************** | O O |
_____________________________________________________oOO_\/_OOo___________
```

4048. Re: What is a JAM!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: The Relentless <abellante@grabberman.com>
Message-ID: <729tt7$3qu$1@vnetnews.value.net>
Source record: 58416

I'm from California. You want a Jdriving anywhere here!!!

Dana Eckel <deckel@info-link.net> wrote in message
news:729nt3$nqd@ns.info-link.net...
>I am wondering what is a JAM, where do I get one

4049. Re: game programming

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: williaj@interlog.com
Message-ID: <N.111098.092032.41@williaj.interlog.com>
Source record: 58417

```
Watch RTCLOK, $14 to change.

LDA $14
WT1 CMP $14
BEQ WT1

or whatever you need

> I thought I'd attempt to make a simple game on my 800XL. So far I have a
> small program that continuously checks the joystick port, then moves a
> player accordingly. The thing is, I tap the controller and the player
> flies across the screen several times before the frame is even done. I
> want to make it wait for the next frame before it checks the port again.
> So how do I do it? If it has anything to do with interupts I'll need
> help with that too as I don't know how they work.
>
> thanks in advance
> DamageX
>
```

4050. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: Kenneth Rempfer <kennyr@hsicommunity.com>
Message-ID: <364886C5.AD7C49FF@hsicommunity.com>
Source record: 58418

Nice point, but you to let you futhur understand my position I'll explain.

I am not an Atari developer, but have been an Atari user since 1982. I have

been active user on & off ever since. At the time that Mike bought the
rights
that he has I was excited to see some fresh air breathed into the 8-bit
community.

However, at the time I was interested in purchasing stuff from him but was
financially restricted for personal reasons. Shortly later I started seeing
the postings
from people who had sent him money for products and never recieved anything.

From my perspective what I see is someone with multiple business complaint
about him and who has for all essence killed development on a large number
of products. If it's true that he is working on them, then great. If not,
then he
should sell those rights to someone willing to continue development.

My previous post may have been a little extreme but since you are the only
person
who has come forth that has had any contact with him it looks to any
layperson
that he is in fact hiding. I do support "the group", but from my
perpspective,
Mike does not support it.

4051. Attn uio@hjk.hjk

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3648a270.9823537@news.demon.co.uk>
Source record: 58419

You emailed me re the roms I sent to the binaries group but left me a
dud email address.

If you want them then give me the right one.
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4052. Re: [i] Re: Costs (was Re: Where 8-bit Atarians are from)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: sabell@argonet.co.uk
Message-ID: <1diahxl.14zpgwrg0ntqsN@usero386.uk2.uudial.com>
Source record: 58420
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Simon Matthews <s.j.matthews@btl.mds.qmw.ac.uk> wrote:

> Startling fact no.1 : The USA spends more of it's GDP on healthcare than
> the UK by a factor of 50% or so, and in the USA you still have to spend
> a fortune on medical insurance. Weird.

Not really; that spend is by individuals and companies, not the state.
People often think it means that the state and national governments
spend 50% of its GDP. They don't.

--
Stuart Bell
running a PowerBook 100, Color Classic and PowerMac 6500/275.
PB-100 FAQ at www.argonet.co.uk/users/sabell/pb100.html

4053. Re: [i] Re: Costs (was Re: Where 8-bit Atarians are from)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: sabell@argonet.co.uk
Message-ID: <1diai09.llket513oj7kjN@usero386.uk2.uudial.com>
Source record: 58421
Cross-posted to: comp.sys.acorn.misc,Comp.sys.amstrad.8bit,Comp.sys.atari.8bit,Comp.sys.cbm,Comp.sys.sinclair

Alan Gray <alan.gray@argonet.co.uk> wrote:

> > Startling fact no.1 : The USA spends more of it's GDP on healthcare than
> > the UK by a factor of 50% or so, and in the USA you still have to spend
> > a fortune on medical insurance. Weird.
>
> It's even more than that: 16% compared to 6.8% (1997 figures, recent Health
> Department pamphlet).
>
> And 40% of the population are not ensured.

So the per capita cost of doing it their way is about 3 times the cost
of doing it our way. Say no more. :-(
--
Stuart Bell
running a PowerBook 100, Color Classic and PowerMac 6500/275.
PB-100 FAQ at www.argonet.co.uk/users/sabell/pb100.html

4054. Re: Another "anybody remember this game" request.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <p1422.778$B6.18986977@news1.i1.net>
Source record: 58422

8bitz@my-dejanews.com wrote:
: Greetings programs. My son and I were trying to recall his favorite atari
: games from when he was 8 years old. So far we have remembered and found run
: for the money, dog daze, dandy, goonies, and snowball fight. There was one
: game we couldn't remember the name of. It's a platform game with two knights.
: One has a sword and the other has a shield. Kind of bounty bob sized
: characters. Basic goonies goal, get from one part of the screen to another.
: Does that sound like an atari game?

I don't remember that on the Atari. I do remember something like that for
the PC called "The Lost Vikings" except that there was a third character
as well - each viking could do something different.

John
jvogel@i1.net

4055. Re: Another "anybody remember this game" request.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <364acf83.21364471@news.demon.co.uk>
Source record: 58423

The other Day jvogel@mail1.i1.net (John Vogel) wrote:

>I don't remember that on the Atari. I do remember something like that for
>the PC called "The Lost Vikings" except that there was a third character
>as well - each viking could do something different.
>
>John
>jvogel@i1.net

Yep, that the name on the PC and snes...

Never heard of an atari equiv
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4056. FA: Atari Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <72ami7$t7o$2@ramp2.tir.com>
Source record: 58424

Please link here for a list of Atari Software I have up for auction at
E-Bay.

http://members.ebay.com/aboutme/mkusz@tir.com/

4057. Re: game programming

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: eparent <eparent@reply.here.net>
Message-ID: <3648E6F5.EA73219B@reply.here.net>
Source record: 58425

You could put it there, but it would seem more effecient to only check the joystick when its time to move the object. For simple games I suppose it would not matter. It just seems like your wasting cycles checking the joystick on every interrupt if you are not using the value returned.

later,
eparent

Nir Dary wrote:

> so why not addig the Joystick check routine to the Display list interrupt..
>
> Regards
>
> Nir Dary
> ndary@bigfoot.com
>

4058. Re: Where 8-Bit Atarians are from, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: Carlos Werner Heinzelmann <cwh@solucoes.com.br>
Message-ID: <36481cab.0@news.matrix.com.br>
Source record: 58426

Oops, I mean 1984

Carlos Werner Heinzelmann wrote in message
<36474a40.0@news.matrix.com.br>...
>I am from Joinville, Santa Catarina, southern Brazil, and I use Atari
>computers since 1994.
>
>Werner
>
>

4059. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-10 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <729q6m$e9m@user.iwaynet.net>
Source record: 58427
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <3643AF6C.C822B02E@wfi-inc.com>,
Aaron Christopher Finney <A_Finney@wfi-inc.com> wrote:
>>Jon Melbo, Wisconsin, USA
>
>Aaron Finney, California, USA
>
>All the Yanks, with me now: U-S-A...U-S-A...U-S-A...
>
>
>Just kidding, really. That general region of the globe has give us some
>of the best things man has ever known, like Guinness and Rugby (go
>Eagles). There are some neat new things coming out for Atari from all
>over the globe; Ape, that cool serial mouse adapter for the ST, etc.
>Can't we all just get along?

Don't forget Doctor Who,Blake's 7,nudity on PBS...

4060. Re: Attn: John Haggerty

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: cube_x@hotmail.com
Message-ID: <364985f1.51024247@news.supernews.com>
Source record: 58338

Try smile4@voicenet.com
I get messages across with this one.

On Wed, 11 Nov 1998 00:07:43 -0400, Tony Cianfaglione
<ab616@chebucto.ns.ca> wrote:

>
>
>Hi John,
>
> All mail to you at 'smile@voicenet.com' site comes back with:
>'no such mailbox' so I will have to use this group to send return mail
>to you.
>
> I received the disks safe and sound today. Did you get the second
>money order I sent?
>
>Thanks, Tony
>

4061. Searching for atr file DER STEIN DER WEISEN

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: markus.wuehl@docnet.de
Message-ID: <72c8b6$n44$1@nnrp1.dejanews.com>
Source record: 58339

Can anybody help me with an atr file titled DER STEIN DER WEISEN.
(Laph... Philo...)

A lot of thanks,

Markus

ATARI LYNX WORLD*ATARI LYNX WORLD*ATARI LYNX WORLD*ATARI LYNX WORLD*

http://surf.to/lynxworld

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4062. FS: Okidata microline 182/192 ribbons

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: Paul-David <Pauldb@voyager.cris.com>
Message-ID: <72c9ua$hbg@chronicle.concentric.net>
Source record: 58340

For Sale:

I have six brand new ribons(four are in sealed bags, two are not)
for the Okidata Microline 182/192

$28 shipped(usa)

4063. Re: Another "anybody remember this game" request.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <72cd13$rg2$1@nnrp1.dejanews.com>
Source record: 58341

In article <364acf83.21364471@news.demon.co.uk>,
mclane@dellos.demon.co.uk wrote:
> The other Day jvogel@mail1.i1.net (John Vogel) wrote:
>
> >I don't remember that on the Atari. I do remember something like that for
> >the PC called "The Lost Vikings" except that there was a third character
> >as well - each viking could do something different.
> >
> >John
> >jvogel@i1.net
>
> Yep, that the name on the PC and snes...
>
> Never heard of an atari equiv

I have lost vikings for the genesis :)

Somebody mentioned a title called robot knights on the atari. That sounds
familiar. Anybody have it?

Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4064. Re: Games that work with the Light Gun

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3649AE96.E25841BC@erols.com>
Source record: 58342

My thanks to Mathy, John, Bertrand and all the others who responded.
Your input has been conveyed to FidoNet.

Mathy Van Nisselroy wrote:
>
> In article <36444DB4.EC66AE33@erols.com>, asharkis@erols.com says...
> >
> >Which 8-bit games were released that made use of the Light Gun? Were
> >they on cart or disk?
> >
> >Was the built-in game for XEGS able to use the light gun?
> >
> >Somebody raised this question on FidoNet and I was hard-pressed to
> >answer, since I'm not a game-player.
>
> Bug Hunt
> Crime Buster
> Barnyard Blaster
> CrossBow
>
> These are all carts
>
> Operation Blood (light gun version) by ANG software. On disk
>
> Nope, Missile Command is for Joystick or Trakball.
>
> CU Mathy Van Nisselroy

4065. Re: [i] Re: Costs (was Re: Where 8-bit Atarians are from)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: sabell@argonet.co.uk
Message-ID: <1dic1o7.19n5d25r6y9zmN@userp757.uk2.uudial.com>
Source record: 58343
Cross-posted to: comp.sys.acorn.misc,Comp.sys.amstrad.8bit,Comp.sys.atari.8bit,Comp.sys.cbm,Comp.sys.sinclair

Luke Bosman <Spam@bozman.freeserve.co.uk> wrote:

> Considering that this thread seems to have appeared from nowhere, could
> I ask what relevance this has to Acorn computers?

Threads always start somewhere!

This subthread started with a comparison of telephone calls cost in the
UK and elsewhere, moved into a comparison of different countries'
economic systems, then their taxation and health care policies.

Simple, really, especially with a newsreader which gives a graphical
display of the whole thread structure. ;-)
--
Stuart Bell
running a PowerBook 100, Color Classic and PowerMac 6500/275.
PB-100 FAQ at www.argonet.co.uk/users/sabell/pb100.html

4066. Re: External Memory upgrade & MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: Jason Hedrick <Terrance.J.Hedrick@DaytonOH.NCR.COM>
Message-ID: <u0rD02YD#GA.144@rpc1285.daytonoh.ncr.com>
Source record: 58344

1 MB SIMM in your XE? HOW, WHEN, WHERE????? *Drooling*. I remember something vague in the back of my mind about a RAM upgrade using a SIMM, but I don't remember much. PLEASE tell me where I can get the info. Thanks!

Jason Hedrick
(Yes. He still lives.)

Mathy Van Nisselroy wrote in message
<72bqnq$224$3@nets3.rz.RWTH-Aachen.DE>...
>Howdy folks
>
>A pal of mine wants to build himself an external memory upgrade. Problem
is,
>how do we control it. He suggested $D600, but that's where the BlackBox
>resides. Anybody have any ideas on this? How those the MIO control it's
>memory. Is it compatible to internal memory upgrades? (I have a 1MB SIMM
in
>my XE, would the MIO block that out).
>
>CU Mathy Van Nisselroy
>
>PS the SIMM upgrade seems to work fine. Just have to do some more testing.
>After that 16MB shouldn't be a problem. (finding 30 pin SIMMs this big, or
4MB
>for a reasonable price, could a another story)
>
>

4067. WTB: Sirius adventure games

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: lordmanc@aol.com
Message-ID: <19981111132743.09814.00000113@ng28.aol.com>
Source record: 58345

Hello,

I'm looking for packaged copies of Sirius' graphical adventure games for the Atari 400/800, released in 1982-1983:

Kabul Spy
Gruds in Space
Critical Mass
Escape from Rungistan

Don't know if Kabul Spy and Rungistan actually ever made it to the Atari, but it's worth a shot.

They can be in any condition, but preferrably Rungistan in excellent condition, as it's an upgrade for my mess.

I'm willing to pay a reasonable price, but please don't ask me to make an offer.

Cheers,
Rod
(lordmanc@aol.com)

4068. Character disks and such

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: Scotsman@ibm.net
Message-ID: <72clam$i9n@dfw-ixnews5.ix.netcom.com>
Source record: 58346

Ok, I now have the emulator, and some of the software that I own, but I do have a slight dilemma. In games such as Wizards Crown and Alternate Reality, you need to create disks or have a character disk to save on. Is there any way to go about doing this or am I basically up the creek?

Scotsman

4069. Re: Emulators and software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <364bd8af.22610479@news.demon.co.uk>
Source record: 58347

The other Day Scotsman@ibm.net (Scotsman) wrote:

>Ok, I feel incredibly stupid. Having been on the internet in one capacity or
>another for many years(member of the Cleveland Free Net for a LONG time), I
>just now discoverd this base as well as the old 2600 VCS base.

Don't feel stupid, they hide these things very well :)

>I'd give anything to be able to just boot up and listen to the
>music from Alternate Reality again...

Well James has given you a list of good sites, if you are running
Windows 95 then get Atari800win..Tis superb :)

But don't worry, the other versions are cracking too :)
>
BTW, if you don't fancy playing Alt reality again then the good news is
that there are music disks with Gary Gilbertson's fantastic music on..

And should I say the magic word's BOUNTY BOB :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4070. Re: Emulators and software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: Scotsman@ix.netcom.com
Message-ID: <72cp97$jsv@sjx-ixn9.ix.netcom.com>
Source record: 58348

In article <364bd8af.22610479@news.demon.co.uk>, mclane@dellos.demon.co.uk says...
>Well James has given you a list of good sites, if you are running
>Windows 95 then get Atari800win..Tis superb :)
>
>But don't worry, the other versions are cracking too :)
>>
>BTW, if you don't fancy playing Alt reality again then the good news is
>that there are music disks with Gary Gilbertson's fantastic music on..
>
>And should I say the magic word's BOUNTY BOB :)
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

Yeah, I have that program going now, it's great to be able to see the game again, and hear the music. Even went back over to my parents house and dug up the maps, my wife thinks I'm nuts. The only problem I have no is trying to figure out how to save a character...This is gonna cut down on new game spending that's for sure :)

4071. Happy Drive??

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <pFm22.1$ws.5322@newsfeed.avtel.net>
Source record: 58349

Does anyone know what an Atari Happy Drive is? What is unique about it and what makes it different from a regular disk drive?

Does anyone have one who can tell me what's so different? Thanks!

4072. Re: Emulators and software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <364b041a.33727169@news.demon.co.uk>
Source record: 58350

The other Day Scotsman@ix.netcom.com (Scotsman) wrote:

>Yeah, I have that program going now, it's great to be able to see the game
>again, and hear the music. Even went back over to my parents house and dug up
>the maps, my wife thinks I'm nuts.

My wife *knows* Im nuts already so I'm safe :)

> The only problem I have no is trying to
>figure out how to save a character...This is gonna cut down on new game
>spending that's for sure :)

Most of the sites from memory had a save game disk as part of the set?

If not then I personally use a program called Ape by Steven Tucker to
create a blank atr. From there I either use DOS or if the program you
are using formats disk then I use that.

Ape can be found here http://www.nacs.net/~classics/

(Its very much more than a atr maker, have a read of the docs :)

Basically, treat the emu like you would a real Atari, the only
difference is that you swap disks via a mouse click or a key press
rather than have real 5 1/4 media.

So you can boot DOS 2.5, format a disk in D2: then write dos files etc
etc all like you would have done.

Have fun and if you get stuck either give the group a msg or drop me a
mail...
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4073. Help with virus ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: "paul.gething" <paul.gething@which.net>
Message-ID: <72d72t$9vk$1@nclient1-gui.server.which.net>
Source record: 58351

Can anyone help with what sounds like a virus problem please. A local school has an Atari (xl I think) which is used for music. Whenever it is activated, bombs appear on the screen and any work is lost.

Could this be some kind of virus and if so, how can it be safely removed - there is a lot of student work at stake.

Many thanks for your help,
PG

4074. Re: Help with virus ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: Dave Warren <dwarren@viagrafix.net>
Message-ID: <72dc8n$ok6$1@ionews.ionet.net>
Source record: 58352

My 520st had something which looked like 3 bombs on the
screen when I started it up one day. Check in comp.sys.atari.st
Someone there might know why this happens.

Dave

jeking@NOSPAM.COM wrote in message <72dc2q$6ah$2@news.xmission.com>...
>paul.gething <paul.gething@which.net> wrote:
>> Can anyone help with what sounds like a virus problem please. A local
>> school has an Atari (xl I think) which is used for music. Whenever it is
>> activated, bombs appear on the screen and any work is lost.
>
>Sounds suspiciously like a Mac, not an Atari..
>
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

4075. Re: Emulators and software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: eparent <eparent@reply.here.net>
Message-ID: <364A3A2E.9D25EC85@reply.here.net>
Source record: 58353

Check out Emu News Service web page for updates to all emulators. They also have links to the home pages of most emulators. They currently list 9 different Atari 8-bit emulators.

http://www.classicgaming.com/emunews/

later,
eparent

Scotsman wrote:

> Ok, I feel incredibly stupid. Having been on the internet in one capacity or
> another for many years(member of the Cleveland Free Net for a LONG time), I
> just now discoverd this base as well as the old 2600 VCS base. I was stunned
> to find an emulator for the 2600 and even more stunned to be actually playing
> Adventure again. :) Then I thought, maybe there is something similar out there
> for the 8-bit. Well, apparently so, but it's tough to track. A few of the
> links in the FAQ are faulty, and it's gotten to be a little frustrating at
> times. So, I need to know this, what emulators are there for the 8-bit and how
> about software? For the 2600 you needed to own the original cartridges to
> download the ROM's which I have no problem with, but at the current moment all
> my 8-bit software is God knows where at a former friends house which is in the
> same location since I have no idea where he now lives. :) I'd give anything to
> be able to just boot up and listen to the music from Alternate Reality again...
>
> Scotsman

4076. Re: Help with virus ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: eparent <eparent@reply.here.net>
Message-ID: <364A3D18.2CD84CCA@reply.here.net>
Source record: 58354

Are you sure its not an ST? When the Atari ST crashes it puts bombs on the screen. The bomb was a character in its font. The number of bombs is like an error number. Unfortunately I am not aware of virus detecting or removing software for ST or 8-bits.

later,
eparent

"paul.gething" wrote:

> Can anyone help with what sounds like a virus problem please. A local
> school has an Atari (xl I think) which is used for music. Whenever it is
> activated, bombs appear on the screen and any work is lost.
>
> Could this be some kind of virus and if so, how can it be safely removed -
> there is a lot of student work at stake.
>
> Many thanks for your help,
> PG

4077. Atari 400/800 Games wated

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <72dfjd$9og$1@msunews.cl.msu.edu>
Source record: 58355
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I am looking for the following Atari 400/800 games, if you have one for sale
or trade, E-mail me at reicher6@pilot.msu.edu

Frogger II
Crystal Castles
Diamond Mine
Lode Runner
Zenji
Tutankham

Tempest

4078. Re: Syquest EZ135 Scsi

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <364a46aa.0@news.inil.com>
Source record: 58356

Yes, Please post the value of the term packs if you have them...
In need of them also!!!

Thanks
Rory

jeking@NOSPAM.COM wrote in message <72dc13$6ah$1@news.xmission.com>...
>Looks like Syquest is going chapter11. Their website is no longer
>functional, and I'm screwed as far as getting term. resistors.
>
>Anybody have a part number? Maybe Radio Shack (ha!) or some other place
>can give me a substitute part!
>
>Need this component to get my 8bit (576k XE) back in business on my black
>box. These 44mb Syquests dont compare next to this 135mb sitting here!

<sig chopped>

4079. For Sale : ATARI 130 XE and some cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: megaqualle@aol.com
Message-ID: <19981110212802.03852.00002172@ng10.aol.com>
Source record: 58428

Hello !

I want to sell a 130 XE (PAL) and some games on cart , for example
Thunderfox,Crossbow,Necromancer,Gato,Ballblazer,Typo Attack,Star Raiders 1+2
and some others.
If youï¿½re interested , please contact me !!!

4080. Emulators and software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: Scotsman@ibm.net
Message-ID: <72at38$64r@sjx-ixn6.ix.netcom.com>
Source record: 58429

Ok, I feel incredibly stupid. Having been on the internet in one capacity or another for many years(member of the Cleveland Free Net for a LONG time), I just now discoverd this base as well as the old 2600 VCS base. I was stunned to find an emulator for the 2600 and even more stunned to be actually playing Adventure again. :) Then I thought, maybe there is something similar out there for the 8-bit. Well, apparently so, but it's tough to track. A few of the links in the FAQ are faulty, and it's gotten to be a little frustrating at times. So, I need to know this, what emulators are there for the 8-bit and how about software? For the 2600 you needed to own the original cartridges to download the ROM's which I have no problem with, but at the current moment all my 8-bit software is God knows where at a former friends house which is in the same location since I have no idea where he now lives. :) I'd give anything to be able to just boot up and listen to the music from Alternate Reality again...

Scotsman

4081. Re: Emulators and software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <72b0b5$94p$1@alexander.INS.CWRU.Edu>
Source record: 58430

(Looking for A8 emulator and alternate reality.)
Ulf Petersen's site has links to xlit and atari800win (If
I got those right).
members.xoom.com/atari800 (http:// in front) for Ulf's site.
http://members.xoom.com/atari800
For an Alt. Reality .atr image...
http://closertohome.dyn.ml.org
Look in archive, under a8/games/atr/a/altreal.zip
or look at http://hackerz.com archive
or there are also mirrors.
Russ

4082. Attn: John Haggerty

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981111000450.4865H-100000@halifax.chebucto.ns.ca>
Source record: 58431

Hi John,

All mail to you at 'smile@voicenet.com' site comes back with:
'no such mailbox' so I will have to use this group to send return mail
to you.

I received the disks safe and sound today. Did you get the second
money order I sent?

Thanks, Tony

4083. Re: Costs (was Re: Where 8-bit Atarians are from)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <364a647d.90154825@thunder>
Source record: 58432
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Mon, 9 Nov 1998 23:56:02 +0000, The Starglider
<starglider@thespian.d.c.u> enlightened us thusly:

>Not true. The governing company that monitors telephone activity (Whose
>name eludes me)

OFTEL, and they aren't a company.

>has stated that they have no problem with BT offering free calls at all.

They may have said that in the past (I doubt it though, please provide
a reference, as LOTS of people WANT to hear them say this) but what
matters is their CURRENT stance, which is that BT can't reduce prices.

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

4084. Re: [i] Re: Costs (was Re: Where 8-bit Atarians are from)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: Luke Bosman <Spam@bozman.freeserve.co.uk>
Message-ID: <48a3421de3Spam@freeserve.co.uk>
Source record: 58433
Cross-posted to: comp.sys.acorn.misc,Comp.sys.amstrad.8bit,Comp.sys.atari.8bit,Comp.sys.cbm,Comp.sys.sinclair

In article <na.69da1b48a2.a70220alan.gray@argonet.co.uk>,
Alan Gray <alan.gray@argonet.co.uk> wrote:

> > Startling fact no.1 : The USA spends more of it's GDP on healthcare
> > than the UK by a factor of 50% or so, and in the USA you still have
> > to spend a fortune on medical insurance. Weird.

> It's even more than that: 16% compared to 6.8% (1997 figures, recent
> Health Department pamphlet).

> And 40% of the population are not ensured.

Considering that this thread seems to have appeared from nowhere, could
I ask what relevance this has to Acorn computers?

Cheers,
Luke

--
* If the black box flight recorder is never damaged during a plane crash, why isn't the
whole airplane made out of the stuff?

Reply-to address is valid. ICQ# 13198442
PGP key available from http://www.argonet.co.uk/users/lukebosman/luke.txt
For Southend Utd. news and results: http://surf.to/blue.anorak
For Fulwood Methodist Church: http://welcome.to/fulwood

4085. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72bpco$224$1@nets3.rz.RWTH-Aachen.DE>
Source record: 58434

>You are close, late 20's to ealry 30's. Still he did something none of
>us had the ba..s to do, he whiped ICD, into selling all to him. I give
>him credit for that, I called Tom Hawker, and his price was outragious!
>So
>unless one wants to meet an outragious price for a dieninn market, he
>either has to have a gerater vision or confidence in the market than I
>or many others had at the time!
>
>bob

Howdy Bob

Ever since the first time he bought rights I wondered if this guy had a rich family or something. He must be crazy (in the good sense of the word) to spend this kind a money on the Atari 8 bit.

What he DID do wrong - from my point of view - is that he disappeared into thin area. Now we hear you know him. You haven't shot him or kidnapped him - and knowing you a wee bit - this guy can't be all bad. His had a major bummer. Heck, why didn't anybody tell us before. Not all of us are narrow minded!

CU Mathy van Nisselroy

4086. Re: Games that work with the Light Gun

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72bq6g$224$2@nets3.rz.RWTH-Aachen.DE>
Source record: 58435

In article <36444DB4.EC66AE33@erols.com>, asharkis@erols.com says...
>
>Which 8-bit games were released that made use of the Light Gun? Were
>they on cart or disk?
>
>Was the built-in game for XEGS able to use the light gun?
>
>Somebody raised this question on FidoNet and I was hard-pressed to
>answer, since I'm not a game-player.

Bug Hunt
Crime Buster
Barnyard Blaster
CrossBow

These are all carts

Operation Blood (light gun version) by ANG software. On disk

Nope, Missile Command is for Joystick or Trakball.

CU Mathy Van Nisselroy

4087. External Memory upgrade & MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72bqnq$224$3@nets3.rz.RWTH-Aachen.DE>
Source record: 58436

Howdy folks

A pal of mine wants to build himself an external memory upgrade. Problem is, how do we control it. He suggested $D600, but that's where the BlackBox resides. Anybody have any ideas on this? How those the MIO control it's memory. Is it compatible to internal memory upgrades? (I have a 1MB SIMM in my XE, would the MIO block that out).

CU Mathy Van Nisselroy

PS the SIMM upgrade seems to work fine. Just have to do some more testing. After that 16MB shouldn't be a problem. (finding 30 pin SIMMs this big, or 4MB for a reasonable price, could a another story)

4088. Re: External Memory upgrade & MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72bs8s$s9o$1@nets3.rz.RWTH-Aachen.DE>
Source record: 58437

Howdy folks

Does anybody know how the 1090XL was supposed to access its cards, especially the RAM cards? Would it switch out any internal RAMbanks (extended RAM, not MAIN memory). I do have the textfiles that were written while the 1090XL was still under development.

CU Mathy van Nisselroy

4089. Re: Syquest EZ135 Scsi

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <364B5ABC.D00A718D@arn.net>
Source record: 58188

jeking@NOSPAM.COM wrote:
>
> Looks like Syquest is going chapter11. Their website is no longer
> functional, and I'm screwed as far as getting term. resistors.
>
> Anybody have a part number? Maybe Radio Shack (ha!) or some other place
> can give me a substitute part!
>
> Need this component to get my 8bit (576k XE) back in business on my black
> box. These 44mb Syquests dont compare next to this 135mb sitting here!
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

SyQuest mostly is flopping because the ZIP, JAZ, and ZIP+ seem to be
more popular even though they aren't as good (does Apple II come to mind
when I say this?).

Laters,

antbaker@arn.net

4090. Re: Help with virus ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <364B5D32.991BA264@arn.net>
Source record: 58189

jeking@kingtechsvcs.COM wrote:
>
> paul.gething <paul.gething@which.net> wrote:
> > Can anyone help with what sounds like a virus problem please. A local
> > school has an Atari (xl I think) which is used for music. Whenever it is
> > activated, bombs appear on the screen and any work is lost.
>
> Sounds suspiciously like a Mac, not an Atari..
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

LOL...NOD..I have never heard of an Atari 8-bit have graphical bombs on
it unless it was a video game (what was that game where you catch bombs
off of a building that a villian dropped??).

4091. Re: Emulators and software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <72fmq4$j1a@bgtnsc02.worldnet.att.net>
Source record: 58190

Paul Irvine wrote in message <364a3848.47086833@news.demon.co.uk>...
>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>>
>>Paul Irvine wrote in message
>>
>>>And should I say the magic word's BOUNTY BOB :)
>
>>and I got good working versions of BB last week.. (Giggles!) I'm like a
>>school girl!! (Stop tryin to look up my dress! ;))
>
>Yep, thanks to Sean on here I got one too...
>
>Hey Gareee, you should wear some underwear :)))

I do, but you KNOW how those thongs ride up.. ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4092. Re: Happy Drive??

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981112172145.00512.00000756@ng142.aol.com>
Source record: 58191

>I thought it did do the sector skew with sparta dos?

I'll try, but I don't think so. I have a US
operating system that formats everything in
Ultra Skew on Doubler, etc. drives, but won't on the 1050 Happy. It would
work, I guess to
format a blank "master" on a Doubler and then
copy the disk on the Happy, but that takes a
long time, especially with disk swapping.
Larry

4093. Re: Happy Drive??

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: "Tim J. Clevenger" <tim@clevenger.org>
Message-ID: <364B635E.929C1E19@clevenger.org>
Source record: 58192

LWhite6497 wrote:
>
> >I thought it did do the sector skew with sparta dos?
>
> I'll try, but I don't think so. I have a US
> operating system that formats everything in
> Ultra Skew on Doubler, etc. drives, but won't on the 1050 Happy. It would
> work, I guess to
> format a blank "master" on a Doubler and then
> copy the disk on the Happy, but that takes a
> long time, especially with disk swapping.
> Larry

I think that USD compatibility and skew only came out in the latest
Happy for the 1050. Happy originally came out on the 810, and was used
mainly to copy protected diskettes.

Regards,

Tim Clevenger

4094. Re: External Memory upgrade & MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: mikhol74@aol.com
Message-ID: <19981112184550.02176.00000792@ng115.aol.com>
Source record: 58193

>
>Did it myself. But I had to pester quite a lot of people to give me the info
>I
>needed. (and I found a 1MB SIMM for 1MB, not a scratch on it, for ONE
>dollar.
>Yes, I was VERY lucky that day)
>
>

Would this SIMM upgrade work on an 800XL possibly?

Michael Wallace >> Hyborian Mindset Barbarian Productions <<

The problem with the world is that everyone is a few drinks behind.
--Humphrey Bogart

4095. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <48A403A059%news@youmustbejoking.demon.com.uk>
Source record: 58194
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <72egka$lfe@cpca3.uea.ac.uk>
"Andrew Cadley" <a.p.cadley@uea.ac.uk> wrote:

> Kira L. Brown wrote in message
> <48A2E378D7%kbrown@neutralino.demon.com.uk>...
>> In message <7271dp$794@cpca3.uea.ac.uk>
>> "Andrew Cadley" <a.p.cadley@uea.ac.uk> wrote:
[snip]
>>> Then you have the custom multimodes, hardware splitting...
>> ...changing VIDC registers halfway down a scanline...

> I wasn't suggesting you couldn't do fancy tricks on an Acorn, it has a 6845
> like the CPC so there are bound to be loads. [...]

Only the 8-bit BBCs do (/perhaps/ the Atom too, but I don't think so).
Unless, of course, the VIDC1 and VIDC20 are really cunningly disguised
6845s... ;-)

--
| Darren Salt anti-UCE | nr. Ashington, | Spectrum +3,
| ds@youmustbejoking,demon | Northumberland | Risc PC, A3010,
| arcsalt@spuddy,mew,co,uk | Toon Army | BBC Master 128
| The second RISC OS version of JSW.

"I see!" said the blind man, as he picked up his hammer and saw.

4096. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <364BC274.BE4B1C33@sisna.com>
Source record: 58195

I have had a problem replying via my Netscape Browser.

Thank you for our kind words. I am sorry I got up set at another individually post. Mike told me months ago he had problems, and that he would re-appear at an approve time. He said he was working on some new Items for the 8-bit community. If one is pressured one can not produce.

I have had several items that were promised to me 3 years ago for non vapor ware. But as we all see that is beyond the capabilities of the Owners of a Copyright or Hardware Right.

bob

4097. BBs Express! Professional (tm)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <364BC4A8.3FE7A859@sisna.com>
Source record: 58196

After much deliberation, with who, ect! Have finally decided who will follow the Atari 8-bit interest, with 3 Programers ect and expand what has been done with BBS Express! Professional to the best interests of the whole Atari Community. All Rights are on hold and will be sold to Lance
Ringquist of Video 61, a true Atari Die Hard! He does not have an IBM computer, relies on the Atari 8-bit totally. What can I say, if you wish to program for it then contact him at 612- 462-2500 voice..

Those of you that have reveiced Source from me as K-Products on a non disclosure legal letter, refer all legation to Lance.

bob

4098. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <364BC69C.A082B505@sisna.com>
Source record: 58197

Ok respect your perspective. I have posted beore but have had a problem with my server.

1. How much have you spent with Mike?

2. What have you received?

3. What objects in the future have you advanced cash for?

4.. I still say he has his problems and will produce at his convenience.

5. Can anyone out there tell me they have his pressures, purchasing all this crap from ICD, and not wanting to hide. Had I had been as misfortunate, as Mike, Sucked in byt ICD, who the hell wouldn't want to be obscure until they could come up with a product all could or would prucase. Get on my butt! Ok fine I dump what I own.!!! Mike has his own personal problem...wife left me? Girlfriend left me? Fist wife keids dumped me!?? All speculation! He wants his privacy now and has told me he will come up with some Atari 8-bit stuff when he decieds to speak again!..Give him a break!

bob

4099. Re: External Memory upgrade & MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <72g9oq$165$1@news.storm.ca>
Source record: 58198

Bob Woolley put out plans in an old SLCC journal for installing a 256k SIMM in an 800xl or 1200xl; it only takes a few more control lines for 1 Meg. Better still, install a set of sockets - then it's 1 MB with 4x256, 4 MB with 4x1, or 16 MB with 4x4! (and that's even more fun with an '816, if you can hack it)
Mikhol74 wrote in message <19981112184550.02176.00000792@ng115.aol.com>...
>>
>>Did it myself. But I had to pester quite a lot of people to give me the info
>>I
>>needed. (and I found a 1MB SIMM for 1MB, not a scratch on it, for ONE
>>dollar.
>>Yes, I was VERY lucky that day)
>>
>>
>
>Would this SIMM upgrade work on an 800XL possibly?
>
>Michael Wallace >> Hyborian Mindset Barbarian Productions <<
>
>The problem with the world is that everyone is a few drinks behind.
> --Humphrey Bogart
>

4100. Attn Bob Woolley: Sweet 16 (816) memory plans

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <72g9or$165$2@news.storm.ca>
Source record: 58199

Anyone ever see any plans for memory upgrades that are compatible with the FTe 65816 upgrade, the "Sweet 16"? I bought #2 or #3, and was hoping to add '816 memory some day. Now with a bunch of 256k SIMMs kicking around, I'd like to do it. Any help, pointers to plans (NOT the typical 16k bank switches, I'm looking for '816 memory) would be much appreciated.

David Paterson

4101. Re: ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <364BC866.B5DC402F@sisna.com>
Source record: 58200

Have not had much expierence with the AtR-8000, but there is Public Domain Rom available that will take an XF551 disk drive from the 5/1.4 to the 3.5 disk drive.

bob

If anyone has specs on the Atr-8000 for this please enlighten me.

4102. Re: Happy Drive??

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <72d9c8$733@bgtnsc02.worldnet.att.net>
Source record: 58357

it can copy most copy protected disk based games.. Mine's been happy for
about 18 years now! ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Michael Chandler wrote in message ...
>Does anyone know what an Atari Happy Drive is? What is unique about it and
>what makes it different from a regular disk drive?
>
>Does anyone have one who can tell me what's so different? Thanks!
>
>
>
>

4103. Re: Emulators and software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <72d9ge$7s3@bgtnsc02.worldnet.att.net>
Source record: 58358

Paul Irvine wrote in message

>And should I say the magic word's BOUNTY BOB :)
>--
>Paul..
>

and I got good working versions of BB last week.. (Giggles!) I'm like a
school girl!! (Stop tryin to look up my dress! ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4104. Syquest EZ135 Scsi

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <72dc13$6ah$1@news.xmission.com>
Source record: 58359

Looks like Syquest is going chapter11. Their website is no longer functional, and I'm screwed as far as getting term. resistors.

Anybody have a part number? Maybe Radio Shack (ha!) or some other place can give me a substitute part!

Need this component to get my 8bit (576k XE) back in business on my black box. These 44mb Syquests dont compare next to this 135mb sitting here!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

4105. Re: Help with virus ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <72dc2q$6ah$2@news.xmission.com>
Source record: 58360

paul.gething <paul.gething@which.net> wrote:
> Can anyone help with what sounds like a virus problem please. A local
> school has an Atari (xl I think) which is used for music. Whenever it is
> activated, bombs appear on the screen and any work is lost.

Sounds suspiciously like a Mac, not an Atari..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

4106. Re: Happy Drive??

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981111201221.29135.00000430@ng41.aol.com>
Source record: 58361

>it can copy most copy protected disk based games..

But it has a couple of weaknesses, though.
One is that it cannot format with ultra skew
(and it doesn't need it, but other drives may.)
There was a program at one time that
would allow the Happy to format in ultra
skew. Anybody know how to do it? I've written to the author/seller asking
about
purchasing it, but have not received any response. Okay, someone will say "use
a Doubler or Super Archiver or Ultra Speed
XF551 to format the disks." That is an
alternative, but I'd like the Happy to be
really Happy!
Larry

4107. Re: Emulators and software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <364a3848.47086833@news.demon.co.uk>
Source record: 58362

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>
>Paul Irvine wrote in message
>
>>And should I say the magic word's BOUNTY BOB :)

>and I got good working versions of BB last week.. (Giggles!) I'm like a
>school girl!! (Stop tryin to look up my dress! ;))

Yep, thanks to Sean on here I got one too...

Hey Gareee, you should wear some underwear :)))
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4108. Re: Happy Drive??

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <72doc5$u9$1@nnrp1.dejanews.com>
Source record: 58363

In article <pFm22.1$ws.5322@newsfeed.avtel.net>,
"Michael Chandler" <mchandle@earthlink999.net> wrote:
> Does anyone know what an Atari Happy Drive is? What is unique about it and
> what makes it different from a regular disk drive?
>
> Does anyone have one who can tell me what's so different? Thanks!
>

Ok The happy drive first of all was a double density drive like the US
doubler mod. It was also capable of doing the ultra speed sector skew for
fast loading. and the best feature of the happy was the ability to duplicate
disk based copy protection. Back in the day it was the only way to copy
protected disks. Sure there was chipmonk but that was just a crack database
with a few hundred programs in it :) Now there is the APE pro system that
will copy the originals just like a happy. BTW I had my first happy in 87.
Ahh memories :)

Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4109. Re: ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: mwtoelle@edge.net
Message-ID: <364a5375.8592135@news.edge.net>
Source record: 58364

On Sun, 8 Nov 1998 11:09:37 -0500, <smile4@voicenet.com> wrote:

>Awhile back I asked about running a 3 1/2" disk drive (750k or 1.44mb) out
>of an ATR-8000 fully loaded with the co-power 88 (Intel 8088 CPU) running
>MS-DOS 2.0 on a 256k 800 XL...
>
>I'm going to try it on...I'll keep bumping up the MS-DOS versions until it
>works...
>
>Are there any ideas as to whether this will work or not?
>
>thanks, John
>

I believe you need to use MS-DOS 3.2 or higher to use 720k 3.5"
drives. 3.5" 1.44MB support was not added until MS-DOS 3.3.

You will probably need to use a different floppy disk controller to
write HD disks in either format (3.5" or 5.25"). HD floppies require
a higher frequency signal, IIRC. That also why an ST Can't write to a
HD floppy without changing out the controller chip.

Mike Toelle

4110. Re: FS: Okidata microline 182/192 ribbons

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <364d7af6.116021814@news.pressenter.com>
Source record: 58365

On 11 Nov 1998 07:19:38 PST, Paul-David <Pauldb@voyager.cris.com>
wrote:

>For Sale:
>
>I have six brand new ribons(four are in sealed bags, two are not)
>for the Okidata Microline 182/192
>
>$28 shipped(usa)

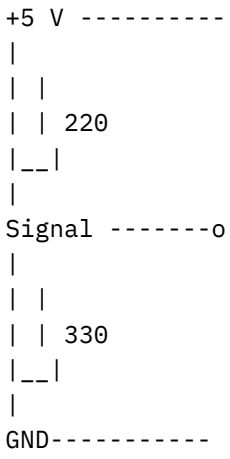
Hmm. I have a Okidata Microline 393C+ (it can use plain black ribbons
like for the 393+ too). I don't suppose those are the same? My
ML393C+ is a industrial grade 24-pin wide carriage tank.

4111. Re: Syquest EZ135 Scsi

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <01be0e0f$313c8260$a792e289@irata.kawo2.rwth-aachen.de>
Source record: 58366

Hallo !

The typical definition for single ended SCSI-1 is as follows:



Matt

Rory McMahon <mcmahon@inil.com> schrieb im Beitrag
<364a46aa.0@news.inil.com>...
> Yes, Please post the value of the term packs if you have them...
> In need of them also!!!
>
> Thanks
> Rory
>
> jeking@NOSPAM.COM wrote in message <72dc13$6ah$1@news.xmission.com>...
> >Looks like Syquest is going chapter11. Their website is no longer
> >functional, and I'm screwed as far as getting term. resistors.
> >
> >Anybody have a part number? Maybe Radio Shack (ha!) or some other place
> >can give me a substitute part!
> >
> >Need this component to get my 8bit (576k XE) back in business on my
black
> >box. These 44mb Syquests dont compare next to this 135mb sitting here!
>
>
> <sig chopped>
>
>
>

4112. Re: External Memory upgrade & MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19981112031856.28874.00000730@ng42.aol.com>
Source record: 58367

> (I have a 1MB SIMM in
>my XE, would the MIO block that out).
>
>

Hi!

Where did you get that upgrade from?
I been looking for a SIMM upgrade for a while..

4113. Re: Help with virus ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be0e15$a2748580$f1374382@vidar>
Source record: 58368

Doesn't sound like a virus problem. Try to hold the machine (which is a ST or sorts, no bombs in XL's) on both sides and bend it. That usually moves something inside and it starts again. Most common problem with the older ST's, which had nothing to hold the chips down and they loosened up.

Try it, it worked wonders with my old ST's and recently on a friends.

eparent <eparent@reply.here.net> wrote in article
<364A3D18.2CD84CCA@reply.here.net>...
> Are you sure its not an ST? When the Atari ST crashes it puts bombs on
the
> screen. The bomb was a character in its font. The number of bombs is
like an
> error number. Unfortunately I am not aware of virus detecting or
removing
> software for ST or 8-bits.
>
> later,
> eparent
>
>
> "paul.gething" wrote:
>
> > Can anyone help with what sounds like a virus problem please. A local
> > school has an Atari (xl I think) which is used for music. Whenever it
is
> > activated, bombs appear on the screen and any work is lost.
> >
> > Could this be some kind of virus and if so, how can it be safely
removed -
> > there is a lot of student work at stake.
> >
> > Many thanks for your help,
> > PG
>
>

4114. Re: [i] Re: Costs (was Re: Where 8-bit Atarians are from)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Luke Bosman <Spam@bozman.freeserve.co.uk>
Message-ID: <48a3c111b2Spam@freeserve.co.uk>
Source record: 58369
Cross-posted to: comp.sys.acorn.misc,Comp.sys.amstrad.8bit,Comp.sys.atari.8bit,Comp.sys.cbm,Comp.sys.sinclair

In article <1dic1o7.19n5d25r6y9zmN@userp757.uk2.uudial.com>,
Stuart Bell <sabell@argonet.co.uk> wrote:
> Luke Bosman <Spam@bozman.freeserve.co.uk> wrote:

> > Considering that this thread seems to have appeared from nowhere,
> > could I ask what relevance this has to Acorn computers?

> Threads always start somewhere!

> This subthread started with a comparison of telephone calls cost in
> the UK and elsewhere, moved into a comparison of different countries'
> economic systems, then their taxation and health care policies.

> Simple, really, especially with a newsreader which gives a graphical
> display of the whole thread structure. ;-)

Was it previously cross-posted to even more groups? I ask since I've
told Newshound not to download posts that are x-posted to >3 groups
(largely as a result of all the cancels from a couple or three weeks
ago) and this still seems to be coming in.

Cheers,
Luke

[Follow-ups set]

--
* How is it possible to have a civil war?

Reply-to address is valid. ICQ# 13198442
PGP key available from http://www.argonet.co.uk/users/lukebosman/luke.txt
For Southend Utd. news and results: http://surf.to/blue.anorak
For Fulwood Methodist Church: http://welcome.to/fulwood

4115. Yogi's Jellystone Park?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Stuart Campbell <thumbs_aloft@dial.pipex.com>
Message-ID: <72eafmctk1@plug.news.pipex.net>
Source record: 58370

Does anyone know if this great archive site still exists, and if so where it's gone? Any help much appreciated.

4116. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <72egka$lfe@cpca3.uea.ac.uk>
Source record: 58371
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Kira L. Brown wrote in message
<48A2E378D7%kbrown@neutralino.demon.com.uk>...
:In message <7271dp$794@cpca3.uea.ac.uk>
: "Andrew Cadley" <a.p.cadley@uea.ac.uk> wrote:

:> And you think we don't on a CPC?
:
:Yes. There are three standard modes on the CPC. There are 102 standard
:modes on the VIDC1-equipped Acorns, and the newer VIDC20 machines don't
:have a concept of a 'standard mode'. (Though admittedly not all of the
:102 standard modes will be available to any one machine.)

Depends on your definition of a mode. BASIC only supports three at fixed
sizes. I don't consider adjusting the CRTC registers to alter the screen
dimensions to be a hacked video mode since it was used by loads of CPC
software and doesn't rely on any software overheads.

:All the VIDC's modes are bitmapped. There are more things you can do than
:you can shake a stick at, though to do a lot of the really, really clever
:ones you have to count cycles, which means it breaks on the faster
machines.

All the Amstrads modes are bitmapped, but the screen dimensions are in terms
of 16*8 (@640*200) pixel blocks which is why I was using them.

Cycle counting effects can of course be used on the CPC also to create even
more effects, vertical/horizontal/diagonal rasters, hardware splitting,
VSYNCs and HSYNCs in the middle of a scanline, sprite multiplexing...

:> And thats before you start changing the number of scanlines in a
character,
:> or the physical position of the screen.
:>
:> Then you have the custom multimodes, hardware splitting...
:
:...changing VIDC registers halfway down a scanline...

I wasn't suggesting you couldn't do fancy tricks on an Acorn, it has a 6845
like the CPC so there are bound to be loads. The C64 and especially
Spectrums however have a much more limited range of video tricks.

AndyC

4117. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <72efui$mq3@cpca3.uea.ac.uk>
Source record: 58372
Cross-posted to: comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Peter S&#65533;rensen wrote in message <36437A89.193AB641@kom.auc.dk>...

:Ofcourse you could say that split-screens are forbidden for CPC demos,
:but that's like saying the C64 can't use it's sprites, in other words,
:most of the power of the machine will disappear...

Nonsense. I've written this really cool palette rotation thing in BASIC.
It's cool. Honest. We could still win. ;->

:> > Finding someone with both knowledge, a CPC+ and the money to travel to
:> > Denmark might be a shade tricky though. The machine isn't exactly rare,
but
:> > they aren't found on every market stall either.
:Not necessarily so....

:Peter S&#65533;rensen
: Herningvej 15, lejl. 154
: 9220 Aalborg &#65533;st
: >Denmark<
: ^^^^^^^^

D'oh.

Well I s'pose thats my best excuse for not trying used up. I might just have
a fiddle and see what I can do on Multimachine or Arnold. Trouble is getting
it to still work on a CPC+ afterwards. :-)

AndyC

4118. Re: Yogi's Jellystone Park?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <364dd572.82686346@news.supernews.com>
Source record: 58373

"Stuart Campbell" <thumbs_aloft@dial.pipex.com> wrote:

>Does anyone know if this great archive site still exists, and if so where
>it's gone? Any help much appreciated.

Not sure where its at these days, but if anyone sees Yogi,
say "Hi" to him for me.

Joe
tuf@cyberspy.com

4119. FS: TONS of Atari Stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: doc_x <doctorx@dallas.net>
Message-ID: <72ekq7$as3$1@nnrp03.primenet.com>
Source record: 58374

I have the following atari items and might be pursuaded to sell them if anyone makes me an offer that it worth it - so i figured i would post it here and see what happens.

i have the following, all in working condition:

850 interface
percomm DD/DS Disk Drive
Indus GT Disk Drive
2 Atari 800's
1 Atari XE Game System
1 Atari 130 XE
Koala Pad
Joysticks, TV adapters and all power supplies included.

i also have a couple of boxes of games, utils, etc.. the ACTION! cart is included along with all software for the Indus.

I also have an atari 1040st with monitor and 170 meg hard drive if anyone is interested.

If you are interested, please mail me an offer to DOCTORX@DALLAS.NET

4120. Re: Character disks and such

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <364ADB7B.8EDB3969@ix.netcom.com>
Source record: 58375

Scotsman wrote:
>
> Ok, I now have the emulator, and some of the software that I own, but I do have
> a slight dilemma. In games such as Wizards Crown and Alternate Reality, you
> need to create disks or have a character disk to save on. Is there any way to
> go about doing this or am I basically up the creek?
>
> Scotsman

Scotsman,
Easy one! Simply copy one of the ATR files to a new file (new name),
then from within the emulator, simply delete all file in the image. This
is essentially a formatted disk. Now, run the game and have that image
mounted as one of the drives. You may have to drop back to the emulator
properties mode to switch out the D1: image with you blank disk image
then go back into the game WITHOUT rebooting the emulator. Then save the
info. Hopefully this can be done by only having the blank image as D2:
instead. It depends on the game whether or not everything must be in
D1:.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4121. Re: Happy Drive??

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <364ADCAB.144AE4D9@ix.netcom.com>
Source record: 58376

Michael Chandler wrote:
>
> Does anyone know what an Atari Happy Drive is? What is unique about it and
> what makes it different from a regular disk drive?
>
> Does anyone have one who can tell me what's so different? Thanks!

Michael,
A Happy Enhanced drive is one that has the Happy Computers add-on
installed. It allows for very fast read/write opperation, special
backup copies of protected software, can make MS-DOS SSSD (or is that
SSDD (I forget at the moment)) readable floppies. There are some other
features as well. There is a copy of the Happy 7.1 manual at the Umich
Archive called HAPPYMAN.ARC. That will explain ALL of its capabilities.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4122. Re: Help with virus ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F2B8Au.Cnr@cix.compulink.co.uk>
Source record: 58377

In article <72d72t$9vk$1@nclient1-gui.server.which.net>,
paul.gething@which.net (paul.gething) wrote:

> Can anyone help with what sounds like a virus problem please. A local
> school has an Atari (xl I think) which is used for music. Whenever it
> is
> activated, bombs appear on the screen and any work is lost.
If it prints bombs it is probably an Atari ST which has its own newsgroup
comp.sys.atari.st. try there for more help. I doubt it is a virus but it's
possible.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4123. Re: Yogi's Jellystone Park?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <364be4fa.400291@news.demon.co.uk>
Source record: 58378

The other Day "Stuart Campbell" <thumbs_aloft@dial.pipex.com> wrote:

>Does anyone know if this great archive site still exists, and if so where
>it's gone? Any help much appreciated.
>
Hello there Stuart, nice to see you in here..possible article??

Well Jellystone went down but was mirrored at www.hackerz.com, the link
is still on the page but never seems to connect for me. Another mirror
is in Kent and its

http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit%3ayogis_site/ATR/

Knock it back a directory or 2 to get to see most but not all the Yogi
archive.

Yogi is still floating around in here... :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4124. Re: Happy Drive??

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3654ed8a.2592565@news.demon.co.uk>
Source record: 58379

The other Day Robert S Ely <rely@ix.netcom.com> wrote:

>Michael,
> A Happy Enhanced drive is one that has the Happy Computers add-on
>installed. It allows for very fast read/write opperation, special
>backup copies of protected software, can make MS-DOS SSSD (or is that
>SSDD (I forget at the moment)) readable floppies. There are some other
>features as well. There is a copy of the Happy 7.1 manual at the Umich
>Archive called HAPPYMAN.ARC. That will explain ALL of its capabilities.

What ever happened to Mr Happy, the rumour mill at the time said Atari brought him out with an offer he could not refuse due to him releasing a similar item via cart on the ST...??

Also wasn't his brother part / owner of a well known softie place, Scott Adams rings a bell?...Was it Mr Adams himself?

Just curious...
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4125. Re: Happy Drive??

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <72f096$1jf$1@nnrp1.dejanews.com>
Source record: 58380

I thought it did do the sector skew with sparta dos?
Am I confusing it with my USDoubled drive?

Mark

In article <19981111201221.29135.00000430@ng41.aol.com>,
lwhite6497@aol.com (LWhite6497) wrote:
> >it can copy most copy protected disk based games..
>
> But it has a couple of weaknesses, though.
> One is that it cannot format with ultra skew
> (and it doesn't need it, but other drives may.)
> There was a program at one time that
> would allow the Happy to format in ultra
> skew. Anybody know how to do it? I've written to the author/seller asking
> about
> purchasing it, but have not received any response. Okay, someone will say "use
> a Doubler or Super Archiver or Ultra Speed
> XF551 to format the disks." That is an
> alternative, but I'd like the Happy to be
> really Happy!
> Larry
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4126. Re: Right cartridge slot (RW-LATE signal)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72f1vo$a7k$1@nets3.rz.RWTH-Aachen.DE>
Source record: 58381

Howdy Glenn

You wouldn't know if it somehow gets to the RAMchips, would you??? If it can be used lie LR/W is used in the XL/XE series, it's probably the same. IF is the key word here.

CU Mathy Van Nisselroy

>here is,
>briefly, what circuitry is being used to create it:
>
>Phase 2 buffered is generated off of a 7474 flip/flop which is fed Phase 0
>and clocked
>by a NOR gate that is inverting Phase 0.
>
>Phase 2 buffered is then sent to a 74LS00 NAND gate. One input gets Phase
>2 buffered
>and the other input is fed by a delay line. This delay line consists of 3
>inductors (unknown
>values), a 470 ohm resistor, and four capacitors (two 47pf, two 68pf). The
>output of the
>NAND gate is called W/TIME (not).
>
>W/TIME (not) is then inputed into a 74LS32 OR gate and OR'd with the R/W
>line. The output
>of the OR gate is R/W LATE 1.'
>
>Now since Atari had changed the type of chips and components used to
>generate timing
>signals used inside their 8bit computers with the 800XL and 130XE. Who
>knows what is
>usable in there to accurately re-create that signal. The 130XE uses the
>Freddie chip for
>most of it's memory refresh and timing circuitry.
>
>But if there is anyone who can make a final yeah or ney on this it would be
>Bob Woolley.
>
>By the way, what need do you have for such a signal? Do you have an old
>800 cartridge
>that needs that signal?
>
>
>--
>**********

>Glenn Bruner Email: brunergs@pcisys.net
>Visit my web page of images of rare Atari items
>http://www.pcisys.net/~brunergs/Atari/
>**
>

4127. Re: External Memory upgrade & MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72f2c0$a7k$2@nets3.rz.RWTH-Aachen.DE>
Source record: 58382

In article <u0rD02YD#GA.144@rpc1285.daytonoh.ncr.com>,
Terrance.J.Hedrick@DaytonOH.NCR.COM says...
>
>1 MB SIMM in your XE? HOW, WHEN, WHERE????? *Drooling*. I remember something
>vague in the back of my mind about a RAM upgrade using a SIMM, but I don't
>remember much. PLEASE tell me where I can get the info. Thanks!
>
>Jason Hedrick
>(Yes. He still lives.)

I'm still testing it. But it seems to work OK. A pal of mine suggested we'd start collecting RAM TEST utilities. If anybody knows/has some, please tell me. (please don't just send them. Remember, I only need ONE copy of a utility :-)))

CU Mathy van Nisselroy

PS if you don't like soldering, forget it.

4128. Re: External Memory upgrade & MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72f2g3$a7k$3@nets3.rz.RWTH-Aachen.DE>
Source record: 58383

In article <19981112031856.28874.00000730@ng42.aol.com>, atari8man@aol.com says...
>
>> (I have a 1MB SIMM in
>>my XE, would the MIO block that out).
>>
>>
>
>Hi!
>
>Where did you get that upgrade from?
>I been looking for a SIMM upgrade for a while..

Did it myself. But I had to pester quite a lot of people to give me the info I needed. (and I found a 1MB SIMM for 1MB, not a scratch on it, for ONE dollar. Yes, I was VERY lucky that day)

CU Mathy van Nisselroy

4129. S: Atari Portfolio (auch kaputt)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Gert Menke <Gert.Menke@post.rwth-aachen.de>
Message-ID: <364AF69F.E98ED6D7@post.rwth-aachen.de>
Source record: 58384
Cross-posted to: comp.sys.handhelds,comp.sys.palmtops,comp.sys.atari.8bit,de.markt.comp.misc,de.markt.comp.hardware,de.markt.misc,fido.ger.flea,oecher.flohmarkt,fido.ger.atari

Hallo!

Ich suche dringend einen kaputten Atari Portfolio!

Ein funktionierender wï¿½re auch nicht schlecht, sollte allerdings nicht
zu teuer sein.

Antworten bitte an g.menke@gmx.net

Bye!
Gert

4130. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <72f4ua$vb8$1@guardian.matra.co.uk>
Source record: 58385

```
Southampton UK, and it's quite warm today...although I am 100 miles nearer
to the equator, which I'm sure makes the world of difference.

Paul Irvine wrote in message <364a36cf.14674060@news.demon.co.uk>...
>The other Day Raphael James Espino <rje@co.umist.ac.uk> wrote:
>
>>lintilla@my-dejanews.com writes:
>>
>>> In article <3646746e.2060714@news.demon.co.uk>,
>>> mclane@dellos.demon.co.uk wrote:
>>> > Paul Irvine from bloody cold London England.
>>> Neah! tis' a fact that Yorkshire folk have colder climate than
southerner's.
>>> A good reason to stay in doors and hack Atari code. :)
>>>
>>> Lintilla in Sheffield, England (UP NORTH)
>>
>>*grin* here in Manchester it just rains all the time. Stay nice and
>>dry with your Atari rather than go out in the rain.
>>
>>Raphael, Manchester, England
>
>Blimey, there's loads more fellow brits in here than I thought.
>
>Cheers from the less sun tanned and more soggy part of the world :)
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793
```

4131. WTT: Ultima I CPC Version for Sierraventure Atari 400/800 Version

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: chlam@hknet.com
Message-ID: <364f45ee.10693911@news.hknet.com>
Source record: 58386

I have the original manual and the disk of Ultima I California Pacific Version. I want to use it to trade for the Original Ultima I Atari 400/800 Version which made by Sierraventure (before Sierra). If anyone has the complete game (or pieces of the game), please tell me thanks. Also, I can pay extra money for this game and tell me your offer.

Regards,
Samson Lam

4132. Re: Happy Drive??

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-12 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <364B5A22.D2B3FD7D@arn.net>
Source record: 58387

Michael Chandler wrote:
>
> Does anyone know what an Atari Happy Drive is? What is unique about it and
> what makes it different from a regular disk drive?
>
> Does anyone have one who can tell me what's so different? Thanks!

The Happy Drive is a re-vamped, cheaper, and claimed to be better than
the 1050 Atari Drive. This came about around 1985 (1986?) by Happy
Corp. (or something like that).

Laters,

antbaker@arn.net

4133. Re: Help with virus ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: belthasar@scbbs.bungi.com.nospam
Message-ID: <910929767.1@scbbs.bungi.com.NOSPAM>
Source record: 58201

pa> From: "paul.gething" <paul.gething@which.net>

pa> Can anyone help with what sounds like a virus problem please. A

pa> local school has an Atari (xl I think) which is used for music.

pa> Whenever it is activated, bombs appear on the screen and any
work is
pa> lost.

pa> Could this be some kind of virus and if so, how can it be safely

pa> removed - there is a lot of student work at stake.

This is an Atari ST series computer. The bombs mean an error has
occured. If
you post this message with the number of bombs and when it happens
into the
COMP.SYS.ATARI.ST newsgroup you should get some answers.

pa> Many thanks for your help, PG

pa> -!- * Origin: Which Online Net Usenet Service (Usenet)

- Belthasar, Sysop- Realm of Eternal Darkness (508)278-4044

~~~ Telegard v3.09.g2/mL
~~~

4134. Re: Newbee Question - Atari emulation on a Mac

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1211982219500001@port136.bitstream.net>
Source record: 58202

In article <71t7i3heb1@nnrp1.dejanews.com>, lintilla@my-dejanews.com wrote:

> In article <01be089e$c90bc7c0$60cb30a4@etlcolpc23.ericsson.se>,
> "David Hopcroft" <davidh@cdex.co.uk> wrote:
> > Goto John Stiles' Home page at 'http://www.komkon.org/~stiles/index.html'
> >
>
> I've tried. IE4 Browser quits on any links from his main page. Has anyone
> else suffered this problem? I've even tried the contact link to let him know
> this. (could someone pass it on to John Stiles. Please.)

I've got links to both of the available Mac-based Atari Emulators on my
site along with other information you may find useful. Also, I read
emulation.net regularly, there is some kind of bug in Explorer. It
apparently requires some kind of patch which may or may not be available,
depending on whether you use the AOL version or the stand-alone version.
Have you tried using Netscape? Works fine.

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984

4135. Star Trek A La Temple U

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: chess@glib.com
Message-ID: <364dcc7b.47286168@news.interport.net>
Source record: 58203

Years ago I came across a game called "Star Trek A La Temple U." It was written in BASIC and used ASCII graphics.

I'd like to know if anyone has made an .ATR file of this game or if maybe the author might have re-written the game for the PC or anything like that.

Of course hundreds of games called themselves "Star Trek" back in the old days. So here are some of the things I remember about the game: It appears that someone from Temple University wrote it, but their name doesn't appear anywhere in the game.

When you started the game you were asked how many Romulan vessels you expected to face. You input a number from 1 to 26, and that was how many enemy vessels you fought. You were a + sign in the center of the screen and the enemy vessels were each represented by a capital letter of the alphabet. You locked phasers and photon torpedoes and launched them.

I liked the game, apparently one of very few who did, and I'd like to try it on the PC. The only problem I had with it was that it involved a lot of number crunching and the Atari 800XL took an outrageous amount of time to crunch those members when you played more than about 15 enemy ships.

TIA for anyone who might be able to help me out on this one.

http://www.glib.com/

4136. Re: Yogi's Jellystone Park?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: David Haylett <se95dh1@dmu.ac.uk>
Message-ID: <364C0E8E.3330@dmu.ac.uk>
Source record: 58204

Stuart Campbell wrote:
>
> Does anyone know if this great archive site still exists, and if so where
> it's gone? Any help much appreciated.

Yep, it sure does. You'll find it alive and healthy at:

http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/

Regards,
Dave Haylett.

4137. demo

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72h62c$ic2$1@nets3.rz.RWTH-Aachen.DE>
Source record: 58205

Howdy folks

Here's an idea for the Demo coders among us. I reently reread an old ATARI USER magazine (for the UK). They had this article in their ST section about a program showed a house (like a little girl's doll house, NO front) with a little guy in it on the screen. He'd play organ, read his paper, cook dinner and everything at random. A very early version of Tamagotchi if you like.

Wouldn't that be nice to have for the 8 bit ATARI? Since we only have 40 columns, the screen would have to scroll.

I like the idea, but I'm not a programme.

CU Mathy van Nisselroy

4138. Re: demo

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: Stefan Birmanns <stefan.birmanns@gmx.de>
Message-ID: <364C1D5F.2B29481@gmx.de>
Source record: 58206

Mathy Van Nisselroy wrote:
>
> Howdy folks
>
> Here's an idea for the Demo coders among us. I reently reread an old ATARI
> USER magazine (for the UK). They had this article in their ST section about a
> program showed a house (like a little girl's doll house, NO front) with a
> little guy in it on the screen. He'd play organ, read his paper, cook dinner
> and everything at random. A very early version of Tamagotchi if you like.
>
> Wouldn't that be nice to have for the 8 bit ATARI? Since we only have 40
> columns, the screen would have to scroll.
>
> I like the idea, but I'm not a programme.
>
> CU Mathy van Nisselroy

There was a program for the C64 called "Little Computer People" from
Activision. There was a Atari ST Version, too. Perhaps this was the
program you have seen in AU.

cu
Stefan

4139. Re: External Memory upgrade & MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72h6dg$ic2$2@nets3.rz.RWTH-Aachen.DE>
Source record: 58207

Howdy Michael

>Would this SIMM upgrade work on an 800XL possibly?
>
>Michael Wallace

It would I guess. I'd "JUST" have to find the right places to find the right signals.

CU Mathy van Nisselroy

4140. New URL for Closer To Home

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <72h5ossko1@nnrp1.dejanews.com>
Source record: 58208

Please change your bookmarks from "closertohome.ml.org" to "tzo.cth.com".

http://cth.tzo.com/index.html

ftp://cth.tzo.com/ftp/pub/

Looking for a particular Atari 8-bit file? Try the FTP archive search page
at- http://cth.tzo.com/FtpSearch.html

Want to search through thousands of Atari 8-bit text files for a certain word
or phrase? Try the http://cth.tzo.com/search.html URL.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4141. Re: External Memory upgrade & MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72h6tf$ic2$3@nets3.rz.RWTH-Aachen.DE>
Source record: 58209

Howdy Bob

>Bob Woolley put out plans in an old SLCC journal for installing a 256k SIMM
>in an 800xl or 1200xl; it only takes a few more control lines for 1 Meg.
>Better still, install a set of sockets - then it's 1 MB with 4x256, 4 MB
>with 4x1, or 16 MB with 4x4! (and that's even more fun with an '816, if you
>can hack it)
>Mikhol74 wrote in message <19981112184550.02176.00000792@ng115.aol.com>...
>>>
>>>Did it myself. But I had to pester quite a lot of people to give me the
>info
>>>I
>>>needed. (and I found a 1MB SIMM for 1MB, not a scratch on it, for ONE
>>>dollar.
>>>Yes, I was VERY lucky that day)
>>>
>>>
>>
>>Would this SIMM upgrade work on an 800XL possibly?
>>
>>Michael Wallace >> Hyborian Mindset Barbarian Productions <<

My Upgrade has the advantage that you don't loose separate ANTIC and CPU
banking. Nor that you switch of BASIC if you want to access it from a Bank
of extended memory. It seems SDX an do that.

Haven't tested my upgrade with Sparta yet. Don't have SDX. I do have 3.2f
and g

I am testing it with Rafael J. Espino's RAMdrive handler. (Well, not all the
fine features, just the basic RAMdisk stuff). Last night I tried it with
BobTerm. Man this RAMdrive handler is so fast, I had to heck if it had
really saved the capture buffer to RAMdisk. It did, all 4360 single density
sectors of it. (Yes, that's over half a megabyte)

CU Mathy van Nisselroy

4142. Re: Emulators and software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36569f26.48037973@news.demon.co.uk>
Source record: 58210

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>Paul Irvine wrote in message <364a3848.47086833@news.demon.co.uk>...

>>Hey Gareee, you should wear some underwear :)))
>
>I do, but you KNOW how those thongs ride up.. ;))
>
Ouch!!!!
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4143. Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <72h8jm$bmv@cpca3.uea.ac.uk>
Source record: 58211
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Darren Salt wrote in message
<48A403A059%news@youmustbejoking.demon.com.uk>...

:Only the 8-bit BBCs do (/perhaps/ the Atom too, but I don't think so).
:Unless, of course, the VIDC1 and VIDC20 are really cunningly disguised
:6845s... ;-)

Oh well, there all the same in the end aren't they. Except that some were in
the computing rooms, some other ones were used for maths classes...

:-)

AndyC

4144. Re: Yogi's Jellystone Park?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: Stuart Campbell <thumbs_aloft@dial.pipex.com>
Message-ID: <72hjgh$g92$1@plug.news.pipex.net>
Source record: 58212

Thanks very much, everyone.

David Haylett wrote in message <364C0E8E.3330@dmu.ac.uk>...
>Stuart Campbell wrote:
>>
>> Does anyone know if this great archive site still exists, and if so where
>> it's gone? Any help much appreciated.
>
>Yep, it sure does. You'll find it alive and healthy at:
>
>http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/
>
>Regards,
>Dave Haylett.

4145. WTB: XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <364C5BBE.640C@volcano.net>
Source record: 58213

Wanted: XE game system, prefer complete in box. Please e-mail with price and condition. I also have a number of boxed/loose Atari 5200 carts to trade (and other misc. videogame items.) Thanks!

the Mav

--
THE SPACE AND FANTASY GAMER'S GUIDE http://www.brainiac.com/micro/sfgg/
The guide is a comprehensive game index for the magazines Space Gamer, Fantasy Gamer, Ares, Interplay, Nexus and VIP of Gaming.

NEW! INTERPLAY #1 will be given away with the first 25 copies sold!

4146. Re: Yogi's Jellystone Park?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: Wolle Germany <wo-lange@on-line.de>
Message-ID: <364c7447.0@news2.isys.net>
Source record: 58214

Try this mirror...

it's great

http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/

4147. Re: FS: TONS of Atari Stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: dpicciotti@aol.com
Message-ID: <19981113144706.08071.00001609@ng89.aol.com>
Source record: 58215

How much for the Atari 800?

4148. Re: Yogi's Jellystone Park?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: dmiyash248@aol.com
Message-ID: <19981113144928.07785.00001091@ng-fq1.aol.com>
Source record: 58216

Check out Holme's Atari Site at:
http://homepages.ihug.co.nz/~aaronat/atari.html

It has a listing of over 825+ Atari 8-bit .atr images. 7 times more than Yogi.

4149. the OS vs. registers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: TJ Edmister <Damage_X@hotmail.com>
Message-ID: <364CC9CD.6645@hotmail.com>
Source record: 58217

In programming my game I keep having problems where the OS is
continually seting certain hardware registers, but I don't want it to. I
suppose that all of these registers are mirrored somewhere around in
$200-$300. How do I find out where these regs are in there? Or is it
possible to disable the OS (hey that should free CPU power to) somehow?

thanks again
DamageX

4150. Re: S: Atari Portfolio (auch kaputt)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <364c979b.89375276@news.pressenter.com>
Source record: 58218
Cross-posted to: comp.sys.handhelds,comp.sys.palmtops,comp.sys.atari.8bit,de.markt.comp.misc,de.markt.comp.hardware,de.markt.misc,fido.ger.flea,oecher.flohmarkt,fido.ger.atari

On Thu, 12 Nov 1998 15:54:23 +0100, Gert Menke
<Gert.Menke@post.rwth-aachen.de> wrote:

>Hallo!
>
>Ich suche dringend einen kaputten Atari Portfolio!
>
>Ein funktionierender wï¿½re auch nicht schlecht, sollte allerdings nicht
>zu teuer sein.
>
>Antworten bitte an g.menke@gmx.net

Hallo. Ich weiï¿½ nicht, wo man Portfolios findet. Ich bin interessiert,
an, ein Portfolio zu erhalten selbst, wenn der Preis niedrig genug
ist.

[Hello. I do not know where to find Portfolios. I am interested in
getting a Portfolio myself if the price is low enough.]

4151. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: rcollins@findlay.k12.oh.us
Message-ID: <1dhzfdn.t2sei91axsjd6N@dialppp73.kenton.com>
Source record: 58219

jwilliams <williaj@interlog.com> wrote:

> Many moons ago, Mike Hohman (sp?) stopped in at my place for a visit. He
> left behind a bunch of ICD stuff, like SDX manuals and some other stuff,
> maybe R-Time8 books too. While he was here we fiddled around with the source
> code he had bought off ICD. I'll have to check, but I think I've got the
> source for Action!, Mac/65 (disk & rom ver). SDX-the cart and a disk version
> of SpartaDos, I think it's the unreleased 3.5 version. There might be other
> stuff, it's been a long time. I've also got Mike's (from ICD) infamous
> assembler/linker that was used to create this stuff. Nobody at ICD including
> the guy who wrote it knew how to use it which I found amusing.
>
> Anyway, if there's any interest in any of this stuff I can search around
> for it. I always wanted to upgrade Action! myself, and I did get a version
> working that didn't need the cart.
>
> Jeff Williams
> AlfCrunch-my 15 minutes, heh

4152. Re: the OS vs. registers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <72ifrq$fu5$1@news.csw.net>
Source record: 58220

To get the info you need, get Mapping the Atari and/or the Atari Technical Reference Manual (Or is it Technical User's Manual ... ?)

To override the OS there are two methods if my memory serves ... for those that are "shadowed" in RAM, just write to the shadow register (which I guess is what you're looking for ...) and the OS puts them to the hardware register.

The other is to put your hardware-writing routine into the VBI service routine, which is where the OS is doing its thing. You can replace the whole VBI, or put your routine at the end. (Someone said, "He who writes last, writes best.")

Nick Kennedy, WA5BDU

TJ Edmister wrote in message <364CC9CD.6645@hotmail.com>...
>In programming my game I keep having problems where the OS is
>continually seting certain hardware registers, but I don't want it to. I
>suppose that all of these registers are mirrored somewhere around in
>$200-$300. How do I find out where these regs are in there? Or is it
>possible to disable the OS (hey that should free CPU power to) somehow?
>
>thanks again
>DamageX

4153. Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: MICHAEL A JACOBS <MICHAEL.JACOBS@prodigy.net>
Message-ID: <72ih60$17r6$1@newssvr04-int.news.prodigy.com>
Source record: 58221

I am looking for the latest hard disk driver software for the MIO interface
by ICD. Any help would be appreciated.

4154. Wanted:ATR8000 Software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: MICHAEL A JACOBS <MICHAEL.JACOBS@prodigy.net>
Message-ID: <72ih34$52ki$1@newssvr04-int.news.prodigy.com>
Source record: 58222

Does anyone have the software that came with the ATR8000? It came with CPM and some other utilities. Any help would be appreciated.

4155. Atari 130XE I need help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: mattc@sinistar.motispd.com
Message-ID: <72j4jp$8mv$1@sinistar.motispd.com>
Source record: 58223

I just got a Atari 130XE in the original box at a thrift store
for the swinging price of $9.95 I also picked up a Atari SC1224
monitor (for $9.95 as well).

My first issue is the 130XE did not come with the power supply.
So I need to know where I can get one (Best electronics?).

Second. I need to get some info on the monitor. Is it color?
RGB?

Third. I am now looking for a disk drive and any other expansion
items. The users manual states that any device (disk drive etc..)
that was used on the XL line can be used for the XE.

Lastly.. Can anyone suggest a web site that gives a good
description of the 130XE and any hardware that was released for
it?

Many thanks in advance..

Regards,

--
Matt Costanza
Austin, TX USA

4156. Atari 8-Bit Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-13 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <364D23C8.207@ccnet.com>
Source record: 58224

Take a look at my web site below.
--
4Jays Classic Video Games and Old Computers
Buy/Sell/Trade/Service/Parts
Atari 2600/5200/7800,Colecovision,Intellivision,
Odyssey 2,Fairchild,Pongs,Handhelds,Etc
Commodore 64/128/Amiga and Atari 8bit/16 bit

http://www.ncal.verio.com/~4jays/

4157. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be0f65$c9afae80$c6364382@vidar>
Source record: 58225

I don't know if it's the latest, but I have some MIO stuff on my pages at :
http://home.sol.no/~olavese/index.htm then goto Atari, then Atari 8-bit and
finally Download section.

Hope it helps

MICHAEL A JACOBS <MICHAEL.JACOBS@prodigy.net> wrote in article
<72ih60$17r6$1@newssvr04-int.news.prodigy.com>...
> I am looking for the latest hard disk driver software for the MIO
interface
> by ICD. Any help would be appreciated.
>
>
>

4158. TAF Flea Market - Update

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <364d1b43.0@nemo.idirect.com>
Source record: 58226
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,alt.atari,comp.sys.atari.8bit

a little update to the TAF MonSTEr Flea Market on the 18th of this month....

Those on this forum in Canada who have been wondering about Mario Becroft's new PC Mouse Adaptor will have a chance to see this little gizmo in action at the Flea Market, as Ken Macdonald has brought in five of the little beasties which will be demonstrated. Three have already been earmarked as sold, and TAF is currently looking at putting in an order for more.

BTW, I got a chance to play with one of them at our exec meeting Wednsday and was very impressed - especially since it was attached to a Logitech 3-button mouse. The centre button was configured as a double-click, and was very quickly gotten used to. The Logitech is also very ergonomic and fit the contour of my hand real good. One other thing - Mario has designed the adaptor so that it plugs into the mouse port, then the cable runs under the machine so that the plug for the PC mouse can attach behind the computer - great idea!

anyway, details for the Flea Market follows.....

WEDNSDAY, NOVEMBER 18, 1998 is the date for the Toronto Atari Federation FLEA MARKET! The doors open to the public at 7:00 PM and will remain open until 10:30 PM.

This is your chance to come to a bazaar of Atari related pre-owned hardware and software where you may find that peripheral, application or utility for your ST/Mega/TT/Falcon 16/32-bit computer system or your XL/XE 8-bit classic computer system.

If you have original software or hardware that you no longer have any use for, get yourself a half-table and try to sell it! Or find that treasure that you have always wanted. Great deals should be in abundance.

Half-Table's will be $5.00 or the Full-Table for $10.00 each. Half-Table's are FREE to TAF MEMBERS. Admission is $2.00 per non-member family but if you are selling and have taken a half-table or more, admission is inc- luded. Admission for TAF members is, of course, Free.

The Flea Market will run from 7:00 PM to 10:30PM, with setup commencing for sellors after 6:30 PM, and teardown after 10:30 PM. This should allow enough time for as many people inside and outside Toronto to attend the event.

As usual, piracy cannot and will not be condoned. You must be selling original pre-owned software only. If anyone is caught selling pirated software or stolen hardware, they will be dealt with severely!!

The TORONTO ATARI FEDERATION Flea Market will be held in the "Rose Room" of the North York Memorial Community Hall on the Lower or Concourse Level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkhome Ave. Parkhome is 5 stoplights North of Hwy 401 running East off of Yonge

4159. Re: TAF Flea Market - Update

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <364d1bf6.0@nemo.idirect.com>
Source record: 58227
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,alt.atari,comp.sys.atari.8bit

WEDNSDAY, NOVEMBER 18, 1998 is the date for the Toronto
Atari Federation FLEA MARKET! The doors open to the
public at 7:00 PM and will remain open until 10:30 PM.

This is your chance to come to a bazaar of Atari related pre-owned
hardware and software where you may find that peripheral, application or
utility for your ST/Mega/TT/Falcon 16/32-bit computer system or your
XL/XE 8-bit classic computer system.

If you have original software or hardware that you no longer have any
use for, get yourself a half-table and try to sell it! Or find that
treasure that you have always wanted. Great deals should be in
abundance.

Half-Table's will be $5.00 or the Full-Table for $10.00 each.
Half-Table's are FREE to TAF MEMBERS. Admission is $2.00 per non-member
family but if you are selling and have taken a half-table or more,
admission is inc- luded. Admission for TAF members is, of course, Free.

The Flea Market will run from 7:00 PM to 10:30PM, with setup commencing
for sellors after 6:30 PM, and teardown after 10:30 PM. This should
allow enough time for as many people inside and outside Toronto to
attend the event.

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original pre-owned software only. If anyone is caught selling pirated
software or stolen hardware, they will be dealt with severely!!

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of the North York Memorial Community Hall on the Lower or Concourse
Level of the North York City Centre Library Building at 5110 Yonge
Street (next to Mel Lastman Square) at Parkhome Ave. Parkhome is 5
stoplights North of Hwy 401 running East off of Yonge

4160. Re: ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <72j9mm$n0e$1@nnrp1.dejanews.com>
Source record: 58228

the original post to this asked if a 3.5 can be used on an atr-8000,
the answer is yes a 720k 3.5 will work just fine (i used it with spart 3.2
set as 80trk dbl sided dbl density) and i have about 25 720k floppies with
my atari stuff on them... i also have a 720k 5 1/4 floppy that works fine
also. i was asked by someone to rewrite the roms in it to emulate the indus gt
synchromesh high speed enhancement, he even had all the technical docs to do
it but alas, i dont know z80 assem :'(

sloopy.

In article <364BC866.B5DC402F@sisna.com>,
bobkla19@sisna.com wrote:
> Have not had much expierence with the AtR-8000, but there is Public
> Domain Rom available that will take an XF551 disk drive from the 5/1.4
> to the 3.5 disk drive.
>
> bob
>
> If anyone has specs on the Atr-8000 for this please enlighten me.
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4161. Re: Atari 130XE I need help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be0fb2$3a306cc0$bc364382@vidar>
Source record: 58229

Matt Costanza <mattc@sinistar.motispd.com> wrote in article
<72j4jp$8mv$1@sinistar.motispd.com>...
> I just got a Atari 130XE in the original box at a thrift store
> for the swinging price of $9.95 I also picked up a Atari SC1224
> monitor (for $9.95 as well).

Good prices

> My first issue is the 130XE did not come with the power supply.
> So I need to know where I can get one (Best electronics?).
>
> Second. I need to get some info on the monitor. Is it color?
> RGB?
Yes, it is. RGB color monitor for the ST range of computers. I think they
have composite connectors in there too, so it should perhaps be possible to
make a connector for the XE

> Third. I am now looking for a disk drive and any other expansion
> items. The users manual states that any device (disk drive etc..)
> that was used on the XL line can be used for the XE.
>
> Lastly.. Can anyone suggest a web site that gives a good
> description of the 130XE and any hardware that was released for
> it?
>
> Many thanks in advance..
>
> Regards,
>
> --
> Matt Costanza
> Austin, TX USA
>

4162. FA: Rare ATARI & STERN Prototional Lapel Pins (TEMPEST!)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <72jjvf$ik0@freenet-news.carleton.ca>
Source record: 58230
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I have a few rare promo lapel pins for auction on ebay. If you collect
rare videogame related items, dont miss these.

RARE! ATARI TEMPEST PROMOTIONAL LAPEL PIN!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=42053735

RARE! ATARI BATTLEZONE PROMOTIONAL LAPEL PIN!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=42054103

RARE! ATARI MISSILE COMMAND PROMOTIONAL PIN!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=42054047

RARE! STERN BERZERK PROMOTIONAL LAPEL PIN!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=42053808
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4163. Re: Happy Drive??

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: Bubba <dslord@flash.net>
Message-ID: <01be0fc0$043a0000$2168280a@CommUnit.sw.faa.gov>
Source record: 58231

It adds a track buffer to the 1050 in addition to the other stuff
mentioned. This enabled the drive to read an entire track in one rotation
of the diskette. The limiting factor became the slow serial drive
interface. Happy tried to help with this by patching DOS to allow the
drive to pass data at twice the rate of a standard 1050. I have three
happy 1050's still. Nothing beat the sound of the drives using Warp speed
with the track buffer.

8bitz@my-dejanews.com wrote in article <
>
> Ok The happy drive first of all was a double density drive like the US
> doubler mod. It was also capable of doing the ultra speed sector skew for
> fast loading. and the best feature of the happy was the ability to
duplicate
> disk based copy protection. Back in the day it was the only way to copy
> protected disks. Sure there was chipmonk but that was just a crack
database
> with a few hundred programs in it :) Now there is the APE pro system that
> will copy the originals just like a happy. BTW I had my first happy in
87.
> Ahh memories :)
>
> Mark
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

>

4164. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10b72d0a9dc410da9896e9@news.midwest.net>
Source record: 58232

In article <36398b9a.61033612@news.pressenter.com>, jmelbo@pressenter.com
says...
> On Wed, 28 Oct 1998 13:43:54 -0500, "Tim Wilson" <mathew@rx9.com>
> wrote:
>
> >Anyone know why the Alternate Reality Series was canned. They were porting
> >it to newer systems as they came so the were current with the technology
> >supported. I would have loved to finish the series and I am still curious as
> >to what many of the references in the game would turn out to be later.
>
> Ask Phil Price.
>
>
>
Simple - they (Datasoft) didn't pay him... Visit other AR enthusiasts on
efnet's #alternate-reality irc channel... also, join the AR mailing list
(details to follow)

--
Ron
rlaski@midwest.net

4165. Re: Are any of these rare?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10b72e9e61bf3ba19896ea@news.midwest.net>
Source record: 58233

In article <Tzu%1.516$B6.13614756@news1.i1.net>, jvogel@mail1.i1.net
says...
> 8bitz@my-dejanews.com wrote:
> : Hmm. You bought the most common one of the bunch :) Most are uncommon. They
> : usually go for 5 to 10 online. Some thorn/EMI carts like jumbo jet pilot are
> : rare.
>
> Hehehe :) Jumbo Jet Pilot was the first game I purchased for my 400.
>
> John
> jvogel@i1.net
>
>
I had trouble flying the darned thing to the other corner of the map.. i
asked a friend about it, and he said, "Just Drive it!" I did, and that
works! :)

--
Ron
rlaski@midwest.net

4166. Re: "Dr. Wacko's" programming books

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10b732efab2f80349896eb@news.midwest.net>
Source record: 58234

In article <G8302.63180$ZF.9204219@news3.voicenet.com>,
smile4@voicenet.com says...
> I don't see any advertisements
>
> >I remeber it advertising other books in the series. Did they ever come
> >out with the other ones, or wa it just the game design one.
> >
> >Remember the hollandaise sauce? And the angry camels... ;-)
> >
> >--
> >Kirk Israel - kisrael@cs.tufts.edu - http://www.alienbill.com
> >"I'm a slippery monster in a sticky world- this is no place for me"
> > --Ickus, The Real Monsters
>
>
>
Mine too, is spiral bound, (near mint cond. too) my fave was
'Boulliabaise Logic' :) (i hope i spelt that write!) :)

--
Ron
rlaski@midwest.net

4167. Re: Another "anybody remember this game" request.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10b733e8cfbe069d9896ec@news.midwest.net>
Source record: 58235

```
In article <72cd13$rg2$1@nnrp1.dejanews.com>, 8bitz@my-dejanews.com
says...
> In article <364acf83.21364471@news.demon.co.uk>,
> mclane@dellos.demon.co.uk wrote:
> > The other Day jvogel@mail1.i1.net ( John Vogel) wrote:
> >
> > >I don't remember that on the Atari. I do remember something like that for
> > >the PC called "The Lost Vikings" except that there was a third character
> > >as well - each viking could do something different.
> > >
> > >John
> > >jvogel@i1.net
> >
> > Yep, that the name on the PC and snes...
> >
> > Never heard of an atari equiv
>
> I have lost vikings for the genesis :)
>
> Somebody mentioned a title called robot knights on the atari. That sounds
> familiar. Anybody have it?
>
> Mark
>
> ------------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>
I'm pulling straws here (don't ask from where!) but how about 'Galahad
and the Holy Grail'? you could either have a sword a shield-looking ring
that made you run fast... but it's not really a 'platform' game...
--
Ron
rlaski@midwest.net
```

4168. Re: Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: mwtoelle@edge.net
Message-ID: <364f57f2.12823652@news.edge.net>
Source record: 58236

On 9 Nov 1998 11:35:55 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

>Howdy folks
>
>>Ok it's: alt.binaries.comp.atari8bit
>
>Coud somebody tell me how to get there? It's been mentioned quite a few times
>in the past month or so. But I can not find it in the list the PC shows me.
>This thing runs Windows NT 4.0. How do I tell this damb thing where to look
>(or just that it should try to find it. I don't need all 5000+ groups it tells
>me it has found.)
>
>CU Mathy van Nisselroy
>
I know some news servers do not include the alt.binaries groups. You
might need to look around a bit for one that does.

Mike Toelle

4169. Re: Character disks and such

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10b7361c759703a39896ed@news.midwest.net>
Source record: 58237

In article <364ADB7B.8EDB3969@ix.netcom.com>, rely@ix.netcom.com says...
> Scotsman wrote:
> >
> > Ok, I now have the emulator, and some of the software that I own, but I do have
> > a slight dilemma. In games such as Wizards Crown and Alternate Reality, you
> > need to create disks or have a character disk to save on. Is there any way to
> > go about doing this or am I basically up the creek?
> >
> > Scotsman
>
> Scotsman,
> Easy one! Simply copy one of the ATR files to a new file (new name),
> then from within the emulator, simply delete all file in the image. This
> is essentially a formatted disk. Now, run the game and have that image
> mounted as one of the drives. You may have to drop back to the emulator
> properties mode to switch out the D1: image with you blank disk image
> then go back into the game WITHOUT rebooting the emulator. Then save the
> info. Hopefully this can be done by only having the blank image as D2:
> instead. It depends on the game whether or not everything must be in
> D1:.
>
>
>
I don't know about the new atariwin, but i believe most of the AR
archives have a blank pre-formatted char disk image in them already...
if not, i can email one out to whoever needs it.

--
Ron
rlaski@midwest.net

4170. Re: Yogi's Jellystone Park?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10b73748bdea4c99896ee@news.midwest.net>
Source record: 58238

```
In article <72eafm$ctk$1@plug.news.pipex.net>,
thumbs_aloft@dial.pipex.com says...
> Does anyone know if this great archive site still exists, and if so where
> it's gone? Any help much appreciated.
>
>
>
I have about 80-90 megs of yogi stuff on a zip disk.

--
Ron
rlaski@midwest.net
```

4171. Re: ISO: expanding 400 memory

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: peter_g@my-dejanews.com
Message-ID: <72k1vd$91r$1@nnrp1.dejanews.com>
Source record: 58239

The Atari 400/800 has an 8-bit processor and only addresses 64K of memory.
There is 16K of ROM that is its operating system, so 48K of RAM is all that is
available. The good news is that you are allready "maxed-out".

Sorry,
Pete

In article <19981103111432.17622.00002947@ng146.aol.com>,
vinnie5757@aol.com (VINNIE5757) wrote:
> Someone out there must have the plans on expanding a 400's memory beyond 48k..
> I have Atari's stock 48k expansion board, which I understand is actually
64k...
> since, years back, Byrd/Torres came up with memory mods taking a 16k board and
> making it into a 64k, Axlon compatibile, I figure there must be a mod to the
> Atari 48k board to access that last 16k that's sitting there.... help?????????
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4172. Re: Atari 130XE I need help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: eparent <eparent@reply.here.net>
Message-ID: <364DAA8F.4474B345@reply.here.net>
Source record: 58240

Matt Costanza wrote:
> My first issue is the 130XE did not come with the power supply.
> So I need to know where I can get one (Best electronics?).

from Best or B&C at www.myatari.com

> I also picked up a Atari SC1224
> Second. I need to get some info on the monitor. Is it color?
> RGB?

the Atari SC1224 is a color monitor for use with Atari ST computers.
it requires a different signal than what the 8-bit outputs.

> Third. I am now looking for a disk drive and any other expansion
> items. The users manual states that any device (disk drive etc..)
> that was used on the XL line can be used for the XE.

Best and B&C can help. also keep reading this group and you will
see people selling stuff.

> Lastly.. Can anyone suggest a web site that gives a good
> description of the 130XE and any hardware that was released for
> it?

The Atari 8-bit FAQ is a good source.
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

later,
eparent

4173. Re: Atari 130XE I need help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: eparent <eparent@reply.here.net>
Message-ID: <364DABC9.B9410AFB@reply.here.net>
Source record: 58241

Vidar \"Hawk\" Olavesen wrote:
>
> Matt Costanza <mattc@sinistar.motispd.com> wrote in article
> > Second. I need to get some info on the monitor. Is it color?
> > RGB?
> Yes, it is. RGB color monitor for the ST range of computers. I think they
> have composite connectors in there too, so it should perhaps be possible to
> make a connector for the XE

nope. the SC1224 has no composite input. its only RGB. i beleive the
Amiga
monitors are the ones that have RGB and composite.

later,
eparent

4174. Re: Another "anybody remember this game" request.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <r9v6glx8.fsf@erols.com>
Source record: 58242

rlaski@midwest.net (Ronald A. Laski, Jr.) writes:

> > http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
> >
> I'm pulling straws here (don't ask from where!) but how about 'Galahad
> and the Holy Grail'? you could either have a sword a shield-looking ring
> that made you run fast... but it's not really a 'platform' game...
> --
> Ron
> rlaski@midwest.net

That was a fun game! I liked the Holy Hand Grenade and rabbit.. I figured out how to evade the rabbit and use the grenade to smash up the ship, making it easy to solve the final board. I can't find the disks now though.. too bad.

Gregm

4175. **Need Happy 7.1 Software**

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: Spdracer@sunset.net
Message-ID: <72kvc9$70u@enews3.newsguy.com>
Source record: 58243

Loaned my copy to my son with drive and he lost my happy software, my dos disks, and a bunch of other stuff. In fact the whole disk case full of disks.

What I really need though is the Happy 7.1 software if anyone can direct me to a location to get it.

TIA

4176. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <364E663C.B46A76FA@sisna.com>
Source record: 58244

There is not a latest version of the MIO hard drive formatters. What versions do you presantly posess, possibly I can help you with some you do not have.
bob

4177. Need protected disks converted to APE Pro System images

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: tramos@columbus.rr.com
Message-ID: <tramos-1411982301390001@grv216148.columbus.rr.com>
Source record: 58245

Hello,

I'm Tony Ramos. You may remember me from such software titles as 'Parrot' and 'Creepy Caverns'. ;-)

I'm in the process of sucking all of my physical 5-1/4" Atari disks, TRON-like, into the virtual ether of my PC's hard disk, thanks to Steven Tucker's fine APE system.

All disks, that is, except for my commercial disks. I don't have the Pro System, so I can't completely duplicate these. Ironicall, one of these disks is my own work!

So, can anyone out there provide me with Pro System images of the following titles? They're somewhat rare, so I am willing to send the disks out for conversion, if necessary. BTW I intend to share the images with the public once they're made.

Thanks,
Tony R.

--

Titles:

Parrot
MagniPrint II+
A Basic Compiler
Guitar Wizard

4178. Re: Yogi's Jellystone Park?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: baronvr <baronvr@REMOVEusa.net>
Message-ID: <uq835tGE#GA.398@nih2naaa.prod2.compuserve.com>
Source record: 58246

Hold on to it all. Someday, Yogi's server and the mirrors won't be around
and new sites will have to get the files from somewhere...

--
Spike's Big Vectrex Page
http://members.xoom.com/baronvr/

[please remove spamblock before emailing...]
--
Ronald A. Laski, Jr. wrote in message ...
>In article <72eafmctk1@plug.news.pipex.net>,
>thumbs_aloft@dial.pipex.com says...
>> Does anyone know if this great archive site still exists, and if so where
>> it's gone? Any help much appreciated.
>>
>>
>>
>I have about 80-90 megs of yogi stuff on a zip disk.
>
>--
>Ron
>rlaski@midwest.net

4179. Re: Help with virus ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: Daniel.Pralle@t-online.de
Message-ID: <72jvo9$42b$1@news02.btx.dtag.de>
Source record: 58247

"paul.gething" <paul.gething@which.net> schreibt: > Can anyone help with what sounds like a virus problem please. A local
> school has an Atari (xl I think) which is used for music. Whenever it is
> activated, bombs appear on the screen and any work is lost.
>
> Could this be some kind of virus and if so, how can it be safely removed -
> there is a lot of student work at stake.
>
> Many thanks for your help,
> PG
>
>
Heho,
Youï¿½re wrong. The school got an ATARI ST. The Bombs is somthing like an error-code by the OS. You have to count the bombs somthing between 2 and 8 I guess and write a mail to: comp.sys.atari.st.
Ciao.

4180. Re: Attn Bob Woolley: Sweet 16 (816) memory plans

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <364DBF9A.2E5EED7A@postoffice.pacbell.net>
Source record: 58248

using a SIMM does not look too practical considering the scarcity of the 65816
and the amount of work involved. A 512K SRAM would be a little more reasonable.
Which machine do you have it in? A 1200XL? :)

Bob

maybe I take that back - a 16mb SIMM may not be too difficult. three 158s and a
little glue..... how bad do you want this folks?

David A. Paterson wrote:

> Anyone ever see any plans for memory upgrades that are compatible with the
> FTe 65816 upgrade, the "Sweet 16"? I bought #2 or #3, and was hoping to add
> '816 memory some day. Now with a bunch of 256k SIMMs kicking around, I'd
> like to do it. Any help, pointers to plans (NOT the typical 16k bank
> switches, I'm looking for '816 memory) would be much appreciated.
>
> David Paterson

4181. Re: What is a JAM!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-14 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <364DBA07.25D97256@postoffice.pacbell.net>
Source record: 58249

JAM!! is a standalone adapter that allows you to hook up your Atari to a VGA monitor. For best results you must make your own cable, but it is worth it! The display on an 800 is superb.

It costs $79.95 and can be ordered at aimslab.com.

Dana Eckel wrote:

> I am wondering what is a JAM, where do I get one

4182. FA: ATARI 800XL + 5 Games, ATARI 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: cosmictoys@mindspring.com
Message-ID: <36502d55.7444712@news.mindspring.com>
Source record: 58250

Up for bids on ebay through Sunday night.

ATARI 800XL 8 bit computer + 5 Games Carts, PS and Joystick.

See a complete description and a photo at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=41414586

ATARI 1050 Disk Drive, with SIO cable and power supply.

See a photo and complete description at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=41415282

also up for bids...

ATARI 7800 Video Game Systerm
Includes 2 7800 games and 1 2600 game

See a photo and complete description at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=41411309

4183. looking for a CX12 recorder

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: J<unk>r<unk>me LEGRAS <legras@wanadoo.fr>
Message-ID: <72m3uriud1@platane.wanadoo.fr>
Source record: 58251

For my 800 XL thanks, make offer :
legras@wanadoo.fr

4184. Where have all those beaut BASIC programs gone?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: Rohan Langley <rohan@spamout.pacific.net.sg>
Message-ID: <72mqh7lqu1@newton2.pacific.net.sg>
Source record: 58252

Sometimes I feel pangs of sadness to imagine the loss of many of those often simple, but nevertheless amazing and lovingly coded BASIC games and such for the 8-bit. Do you think many of these programs would be relegated to extinction? Checking all the Atari archives doesn't seem to reveal them in their simple glory and immense number...Seems only the stuff with mass-market appeal appears online...?

Particularly enjoyable were the programs that stretched the ability of the Atari, adding extra colours and animations with careful use of Player-Missile graphics and verticle interrupt trickery. Even today's pc's seem to lack the smooth as silk scroll of some of those Atari animations!

Someone prove me wrong! I hate to think that that huge archive of disks I thoughtlessly sold off over a decade ago now grows mould in someone's attic.

Rohan

4185. Re: ISO: expanding 400 memory

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981115101640.29294.00000984@ng09.aol.com>
Source record: 58253

>There is 16K of ROM that is its operating >system, so 48K of RAM is all that
>is available.

Perhaps not. The Mosaic 64 memory upgrade
(1982?) allowed the additional 16K Ram to be used as 4 X 4K ram banks that were

user selectable. The Mosaic 64 was originally
designed for the 400, so if one could find one and learn the magic... The
400/800 OS was only 12K, so there is 4K "left over".
For instance, if you have an XL/XE and
run a Translator, you can get 52K, with the
$C000-$CFFF (4K), although not
contiguous from BASIC. Probably the
easier and cheaper solution is to get an
XL or XE, though.
Larry

4186. Re: Where have all those beaut BASIC programs gone?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981115103540.29294.00000991@ng09.aol.com>
Source record: 58254

Look on the Pool Disk or better yet, PDII.
Larry

4187. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_911134337@rtfm.mit.edu>
Source record: 58255
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 21, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

4188. WTB: 3 EA Flat Box Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: Hugh Falk <hughfalk@mediaone.net>
Message-ID: <RIC32.47$5O6.176360@lwnws01.ne.mediaone.net>
Source record: 58256

```
The Last Gladiator
The Standing Stones
Dragon's Lair (EA Flat version)

If anybody has these game (original disks, not copies) and would be willing
to sell or trade them. Please write me at hughfalk@mediaone.net

Thanks,
Hugh
```

4189. Re: Where have all those beaut BASIC programs gone?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <72mv9r$e67@bgtnsc02.worldnet.att.net>
Source record: 58257

I had compiled quite a few, andadded them to binary disks long ago..
goldrush, motorcycle maze rider, escape from epsilon, and a few others.. I
also was co-author on the space zap clone, Galaxy Defender, and had a
compiled version some where.. I just don't have the hardware to transfer
them to the pc.. maybe one of these days...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Rohan Langley wrote in message <72mqh7lqu1@newton2.pacific.net.sg>...
>Sometimes I feel pangs of sadness to imagine the loss of many of those
often
>simple, but nevertheless amazing and lovingly coded BASIC games and such
for
>the 8-bit. Do you think many of these programs would be relegated to
>extinction? Checking all the Atari archives doesn't seem to reveal them in
>their simple glory and immense number...Seems only the stuff with
>mass-market appeal appears online...?
>
>Particularly enjoyable were the programs that stretched the ability of the
>Atari, adding extra colours and animations with careful use of
>Player-Missile graphics and verticle interrupt trickery. Even today's pc's
>seem to lack the smooth as silk scroll of some of those Atari animations!
>
>Someone prove me wrong! I hate to think that that huge archive of disks I
>thoughtlessly sold off over a decade ago now grows mould in someone's
attic.
>
>Rohan
>
>
>

4190. Re: Where have all those beaut BASIC programs gone?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <364F140D.29061FE2@erols.com>
Source record: 58258

Pool Disk Too is one really good source of the programs. Both of my
user groups have copies of the first Pool Disk (it's in my posession for
one of the groups since I'm the only member with a PC and an SIO2PC
cable.) Both groups will shortly receive Pool Disk Too. You can order
it from Ernest R. Schreurs. Look up a message on DejaNews written by Bo
Schreurs about a month ago re: Pool Disk Too.

User group libraries constitute another source. For example, both my
user groups have disks in the hundreds and most contain BASIC programs.
Finally, Tom Hunt's Website and FTP site are good sources.

If you need any more info, please let me know.

Alan

Rohan Langley wrote:
>
> Sometimes I feel pangs of sadness to imagine the loss of many of those often
> simple, but nevertheless amazing and lovingly coded BASIC games and such for
> the 8-bit. Do you think many of these programs would be relegated to
> extinction? Checking all the Atari archives doesn't seem to reveal them in
> their simple glory and immense number...Seems only the stuff with
> mass-market appeal appears online...?
>
> Particularly enjoyable were the programs that stretched the ability of the
> Atari, adding extra colours and animations with careful use of
> Player-Missile graphics and verticle interrupt trickery. Even today's pc's
> seem to lack the smooth as silk scroll of some of those Atari animations!
>
> Someone prove me wrong! I hate to think that that huge archive of disks I
> thoughtlessly sold off over a decade ago now grows mould in someone's attic.
>
> Rohan

4191. WANTED: EA Titles

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <72n61adfi2@ramp2.tir.com>
Source record: 58259

```
Electronic Arts "M.U.L.E." packaging & instructions (like new condition)
Electronic Arts "One on One" packaging (like new condition)
--
*** The Collectaholic's Page - http://www.tir.com/~mkusz/
```

4192. Re: 8bit hardware/software $25

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <364F225E.1D10@volcano.net>
Source record: 58260

Kent Johnson wrote:
>
> Search your heart and ask yourself is there anything 8bit
> you will pay $25 for? If so, I probably have it. Leave me Email
> [snipped] and tell me what, precisely, you want. I will tell you yes or no.

We'd hate to trouble you to type up a list or anything like that... Oh,
my precise answer to your post: no.

the Mav

--
THE SPACE AND FANTASY GAMER'S GUIDE http://www.brainiac.com/micro/sfgg/
The guide is a comprehensive game index for the magazines Space Gamer,
Fantasy Gamer, Ares, Interplay, Nexus and VIP of Gaming.

NEW! INTERPLAY #1 will be given away with the first 25 copies sold!

4193. Anyone have old issues/disks of Antic Magazine?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: baronvr <baronvr@REMOVEusa.net>
Message-ID: <uIskgYNE#GA.318@ntdwwaaw.compuserve.com>
Source record: 58261

I just visited the Digital Antic Project and was noticing how slow progress was. They still need disks (or dumped disks/programs) and issues (or scans, or typed-in files) to archive. The good thing about helping them out is that for each item sent to them it then gets distributed to hundreds (hey, it could happen).

Just reminding everyone it's there...
http://atarimagazines.com/

c cole
baronvr

--
Spike's Big Vectrex Page
http://members.xoom.com/baronvr/

[please remove spamblock before emailing...]
--

4194. Re: Happy Drive??

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <364f4aee.266381179@news.pressenter.com>
Source record: 58262

On Thu, 12 Nov 1998 15:58:58 -0600, Anthony Baker <antbaker@arn.net>
wrote:

>Michael Chandler wrote:
>>
>> Does anyone know what an Atari Happy Drive is? What is unique about it and
>> what makes it different from a regular disk drive?
>>
>> Does anyone have one who can tell me what's so different? Thanks!
>
>The Happy Drive is a re-vamped, cheaper, and claimed to be better than
>the 1050 Atari Drive. This came about around 1985 (1986?) by Happy
>Corp. (or something like that).
>
>Laters,
>
>antbaker@arn.net

Actually it isn't cheaper because it was simply an add on for a 1050
drive. You had to have a 1050 to put the Happy mod in. They also
made a mod for the 810 drive.

4195. Re: **Need Happy 7.1 Software**

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <365050d3.267890443@news.pressenter.com>
Source record: 58263

On 14 Nov 1998 22:14:33 GMT, Spdracer@sunset.net wrote:

>What I really need though is the Happy 7.1 software if anyone can direct
>me to a location to get it.

Comin right up.

4196. Re: **Need Happy 7.1 Software**

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <365151ed.268172301@news.pressenter.com>
Source record: 58264

On 14 Nov 1998 22:14:33 GMT, Spdracer@sunset.net wrote:

>What I really need though is the Happy 7.1 software if anyone can direct
>me to a location to get it.

Check alt.binaries.comp.atari8bit

4197. Re: 8bit hardware/software $25

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: Kent Johnson <compx2k@javanet.com>
Message-ID: <72non4ntd1@as4100c.javanet.com>
Source record: 58265

Why bother answering then? So far I have received offers for 1200xls and IBM compatible floppy drives. I just have too much stuff to list, and I don't have the patience to pack and send it for pennies.

So if you insist on being rude, well, I guess that is a life. Not much of one, but a life.

--Kent
The Maverick wrote in message <364F225E.1D10@volcano.net>...
>Kent Johnson wrote:
>>
>> Search your heart and ask yourself is there anything 8bit
>> you will pay $25 for? If so, I probably have it. Leave me Email
>> [snipped] and tell me what, precisely, you want. I will tell you yes or no.
>
>We'd hate to trouble you to type up a list or anything like that... Oh,
>my precise answer to your post: no.
>
>the Mav
>
>
>--
>THE SPACE AND FANTASY GAMER'S GUIDE http://www.brainiac.com/micro/sfgg/
> The guide is a comprehensive game index for the magazines Space Gamer,
> Fantasy Gamer, Ares, Interplay, Nexus and VIP of Gaming.
>
> NEW! INTERPLAY #1 will be given away with the first 25 copies sold!

4198. Atari Web page updated. And needs input

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <364f9732.0@news.inil.com>
Source record: 58266

Please check the following:

www.fujiman.com

If you are a member to a users group or wish to have your address added or
want to comment, send a message to

mcmahon@inil.com

4199. Re: Help with virus ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <364FAE00.2B455BE@ix.netcom.com>
Source record: 58267

Actually, it sounds like you've got an Atari ST, not an Atari XL. The bombs are indicative that the machine has crashed, probably the result of a bad desk accessory or AUTO folder program. The easy solution is to boot from a different disk then rename the .ACC files and the .PRG files in the AUTO directory. You can add them back one by one to see which one kills the machine.

Hopefully, you're running off of floppies, then this will be easy. If you're running from a hard drive, it gets to be much more of a bitch (I know from ugly personal experience), but try powering on the hard drive, inserting a bootable floppy in A:, then turn on the computer. As it begins the boot process (the floppy light blinks on), hold down Shift, Alternate, and Control at the same time. This should bypass the hard drive's auto-boot program, allowing you to load the drivers manually, install a hard drive icon, and then do the file rename. This may or may not work, depending on your precise set up (I spent a couple weeks on comp.sys.atari.st taking similar but slightly different suggestions from folks there without success, until I hit upon this combination).

Good luck,
Jeff

paul.gething wrote:

> Can anyone help with what sounds like a virus problem please. A local
> school has an Atari (xl I think) which is used for music. Whenever it is
> activated, bombs appear on the screen and any work is lost.
>
> Could this be some kind of virus and if so, how can it be safely removed -
> there is a lot of student work at stake.
>
> Many thanks for your help,
> PG

4200. Re: WTB: XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-15 00:00:00 UTC
From: JT <jtjammer@hotmail.com>
Message-ID: <364EB393.4CB35FF2@hotmail.com>
Source record: 58268

I will be selling my systems in the near future. Including a complete XE
Game System with box.
Stay Tuned.

The Maverick wrote:

> Wanted: XE game system, prefer complete in box. Please e-mail with
> price and condition. I also have a number of boxed/loose Atari 5200
> carts to trade (and other misc. videogame items.) Thanks!
>
> the Mav
>
> --
> THE SPACE AND FANTASY GAMER'S GUIDE http://www.brainiac.com/micro/sfgg/
> The guide is a comprehensive game index for the magazines Space Gamer,
> Fantasy Gamer, Ares, Interplay, Nexus and VIP of Gaming.
>
> NEW! INTERPLAY #1 will be given away with the first 25 copies sold!

4201. Re: For Sale : ATARI 130 XE and some cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-16 00:00:00 UTC
From: Pashkovsky Alexey <scout@t2.technion.ac.il>
Message-ID: <Pine.GSO.3.95.981116110212.6162A-100000@techst02.technion.ac.il>
Source record: 58269

```
Hello !
What is the price and where do you live ?
Thanks.
> If you´re interested , please contact me !!!
>
>
```

4202. Re: **Need Happy 7.1 Software**

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-16 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <36501F7A.C6680168@ix.netcom.com>
Source record: 58270

Jon Melbo wrote:
>
> On 14 Nov 1998 22:14:33 GMT, Spdracer@sunset.net wrote:
>
> >What I really need though is the Happy 7.1 software if anyone can direct
> >me to a location to get it.
>
> Check alt.binaries.comp.atari8bit

Jon,
You might want to pass that to Bill Kendrick to post on the Umich
Archive too.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4203. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-16 00:00:00 UTC
From: atari.stuff@ehrich.com
Message-ID: <8pV32.32821$%X2.5249929@news3.voicenet.com>
Source record: 58271

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists for the PC, Amiga, Vic20 C64, TI, COCO
Video Games, Music CD's, Books on Tape, Computer Courses,
and the latest Atari list.

Atari HW & Software Items for Sale
Plus Shipping - PrePaid Only

Atari power supply for 1050 drive..... $12
Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 1020 Printer..... $10
Atari 410 Program Recorder (tape deck) $10
Cables for Atari etc from Chelco (6) ..... $ 4 each
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (4)..... $ 8 each
Paddles (2 sets)..... $12 each set
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50

Diskette Software for Atari Computers
$3.95 each (6 for $18)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
DeBug by Childware
Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes

MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
Reading Skills
Sesame Str Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spnker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

Diskette Software for Atari Computers
$2.50 each (5 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Astro Grover
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Lode Runner
Lucas Films Ballblazer
Match Up
Master of Lamps
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell

Moon Shuttle
My First Alphabet
On Track Racing
Paint Master Diskette
Print Shop
Sea Bandit
Shape Up
Sky Blazer from Broderbund
Spy vs Spy
Summer Games -
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore

Antic Diskettes from Atari
$1.95 each (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 CompAdv Star Raiders Cartridge w/box
Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box

Atari Artist
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)
Sky Writer

Tape Software for Atari Computers
$2.95 each (4 for $9)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
Gulp!!
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing

Atari Books $4.95 each (5 for $19)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

4204. Re: ISO: expanding 400 memory

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-16 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981116082353.27827.00001222@ng84.aol.com>
Source record: 58272

yes, there was the Mosaic ... matter of fact, I had it... and years ago sold it... (ooops...)

there is a mod that Byrd/Torres made to a 16k board board that willl enable it to access, as an axlon, extra memory... (that was the drawback to mosaic... nothing used their bank select scheme...)

But, why is it an 800 can bank select... what's different here... and, yes, I've been told (bot have not found) that there IS a mod... out there somewhere...!
I wanted to avoid building the 64k mem board that Torres/Byrd had......

4205. Pool disk two

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-16 00:00:00 UTC
From: Chris Kruiper <c.a.kruiper@kpn-telecom.nl>
Message-ID: <01be116d$e1b3ff90$d32b15ac@tonta000067>
Source record: 58273

Hi,

Where can I get pooldisk two ?????

Greetz,

Chris

4206. Re: Where have all those beaut BASIC programs gone?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-16 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <72pj80khj1@nnrp1.dejanews.com>
Source record: 58274

In article <72mqh7lqu1@newton2.pacific.net.sg>,
"Rohan Langley" <rohan@spamout.pacific.net.sg> wrote:

> Someone prove me wrong! I hate to think that that huge archive of disks I
> thoughtlessly sold off over a decade ago now grows mould in someone's attic.
>
> Rohan

Well After getting back into the atari 8 bit frenzy with a $3 yard sale 400 and a $7 800XL and then a $20 1050 and then finding out my atari stuff was not destroyed in a flood in my ex's basement and it was not sold at a garage sale I now have my original omnimon'd 800xl and several USdoubled 1050's A disk holder crammed with 70 disks proved a little unreliable to find working disks from 12 years ago. Sigh. But one thing I found out is that single density disks have came through OK. I had some games I wrote that took me days and days. I put these on a single density dos 2.0 disk. And some of my best pinball construction set tables. I had all of my favorite games in thes disk holder and now very few work. I also just got a bag of loose disks back that were dumped from a box that did get flooded but guess what. Most of them seem to work. Now I'm dumping some things through an SIO2PC and APE or on to newly formatted single density disks. Gawd I have almost 600 disks.... sadly, my ultima 1 disk has a lovely green growth..

Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4207. Re: Anyone have old issues/disks of Antic Magazine?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-16 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <72pk5slik1@nnrp1.dejanews.com>
Source record: 58275

Hmm.
I did just find about 10 of my old antic mags :)
Marm

In article <uIskgYNE#GA.318@ntdwwaaw.compuserve.com>,
"baronvr" <baronvr@REMOVEusa.net> wrote:
> I just visited the Digital Antic Project and was noticing how slow progress
> was. They still need disks (or dumped disks/programs) and issues (or scans,
> or typed-in files) to archive. The good thing about helping them out is that
> for each item sent to them it then gets distributed to hundreds (hey, it
> could happen).
>
> Just reminding everyone it's there...
> http://atarimagazines.com/
>
> c cole
> baronvr
>
> --
> Spike's Big Vectrex Page
> http://members.xoom.com/baronvr/
>
> [please remove spamblock before emailing...]
> --
>
>

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4208. Re: 8bit hardware/software $25

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-16 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <9EZ32.67$K4.2271586@newsfeed.avtel.net>
Source record: 58276

I insist on being rude as well... Silence yourself immediately!

<big cheesy grin>

Kent Johnson wrote in message <72non4ntd1@as4100c.javanet.com>...
>Why bother answering then? So far I have received offers for >
>>[SNIPPED]
>So if you insist on being rude, well, I guess that is a life. Not much of
>one, but a life.
>
>--Kent
>The Maverick wrote in message <364F225E.1D10@volcano.net>...
>> [SNIPPED]

>>We'd hate to trouble you to type up a list or anything like that... Oh,
>>my precise answer to your post: no.
>>
>>the Mav
>>
>>

4209. Re: **Need Happy 7.1 Software**

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-16 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36507721.343243573@news.pressenter.com>
Source record: 58277

On Mon, 16 Nov 1998 07:50:02 -0500, Robert S Ely <rely@ix.netcom.com>
wrote:

>Jon Melbo wrote:
>>
>> On 14 Nov 1998 22:14:33 GMT, Spdracer@sunset.net wrote:
>>
>> >What I really need though is the Happy 7.1 software if anyone can direct
>> >me to a location to get it.
>>
>> Check alt.binaries.comp.atari8bit
>
>
>Jon,
> You might want to pass that to Bill Kendrick to post on the Umich
>Archive too.

Well I can, but is Bill not able to access
alt.binaries.comp.atari8bit? It is easier for me to post it there and
have everyone who is interested in it get it from the newsgroup rather
than me emailing x number of individual copies. But like I said it's
no big deal if he is unable to get it there.

4210. Ogre, Ogre, burning bright....

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-16 00:00:00 UTC
From: Nick Chionilos <CHIONILOS@Megahits.com>
Message-ID: <365085EC.EA65589C@Megahits.com>
Source record: 58278

Can anyone help me find an ATR for the game "Ogre" I think it was a
Steve Jackson
game originally, and I don't know who computerized it, but my copy is
bad and I
would love to be able to play it again!

Thanks in advance!

- Nick

4211. XF551 Disk Drives.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-16 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3650D8D4.A1D1FD37@sisna.com>
Source record: 58279

Will have 2 as soon as I can get them checked out. $41.00 ea shipping SIO Cable and power supply included. Also included by request Public Domain Version of a Rom that will run an installed 720k 3 1/2 inch disk drive. Be sure to ask for the P/D Rom when replying, unless you want only a stock drive.

bob

4212. Re: Attn Bob Woolley: Sweet 16 (816) memory plans

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-16 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <72ql2p$3pv$1@news.storm.ca>
Source record: 58280

Ahhh... just what I didn't want to hear.

It's in my 800xl (256k Newell upgrade, 256k MIO, XF551, OS slightly modified for fast math, E:ditor, and Gr.0 screen dump). I was hoping for a simple 30-pin SIMM solution 'cause I've got a bag full of 256k SIMMs; but I'm willing to try something else if it's easier and cleaner. Only problem is the lack of space in the case (yeah, I know, get a 1200xl and hack on a PBI.)

I doubt there's much demand for any Sweet 16 memory hacks; there aren't more than a handful around. I bought mine from Mike at the TAF 'fest 4 or 5 years ago, along with SDX; at the time he said he'd sold 2 or 3 others.

David Paterson

rwoolley@postoffice.pacbell.net wrote in message
<364DBF9A.2E5EED7A@postoffice.pacbell.net>...
>using a SIMM does not look too practical considering the scarcity of the 65816
>and the amount of work involved. A 512K SRAM would be a little more reasonable.
>Which machine do you have it in? A 1200XL? :)
>
>Bob
>
>
>maybe I take that back - a 16mb SIMM may not be too difficult. three 158s and a
>little glue..... how bad do you want this folks?
>
>
>
>David A. Paterson wrote:
>
>> Anyone ever see any plans for memory upgrades that are compatible with the
>> FTe 65816 upgrade, the "Sweet 16"? I bought #2 or #3, and was hoping to add
>> '816 memory some day. Now with a bunch of 256k SIMMs kicking around, I'd
>> like to do it. Any help, pointers to plans (NOT the typical 16k bank
>> switches, I'm looking for '816 memory) would be much appreciated.
>>
>> David Paterson
>
>

>

4213. Re: Anyone have old issues/disks of Antic Magazine?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-16 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3650F632.BB776E3@arn.net>
Source record: 58281

There is an online Antic magazine resource that is being reproduced in
full and the creator of this site is also looking for mags to "borrow"
to get the info. from. I don't remember the web site but think about
it, how many 8-bit sites are still up? It's not to hard to find.

Laters,

antbaker@arn.net

8bitz@my-dejanews.com wrote:
>
> Hmm.
> I did just find about 10 of my old antic mags :)
> Marm
>
> In article <uIskgYNE#GA.318@ntdwwaaw.compuserve.com>,
> "baronvr" <baronvr@REMOVEusa.net> wrote:
> > I just visited the Digital Antic Project and was noticing how slow progress
> > was. They still need disks (or dumped disks/programs) and issues (or scans,
> > or typed-in files) to archive. The good thing about helping them out is that
> > for each item sent to them it then gets distributed to hundreds (hey, it
> > could happen).
> >
> > Just reminding everyone it's there...
> > http://atarimagazines.com/
> >
> > c cole
> > baronvr
> >
> > --
> > Spike's Big Vectrex Page
> > http://members.xoom.com/baronvr/
> >
> > [please remove spamblock before emailing...]
> > --
> >
> >
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4214. buying 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-16 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <72qcs6iqk1@ramp2.tir.com>
Source record: 58282

buying 8-bit carts for reasonable prices. individuals or lots.

lmk what you have.

4215. Re: Character disks and such

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: Scotsman@ix.netcom.com
Message-ID: <72qlmf$kcm@dfw-ixnews9.ix.netcom.com>
Source record: 58283

In article <364ADB7B.8EDB3969@ix.netcom.com>, rely@ix.netcom.com says...

>Scotsman,
> Easy one! Simply copy one of the ATR files to a new file (new name),
>then from within the emulator, simply delete all file in the image. This
>is essentially a formatted disk. Now, run the game and have that image
>mounted as one of the drives. You may have to drop back to the emulator
>properties mode to switch out the D1: image with you blank disk image
>then go back into the game WITHOUT rebooting the emulator. Then save the
>info. Hopefully this can be done by only having the blank image as D2:
>instead. It depends on the game whether or not everything must be in
>D1:.
>
>
First off, I appreciate the help here, this seems to be a very tech oriented base rather than a
game oriented base, so thanks for putting up with this. Anywho, I did manage to get the AR character disk thing to work and am currently enjoying the City again. I would like to try Wizards Crown again, however when using a blank ATR to be labeled as disk 1(WC creates 3 game
disks for play)as soon as it attempts to create it I get a write error and a corrupted ATR file.
Any suggestions?

4216. atari8 music software/hardware

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: Paul Davis <paul.davis@oberlin.edu>
Message-ID: <36510793.9B87038A@oberlin.edu>
Source record: 58284

hi this is just a general call to see if i can get some music software
or hardware out of anyone on this newsgroup. things like Insomnia,
Virtuoso Sound, SAM (software automaic mouth), any sort of mod/tracker,
Digi-Sound, parrot or digi-voice sampling modules, etc... sale or trade
is fine. lemme know

thanks
paul
paul.davis@oberlin.edu

4217. Re: **Need Happy 7.1 Software**

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: NetPerv@trust-me.com
Message-ID: <72r2ra$3j9@enews2.newsguy.com>
Source record: 58285

In article <36507721.343243573@news.pressenter.com>,
jmelbo@pressenter.com says...
>
>On Mon, 16 Nov 1998 07:50:02 -0500, Robert S Ely <rely@ix.netcom.com>
>wrote:
>
>>Jon Melbo wrote:
>>>
>>> On 14 Nov 1998 22:14:33 GMT, Spdracer@sunset.net wrote:
>>>
>>> >What I really need though is the Happy 7.1 software if anyone can
direct
>>> >me to a location to get it.
>>>
>>> Check alt.binaries.comp.atari8bit
>>
>>
>>Jon,
>> You might want to pass that to Bill Kendrick to post on the
Umich
>>Archive too.
>
>Well I can, but is Bill not able to access
>alt.binaries.comp.atari8bit? It is easier for me to post it there and
>have everyone who is interested in it get it from the newsgroup rather
>than me emailing x number of individual copies. But like I said it's
>no big deal if he is unable to get it there.

Unfortunately, I don't get the binaries group

>

4218. 1090 XL Expansion System

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <36511BBA.630B2803@worldnet.att.net>
Source record: 58286

I have a 1090 that I purchased from Best
Electronics several years ago. It is
complete with case, cover and PC Board
also have a copy of the Technical Specification
for it. I understand it might be of some
value to a collector. If you are interested
please e-mail your offer.

4219. Re: Pool disk two

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: un55@rz114s0.rz.uni-karlsruhe.de
Message-ID: <72rbmk$dqp@rz114s0.rz.uni-karlsruhe.de>
Source record: 58287

In article <01be116d$e1b3ff90$d32b15ac@tonta000067>,
Chris Kruiper <c.a.kruiper@kpn-telecom.nl> wrote:
>Where can I get pooldisk two ?????

Try ABBUC. http://www.atari-computer.de/abbuc/ware.htm
If you're a member you can get it for 34,- DM including shipping, or 39,- DM
if you aren't a member.
It may be a bit more expensive if you live abroad, but I believe Holland
should be the same price.

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

4220. How to terminate program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <365136F9.BDBFE7A4@asw.cz>
Source record: 58288

Hell-o!

It seems I can't remember how to terminate program.
I want my program to return back to DOS.
How to terminate it? By RTS or JMP (DOSVEC)?

--
Jindrich Kubec (kubecj.spam@asw.cz)

4221. Re: How to terminate program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be1209$41544540$b8364382@vidar>
Source record: 58289

```
The main program should be like this

PHA
TXA
PHA
TYA
PHA

main prog

PLA
TAY
PLA
TAX
PLA
RTS

That should leave your DOS in command with all registers as they were.

Jindrich Kubec <kubecj@asw.cz> wrote in article
<365136F9.BDBFE7A4@asw.cz>...
> Hell-o!
>
> It seems I can't remember how to terminate program.
> I want my program to return back to DOS.
> How to terminate it? By RTS or JMP (DOSVEC)?
>
> --
> Jindrich Kubec (kubecj.spam@asw.cz)
>
```

4222. Re: 1090 XL Expansion System

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <72rhn1asr1@nnrp1.dejanews.com>
Source record: 58290

i will offer my girlfriend.....no? dont blame you.....
now why cant an offer like this come in the spring when i have money :'(

sloopy.

In article <36511BBA.630B2803@worldnet.att.net>,
BoydStaley@worldnet.att.net wrote:
> I have a 1090 that I purchased from Best
> Electronics several years ago. It is
> complete with case, cover and PC Board
> also have a copy of the Technical Specification
> for it. I understand it might be of some
> value to a collector. If you are interested
> please e-mail your offer.
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4223. A few items for sale (ebay)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <72ri65$5mg@freenet-news.carleton.ca>
Source record: 58291
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

RARE Atari Super PONG Color Unit! *NICE*
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=42495574

NEW Boxed JAGUAR CONTROLLER! * NICE *
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=42761324

Infocom WISHBRINGER C64 C128 Atari! * NICE *
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=42765133

Atari XM301 Direct Connect Modem!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=42772831
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4224. Re: **Need Happy 7.1 Software**

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <36516641.7BFAC410@ix.netcom.com>
Source record: 58292

Jon Melbo wrote:
>
> On Mon, 16 Nov 1998 07:50:02 -0500, Robert S Ely <rely@ix.netcom.com>
> wrote:
>
> >Jon Melbo wrote:
> >>
> >> On 14 Nov 1998 22:14:33 GMT, Spdracer@sunset.net wrote:
> >>
> >> >What I really need though is the Happy 7.1 software if anyone can direct
> >> >me to a location to get it.
> >>
> >> Check alt.binaries.comp.atari8bit
> >>
> >>
> >Jon,
> > You might want to pass that to Bill Kendrick to post on the Umich
> >Archive too.
>
> Well I can, but is Bill not able to access
> alt.binaries.comp.atari8bit? It is easier for me to post it there and
> have everyone who is interested in it get it from the newsgroup rather
> than me emailing x number of individual copies. But like I said it's
> no big deal if he is unable to get it there.

Jon,
Actually, I can't get that one (alt.binaries.comp.atari8bit) either.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4225. Re: demo

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72rsluoic1@nets3.rz.RWTH-Aachen.DE>
Source record: 58293

In article <364C1D5F.2B29481@gmx.de>, stefan.birmanns@gmx.de says...
>
>Mathy Van Nisselroy wrote:
>>
>> Howdy folks
>>
>> Here's an idea for the Demo coders among us. I reently reread an old ATARI
>> USER magazine (for the UK). They had this article in their ST section about
a
>> program showed a house (like a little girl's doll house, NO front) with a
>> little guy in it on the screen. He'd play organ, read his paper, cook
dinner
>> and everything at random. A very early version of Tamagotchi if you like.
>>
>> Wouldn't that be nice to have for the 8 bit ATARI? Since we only have 40
>> columns, the screen would have to scroll.
>>
>> I like the idea, but I'm not a programme.
>>
>> CU Mathy van Nisselroy
>
>There was a program for the C64 called "Little Computer People" from
>Activision. There was a Atari ST Version, too. Perhaps this was the
>program you have seen in AU.
>
>cu
>Stefan

Yes, that's the one. Please people, write something like that.

CU Mathy Van Nisselroy

4226. Need help on SIMM upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72rt9koic2@nets3.rz.RWTH-Aachen.DE>
Source record: 58294

Howdy folks

Whenever I RETURN after I enter a line of BASIC (and only then), my screen flickers. Could it be that I delayed the signal comming from the PIA (PB1 if I remember correctly) too much? I used an HCF4050BE (no 74 infront of that), it should delay the signal 150ns (the shop told me the chi delayed all signals that much) before it gets into the LS373. I need a delay, because the pin of a PIA don't all switch at the same time (even if you program them to do so!!!) and I AND PB4 and PB5 before they lockup my latch.

Anybody know how much the PIA pins differ in time when switched? Or might there be an other soure for my problems.

CU Mathy van Nisselroy

PS as soon as I get this bug fixed, I'm gonna install a second PIA and 4 or 16MB. With seperate CPU and ANTIC banking. And no loss of BASIC while switching in extra memory.

4227. Re: How to terminate program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: williaj@interlog.com
Message-ID: <N.111798.084154.23@williaj.interlog.com>
Source record: 58295

```
No, a simpler approach is this:

Main code

TSX
STX OSTAK

and at the end

LDX OSTAK
TXS
RTS

DOS doesn't care about register contents.

> The main program should be like this
>
> PHA
> TXA
> PHA
> TYA
> PHA
>
> main prog
>
> PLA
> TAY
> PLA
> TAX
> PLA
> RTS
>
> That should leave your DOS in command with all registers as they were.
>
> Jindrich Kubec <kubecj@asw.cz> wrote in article
> <365136F9.BDBFE7A4@asw.cz>...
> > Hell-o!
> >
> > It seems I can't remember how to terminate program.
> > I want my program to return back to DOS.
> > How to terminate it? By RTS or JMP (DOSVEC)?
> >
> > --
> > Jindrich Kubec (kubecj.spam@asw.cz)
> >
```

4228. Re: Need help on SIMM upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19981117102215.18119.00001251@ngol01.aol.com>
Source record: 58296

>Howdy folks
>
>Whenever I RETURN after I enter a line of BASIC (and only then), my screen
>flickers. Could it be that I delayed the signal comming from the PIA (PB1 if
>I
>remember correctly) too much? I used an HCF4050BE (no 74 infront of that),
>it
>should delay the signal 150ns (the shop told me the chi delayed all
>signals that much) before it gets into the LS373. I need a delay, because
>the
>pin of a PIA don't all switch at the same time (even if you program them to
>do
>so!!!) and I AND PB4 and PB5 before they lockup my latch.
>
>Anybody know how much the PIA pins differ in time when switched? Or might
>there be an other soure for my problems.
>
>CU Mathy van Nisselroy

(1) In your ATARI are several loads on the output lines of the PIA, several parallel capacity and several pull-up resistors. Therefore the signal edges are very flat, the rising and falling times and the differences between the portlines can be longer than 150ns.

How 'long' are the sparks on your screen, smaller or larger than one colorpixel?
(one colorpixel is around 550ns on european models, you have 160 of them per scanline (GRAPHICS 15))

(2) The 'AND' gate will also have some delay time. how much ?

(3) Wich BASIC do you use? In standard ATARI BASIC theres no $d301-switching after you enter a basic line! (or not ??? im not a basic programer)

(4) I dont know the exact switching time of your circuit (HCF4050BE), it depends very much on voltage (ok, you have 5V) and load. How much TTL/CMOS -loads do you drive from your HCF4050BE?

Also most ICs have several delay times on falling and rising edge, the best method to compensate this is to use an inverting gate and drive the signal through two of them in serial.

bye, Andrï¿½.

>
>PS as soon as I get this bug fixed, I'm gonna install a second PIA and 4 or
>16MB. With seperate CPU and ANTIC banking. And no loss of BASIC while

>switching in extra memory.
>

PS: Wich adress will you use for your second PIA.?

4229. Re: 8bit hardware/software $25

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981117110828.19691.00002941@ng15.aol.com>
Source record: 58297

Oh, I would also be interested in one or two 1200XL's computers as well, do you have anything in original boxes that are in good to mint shape?

Curt

Curt Vendel
webmaster@atari-history.com

The Atari Historical Society
"Your #1 Internet Source for Atari History and Information"
http://www.atari-history.com

4230. Re: What is a JAM!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981117112442.19691.00002946@ng15.aol.com>
Source record: 58298

Jam!

Is a fantastic video line converter, I was recently given one by a friend and I have to tell you that its the answer to a lot of peoples pray's. Composite monitors that are in good shape are becomming harder and harder to find and many Atari 8-bit users want to use 80 column modes to display information and as everyone knows when you run in 80 columns on a color composite monitor you get ghosting and blurring. On a VGA or SVGA monitor using JAM you can plug in your composite video from you Atari 2600, 5200, 7800, Atari 8-bit, literally anything and use a VGA/SVGA monitor and the quality is superb!!! You can actually work in 80 columns and see whats on the screen. The one drawback.... You have to use a seperate source for audio, so you have to buy some speakers and hook up things for audio.

Curt

Curt Vendel
webmaster@atari-history.com

The Atari Historical Society
"Your #1 Internet Source for Atari History and Information"
http://www.atari-history.com

4231. Re: 8bit hardware/software $25

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: Kent Johnson <compx2k@javanet.com>
Message-ID: <72s9ikhoj1@as4100c.javanet.com>
Source record: 58299

Michael Chandler wrote in message
<9EZ32.67$K4.2271586@newsfeed.avtel.net>...
>I insist on being rude as well... Silence yourself immediately!

The point to my post was that I have received offers. Many of them, in fact. I have agreed to all of them so far, but the buyers seem to have gotten sidetracked.

Another valid point: No sense in answering this post, making an offer, unless and until you are ready to buy. As I said, I probably have what you are looking for. It costs $25 plus shipping. If you want it, it is here.

--Kent

4232. Re: 8bit hardware/software $25

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: Kent Johnson <compx2k@javanet.com>
Message-ID: <72s996$ce3$1@as4100c.javanet.com>
Source record: 58300

Sorry, no more 1200xls

Cvendel wrote in message <19981117110828.19691.00002941@ng15.aol.com>...
>Oh, I would also be interested in one or two 1200XL's computers as well, do
you
>have anything in original boxes that are in good to mint shape?
>
>Curt
>
>
>Curt Vendel
>webmaster@atari-history.com
>
>The Atari Historical Society
>"Your #1 Internet Source for Atari History and Information"
>http://www.atari-history.com
>

4233. Re: **Need Happy 7.1 Software**

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3651bed2.37643214@news.pressenter.com>
Source record: 58301

On 17 Nov 1998 05:50:33 GMT, NetPerv@trust-me.com (NetPerv) wrote:

>In article <36507721.343243573@news.pressenter.com>,
>jmelbo@pressenter.com says...
>>
>>On Mon, 16 Nov 1998 07:50:02 -0500, Robert S Ely <rely@ix.netcom.com>
>>wrote:
>>
>>>Jon Melbo wrote:
>>>>
>>>> On 14 Nov 1998 22:14:33 GMT, Spdracer@sunset.net wrote:
>>>>
>>>> >What I really need though is the Happy 7.1 software if anyone can
>direct
>>>> >me to a location to get it.
>>>>
>>>> Check alt.binaries.comp.atari8bit
>>>
>>>
>>>Jon,
>>> You might want to pass that to Bill Kendrick to post on the
>Umich
>>>Archive too.
>>
>>Well I can, but is Bill not able to access
>>alt.binaries.comp.atari8bit? It is easier for me to post it there and
>>have everyone who is interested in it get it from the newsgroup rather
>>than me emailing x number of individual copies. But like I said it's
>>no big deal if he is unable to get it there.
>
>
>Unfortunately, I don't get the binaries group
>
>>
What kind of ISP's do some of you people have. Sheesh. Anyway, does
Dejanews do file attachments? I mean file attachments are put in as
text via the UUencoding or MIME so it might be there. Maybe Deja
strips MIME and UU stuff?

4234. Re: 8bit hardware/software $25

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3652bf80.37817424@news.pressenter.com>
Source record: 58302

On Tue, 17 Nov 1998 11:50:38 -0500, "Kent Johnson"
<compx2k@javanet.com> wrote:

>
>Michael Chandler wrote in message
><9EZ32.67$K4.2271586@newsfeed.avtel.net>...
>>I insist on being rude as well... Silence yourself immediately!
>
>
>The point to my post was that I have received offers. Many of them, in
>fact. I have agreed to all of them so far, but the buyers seem to have
>gotten sidetracked.
>
>Another valid point: No sense in answering this post, making an offer,
>unless and until you are ready to buy. As I said, I probably have what you
>are looking for. It costs $25 plus shipping. If you want it, it is here.
>
>--Kent
>
One of my very favorite old games was called Alley Cat. Do you have a
cartridge of it for sale? Let me know!!!

4235. Wanted in the Uk

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: John j Boyle <magrep@northnottsmag.freeserve.co.uk>
Message-ID: <72sk47jct1@newsreader2.core.theplanet.net>
Source record: 58303

Hi i am interested in buying a disk drive for my 130xe.
please email with price and location.
I am also after a 256k machine.
magrep@northnottsmag.freeserve.co.uk

4236. Tom Hunt (and other FTP owners) READ THIS! Was Re: New URL for Closer To Home

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <72soo7$d30$1@ultra.sonic.net>
Source record: 58304

Tom_Hunt@my-dejanews.com wrote:
:
: Looking for a particular Atari 8-bit file? Try the FTP archive search page
: at- http://cth.tzo.com/FtpSearch.html
:
: Want to search through thousands of Atari 8-bit text files for a certain word
: or phrase? Try the http://cth.tzo.com/search.html URL.

Tom! I'd love it if you'd build an index of your files for searching on
my multi-FTP-archive search engine, XL Search.

Currently, there are nearly 1200 files indexed on two FTP sites.
The addition of yours would make it even more useful.

(Anyone else out there with an Atari 8-bit FTP site or web-based file
archvie, please do this as well!)

Please e-mail me for information, or simply visit the XL Search site and
hit "HELP":

http://www.sonic.net/~nbs/xlsearch/

It really depends on you folks, the site maintainers, to help build this
search engine to what it should be! :)

THanks!

-bill!
nbs@sonic.net
http://www.newbreedsoftware.com/

4237. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <72sp4t$d30$2@ultra.sonic.net>
Source record: 58305

BobKlaas (bobkla19@sisna.com) wrote:
: You are close, late 20's to ealry 30's. Still he did something none of
: us had the ba..s to do, he whiped ICD, into selling all to him. I give
: him credit for that, I called Tom Hawker, and his price was outragious!
: So
: unless one wants to meet an outragious price for a dieninn market, he
: either has to have a gerater vision or confidence in the market than I
: or many others had at the time!

I'm not caught up on this thread, but I'll add my 2c anyway :)

I have to agree with Bob here, re: FTe doing good. Like Bob said, he got the rights to ICD stuff, and then turned around and not only released a bunch of it (SpartaDOS), but he worked on upgrading, if I recall.

Also, the Sweet16 upgrade, as a CPU upgrade, is great. Just pop 6502 out, pop Sweet16 in. Unfortunately, I know of very little software that does anything with this. <:^(

On the otherhand, Bob Woolley has pointed out that one can get up to 16MB of linear RAM while in 6502 mode (so no funky interrupt stuff needs to be done or any of that... things you need to do when you switch to true 16bit mode)

I do understand why people are complaing about him, but if what Bob said in another post is true, that Mike's still around and just waiting to come back, I'd take it easy on him and try to be grateful for what he has done. It's interesting how people jumped on him so much for not doing things he said he'd try to do, and forget all the things he did...

-bill!
nbs@sonic.net

Still wondering what to do with my S16! :)

4238. Re: **Need Happy 7.1 Software**

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <72sq51$d30$3@ultra.sonic.net>
Source record: 58306

Spdracer@sunset.net wrote:
: Loaned my copy to my son with drive and he lost my happy software, my
: dos disks, and a bunch of other stuff. In fact the whole disk case full
: of disks.
:
: What I really need though is the Happy 7.1 software if anyone can direct
: me to a location to get it.

This was just put onto the UMich FTP archives today, November 17, 1998.
I created a new "Warpdos/" directory under "/Dos/" containing the ARC.

Get there at:

http://www.umich.edu/~archive/atari/8bit/Dos/Warpdos/

-bill!
nbs@sonic.net

PS - Don't forget to use XL Search to find 8-bit files!
http://www.sonic.net/~nbs/xlsearch/

4239. Re: **Need Happy 7.1 Software**

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <72sqeq$d30$4@ultra.sonic.net>
Source record: 58307

Jon Melbo (jmelbo@pressenter.com) wrote:
:
: Well I can, but is Bill not able to access
: alt.binaries.comp.atari8bit?

I probably can.. I'm just too busy to deal with newsgroups much these days.
If the articles don't seem to drop off the newserver too quickly, I'll see
about archiving what I can off that newsgroups.

Your best bet, of course, is to FTP the file (AND A DESCRIPTIVE BLURB IN
A SEPARATE FILE!) to the "incoming" directory at UMich.

Or, if that doesn't work, e-mail it to me. (Remember the description!!!!!)

-bill!

4240. Atari 8-bit FTP and WEBSITE OWNERS! Read this!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <72squt$d30$5@ultra.sonic.net>
Source record: 58308

I can't stress this enough!

If you have an FTP site or website with Atari 8-bit files or programs,
please contact me about adding your site's contents to the index used by
"XL Search", the one and only multi-archive search engine for Atari 8-bits.

All you need to do is create an index in a tab-delimited text file (a ".qif").
This is identical to the archive files gathered and used by
"www.shareware.com", the site that inspired XL Search (mainly because they
refused to list the files at UMich for so long :)).

If you're too busy to write a description of every file, that's ok. People
will be able to find your file by filename. (I'm also considering creating
a category browse interface on XL Search, but that won't be any time soon.)

For information on adding your FTP- or Web-site's Atari files to XL Search,
visit the XL Search website:

http://www.sonic.net/~nbs/xlsearch/

Click "HELP" and scroll down to the bottom about "QIF" files.

If you can figured it out yourself and make a QIF file, simply fill out the
"ADD MY SITE" form on the "FEEDBACK" page.

If you need help or have any other questions or comments, feel free to
e-mail me via the "COMMENTS" from on the "FEEDBACK" page, or send me
e-mail directly:

nbs@sonic.net

Thank you! Your support of XL Search will in turn help all other 8-bitters!

-bill!
nbs@sonic.net
http://www.newbreedsoftware.com/

4241. Re: How to terminate program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <3651f26c.28466918@news.localnet.com>
Source record: 58309

On Tue, 17 Nov 98 13:41:54 GMT, williaj@interlog.com (Jeff Williams) wrote:

I thought TSX & TXS were only implemented begining with the 6502C procoessor. Aren't most Atari's equipped with the earlier 6502 and 65c02's?

> No, a simpler approach is this:
>
> Main code
>
> TSX
> STX OSTAK
>
> and at the end
>
> LDX OSTAK
> TXS
> RTS
>

4242. Top events in last 20 years/Computer Shopper

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <72ssho$mg8$4@news.campus.mci.net>
Source record: 58310

Anybody else read the Computer Shopper? I use it to find bargains for my
Atari systems. Anyways, one of my favorite columns is "The Hard Edge".
In it this month, Bill and Alice list the Top Events of the last 20 yrs,
and the worst events.

The Atari 800 made the Top Events list (number 18)

;-)))))))))

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

4243. Re: Top events in last 20 years/Computer Shopper

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: Larry Anderson <foxnhare@goldrush.com>
Message-ID: <36523FAA.FDCBECBB@goldrush.com>
Source record: 58311

DarkChyld [Ronald J. Hall] wrote:
>
> Anybody else read the Computer Shopper?

My brother used to get it when it was the 'Silicon Gulch Gazzette', kinda a classifieds newspaper for computer hobbiests... Then it became computer shopper and got huge.

I read it for a while because of all the great regular computer columns (Commodore 8-bit, Amiga, Atari, TRS-80, Apple, TI-99, Adam, etc.) but once they dropped those and became an even fatter IBM rag I looked for other reading material.

> I use it to find bargains for my Atari systems.

Thrift stores and flea markets are my main bargain spots now, kinda fun if you have got the time and transportation.

> Anyways, one of my favorite columns is "The Hard Edge".
> In it this month, Bill and Alice list the Top Events of the last 20 yrs,
> and the worst events.
>
> The Atari 800 made the Top Events list (number 18)

It certanly was a cool machine when I first saw it in the Sears Wishbook (in 79 or 80, we had no computer then)... Wow color, hi-resolution, and four-joysticks! Quite an item then.

--
-+-+-+

4244. Re: Need help on SIMM upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-17 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <365268D4.C09B71BE@postoffice.pacbell.net>
Source record: 58312

Everything on the buss is skewed when it switches state. The address, data and latch outputs will always lead or lag the bits to some extent. I use the 02 clock to sample any buss values - try that.
Screen flickering does not sound like a timing problem in your memory upgrade. What exactly do you mean by flicker? Losing sync for one frame?

Bob

Mathy Van Nisselroy wrote:

> Howdy folks
>
> Whenever I RETURN after I enter a line of BASIC (and only then), my screen
> flickers. Could it be that I delayed the signal comming from the PIA (PB1 if I
> remember correctly) too much? I used an HCF4050BE (no 74 infront of that), it
> should delay the signal 150ns (the shop told me the chi delayed all
> signals that much) before it gets into the LS373. I need a delay, because the
> pin of a PIA don't all switch at the same time (even if you program them to do
> so!!!) and I AND PB4 and PB5 before they lockup my latch.
>
> Anybody know how much the PIA pins differ in time when switched? Or might
> there be an other soure for my problems.
>
> CU Mathy van Nisselroy
>
> PS as soon as I get this bug fixed, I'm gonna install a second PIA and 4 or
> 16MB. With seperate CPU and ANTIC banking. And no loss of BASIC while
> switching in extra memory.

4245. Re: "Dr. Wacko's" programming books

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <72utgo$9iq$1@nnrp1.dejanews.com>
Source record: 58138

In article <71puui$ie9$2@news3.tufts.edu>,
kisrael@allegro.cs.tufts.edu (Kirk Is) wrote:
> Does anyone remember these?
>
> I think i had a borrowed copy of "Dr Wacko's" game programming guide, in
> basic. Lots of cartons, lots of demo programs. Cool stuff.
>
> Any information?

Well,
I just found my original Dr. Wacko disk. Luckily it's a DOS 2 disk and still
readable after 10 years :)
I made ATR's and put them at
http://members.tripod.com/eightbits/classic.html
for safe keeping.
I also have some old (CGA) public domain atari games to download. They work
great on my 286 :)

Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4246. Re: WTB: Mapping the Atari book

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <36530563.43F08659@ix.netcom.com>
Source record: 58139

Didn't someone web-ify that book? The Ian Chadwick book, right?

Jeff

Nir Dary wrote:

> I am looking for the Mapping the Atari book..
>
> any idea where i can still get it?
>
> Regards,
>
> Nir Dary
> ndary@bigfoot.com

4247. Creating DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: "George T. Pasek Jr." <pasek001@tc.umn.edu>
Message-ID: <365330EF.8A88CB50@tc.umn.edu>
Source record: 58140

I picked up a 800Xl with the Atari 1050 disk drive, but I do not have the DOS disk to go with it. I have read the FAQ, and downloaded various emulators; A800DOS, Atari800win, & XLIT. Downloaded dos25.arc, and SI02PC. After reading everything I could find, I'm still not sure how to create a Atari DOS disk. The emulators don't appear to be able to format and write a Atari disk using the PC drive, and with SI02PC I could transfer dos25 to the Atari, but can't get it on the Atari drive because there needs to be a dos disk to use the drive:-(I'm kinda going around in circles here.

So I'm sure I must have missed something in my reading, please call me dummy and tell me what I missed, or at least point me in the right direction and I'll keep digging.

Thanks for any help

George

4248. Re: Atari Repair

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <365643e4.60766897@news.pressenter.com>
Source record: 58141

On 18 Nov 1998 12:22:51 GMT, jeking@NOSPAM.COM wrote:

>Now that Bob Klaas of K-Products is no longer repairing 8bit Atari
>equipment, I'm in the need for somebody else to look at my 576k XE.
>
>It occassionaly just locks up. Could be due to the tremendous amounts of
>power its needing due to 576k, SuperVideo, SuperAudio, 3 way OS switch,
>etc..

He is no longer doing repair work? I thought he just got pissed at
some of the people that were expressing rage at FTE. Well, Bob, if
you are listening could you clarify?

4249. Re: WTB: Mapping the Atari book

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <365744a8.60963206@news.pressenter.com>
Source record: 58142

On Wed, 18 Nov 1998 12:35:31 -0500, "Jeffrey S. Jewell"
<jjewell@ix.netcom.com> wrote:

>Didn't someone web-ify that book? The Ian Chadwick book, right?

Hope so... mapping the XL is what I am missing though. I have mapping
the Atari I have.

4250. Re: Creating DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <365844ec.61031390@news.pressenter.com>
Source record: 58143

On Wed, 18 Nov 1998 14:41:19 -0600, "George T. Pasek Jr."
<pasek001@tc.umn.edu> wrote:

>I picked up a 800Xl with the Atari 1050 disk drive, but I do not have
>the DOS disk to go with it. I have read the FAQ, and downloaded various
>emulators; A800DOS, Atari800win, & XLIT. Downloaded dos25.arc, and
>SI02PC. After reading everything I could find, I'm still not sure how
>to create a Atari DOS disk. The emulators don't appear to be able to
>format and write a Atari disk using the PC drive, and with SI02PC I
>could transfer dos25 to the Atari, but can't get it on the Atari drive
>because there needs to be a dos disk to use the drive:-(I'm kinda
>going around in circles here.
>
>So I'm sure I must have missed something in my reading, please call me
>dummy and tell me what I missed, or at least point me in the right
>direction and I'll keep digging.

Ok here's the deal. Where you are now you only have to courses of
action.

1) Build an APE or SIO2PC cable. Hook up your Atari to your PC via
that cable. Run the APE or SIO2PC software on your PC. Download an
Atari DOS disk of some kind to your PC in .ATR or some other image
format handled by the APE or SIO2PC software program. Boot your real
Atari from the PC which is masquerading as a disk drive with a disk in
it. Use that DOS to format and put DOS on a blank disk in your real
Atari drive (selected as drive 2). After this you have a real DOS
disk for the Atari!

2) Have someone mail you a disk with a DOS for Atari and a terminal
program. Boot the Atari with the given disk, use the given terminal
software via a null modem (or real modem) connection to a machine (PC)
which has more Atari stuff you want. Use terminal software on the PC
side as well and transfer files via ymodem or something. For this
method you will of course need a serial port on your Atari to pllug a
modem or null modem into, unless you have an Atari SX212 modem which
can use an SIO jack.

4251. Re: WTB: Mapping the Atari book

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981118174518.14142.00003098@ng40.aol.com>
Source record: 58144

>Didn't someone web-ify that book? The Ian Chadwick book, right?
>

I have not seen it, but it is said to be on
Pool Disk Too. (Yes, that's the way I've
seen it written.)
Larry

4252. Re: How to terminate program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <72vkdp$9o9$1@news.csw.net>
Source record: 58145

Thomas Richter wrote in message ...
>Hi Aaron!
>
>aarona@localnet.com (Aaron) writes:
>
>>On Tue, 17 Nov 98 13:41:54 GMT, williaj@interlog.com (Jeff Williams)
>>wrote:
>
>>I thought TSX & TXS were only implemented begining with the 6502C
>>procoessor. Aren't most Atari's equipped with the earlier 6502 and
>>65c02's?
>
>TSX and TXS are plain 6502 commands, don't worry!
>
>
>So long,
> Thomas

No they ain't. On the plain 6502, you have to transfer X or Y to A first, then push A. My copy of 6502 Assembly Language Programming lists TSX and TXS as "new 65C02 operations."

Nick

4253. Re: Pool disk two

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36545ced.2241913@news.wxs.nl>
Source record: 58146

On 18 Nov 1998 11:39:37 GMT, "Chris Kruiper"
<c.a.kruiper@kpn-telecom.nl> wrote:

>Thanx, I might get it...ors else I'll get it from Ernest Schreurs.....
>
>By the way is there anybody who's got a list of the pooldisk ??? Couls
>anybody e-mail it to me ?????
>
>Thanx already,
>
>Chris
>
>Marek Tomczyk <un55@rz114s0.rz.uni-karlsruhe.de> schreef in artikel
><72rbmk$dqp@rz114s0.rz.uni-karlsruhe.de>...
>> In article <01be116d$e1b3ff90$d32b15ac@tonta000067>,
>> Chris Kruiper <c.a.kruiper@kpn-telecom.nl> wrote:
>> >Where can I get pooldisk two ?????
>>
>> Try ABBUC. http://www.atari-computer.de/abbuc/ware.htm
>> If you're a member you can get it for 34,- DM including shipping, or 39,-
>DM
>> if you aren't a member.
>> It may be a bit more expensive if you live abroad, but I believe Holland
>> should be the same price.
>>
>> -Marek
>> --------------------------------
>> Marek.Tomczyk@stud.uni-karlsruhe.de
>> Marek Tomczyk
>>

A list of all the files that are within the ATR images of
the Pooldisk Too is on the CD. Unfortunately, this list
is 20 Megabytes, so it cannot be posted or E-mailed.
I will post a very brief list of what is on the CD later,
but for now let me tell you that it contains all the disks
in the Bellcom PD library, a very large portion of the
ABBUC library, all disks from SCAT (a user group
in Chicago) and all disks from the SAG library
(a user group in The Netherlands).
There are hundreds of disks from various other
PD libraries and user groups.
More that 5000 disks I'm sure.

4254. Re: WTB: Mapping the Atari book

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36575e9c.2673722@news.wxs.nl>
Source record: 58147

On 18 Nov 1998 22:45:18 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>>Didn't someone web-ify that book? The Ian Chadwick book, right?
>>
>
>I have not seen it, but it is said to be on
>Pool Disk Too. (Yes, that's the way I've
>seen it written.)
>Larry
Ian Chadwick did give us permission to put the text on our CD,
one of the reasons that we delayed the release of our CD,
and yes the name is Pooldisk Too.
So whoever is only interested in have the information that is
in the book without being able to read it in bed, the CD will
be the solution to the problem that the book is no longer
in print. (of course, of you have a notebook PC with
CD-player you *can* read it in bed from the CD.)

By the way Larry, Your CD's are probably hovering above
the ocean as I write this... Thanks for the order.

Keep those XL's/XE's humming.

4255. Re: WTB: Mapping the Atari book

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <365371D9.79B820E1@erols.com>
Source record: 58148

There's supposed to be an electronic version on Pool Disk Too, which my user group just ordered, so I'll be able to tell you how good it is pretty soon.

Jeffrey S. Jewell wrote:
>
> Didn't someone web-ify that book? The Ian Chadwick book, right?
>
> Jeff
>
> Nir Dary wrote:
>
> > I am looking for the Mapping the Atari book..
> >
> > any idea where i can still get it?
> >
> > Regards,
> >
> > Nir Dary
> > ndary@bigfoot.com

4256. Re: Creating DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <36538159.A307D604@postoffice.pacbell.net>
Source record: 58149

hmmmm....
If you boot from SIO2PC drive 1 on the PC and have your 1050 set as drive 2, then you can format a disk in D2:, n'est ce pas? Now you have a DOS disk on your Atari.

Bob

George T. Pasek Jr. wrote:

> I picked up a 800Xl with the Atari 1050 disk drive, but I do not have
> the DOS disk to go with it. I have read the FAQ, and downloaded various
> emulators; A800DOS, Atari800win, & XLIT. Downloaded dos25.arc, and
> SI02PC. After reading everything I could find, I'm still not sure how
> to create a Atari DOS disk. The emulators don't appear to be able to
> format and write a Atari disk using the PC drive, and with SI02PC I
> could transfer dos25 to the Atari, but can't get it on the Atari drive
> because there needs to be a dos disk to use the drive:-(I'm kinda
> going around in circles here.
>
> So I'm sure I must have missed something in my reading, please call me
> dummy and tell me what I missed, or at least point me in the right
> direction and I'll keep digging.
>
> Thanks for any help
>
> George

4257. Re: Tom Hunt (and other FTP owners) READ THIS! Was Re: New URL for Closer To Home

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <72t9sf$u4p$1@nnrp1.dejanews.com>
Source record: 58313

Thanks, Bill. Between now and this weekend I'll submit an index.

TTYL - Tom

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4258. Halleygram from P.L.A.N.E.T. Headquarters

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <72ti70$53t$1@nnrp1.dejanews.com>
Source record: 58314

ATTENTION: All Starbird Pilots Please stand by for top-secret transmission...Instructions for final, eleventh mission of the Halley Project follow... Observe special launching procedures to preserve secrecy of mission: To start, select Starbird mission but ignore first Starbird destination. Repeat: ignore first Starbird destination. Go to earth instead. To receive next destination, type this special code upon landing on earth: MINDSCAPE.

Follow Standard Halley project Operating Procedure (S.H.P.O.P) from here on. As always, you will receive clues for remaining destinations while in flight.

Good luck and solar salutes to all Starbird pilots. If successful, use enclosed card to notify P.L.A.N.E.T. Headquarters. All entries must be received by April 1, 1986. The possibility of reward may await for the fastest pilots.... End.

:)

Hey, any other original Starbird pilots out there?

Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4259. Thank-you Mr.Nick Kennedy!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: Sixosix
Message-ID: <3636a3ba.7155327@news1.ibm.net>
Source record: 58315

Thank-you, Nick for coming back and providing the Atari 8-bit
community with information on your ingenious SIO2PC!!

From One Who Appreciates hard work.

4260. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: Sixosix
Message-ID: <3636a4cf.7432487@news1.ibm.net>
Source record: 58316

On 23 Oct 1998 10:51:04 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Howdy folks
>
>What is this?
>A couple a days ago, I download SIX files (most, if not all, demo's from
>Eastern Europe) and ALL are in ATR format. Common folks, this is ATARI 8bit
>land!!!!
>
>Yes, I could use an ATR to DCM converter. But why not let the PC/EMulator
>users run a DCM to ATR converter. PC's are way faster and better at jobs like
>these. (and you guys and gals using ATR's are already using a PC. I on the
>other hand, love my ATARI more every second I use a PC!!)
>
>CU Mathy Van Nisselroy
>
>

Hi, I know your frustration. Go to the Michigan archive, I am sorry I do not have the address, but the archive there has Atari 8-bit .EXE's.

Peace!
Sixosix

4261. Re: Halleygram from P.L.A.N.E.T. Headquarters

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <72tm8mkjo1@flood.xnet.com>
Source record: 58317

8bitz@my-dejanews.com wrote:

: Good luck and solar salutes to all Starbird pilots. If successful, use
: enclosed card to notify P.L.A.N.E.T. Headquarters. All entries must be
: received by April 1, 1986. The possibility of reward may await for the
: fastest pilots.... End.

: :)

: Hey, any other original Starbird pilots out there?

Oh yeah. My dad and I spent many an evening zipping around the galaxy
Halley Project style, and I definitely remember that communique!

--
Jason Compton jcompton@xnet.com
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/

4262. WTB: Atari 800 standard... Not XL in Newfoundland Area

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: NGM <REMOVETHISngmmedia@roadrunner.nf.net>
Message-ID: <72tn3d$9dq$1@nova.thezone.net>
Source record: 58318

Lookin for one... working or not... Just for my archives :)

4263. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: Chris Gill <seqrdat@die-spam-die.ihug.co.nz>
Message-ID: <72tq8gsa1@newsource.ihug.co.nz>
Source record: 58319

```
>>Yes, I could use an ATR to DCM converter. But why not let the PC/EMulator
>>users run a DCM to ATR converter. PC's are way faster and better at jobs
like
>>these. (and you guys and gals using ATR's are already using a PC. I on
the
>>other hand, love my ATARI more every second I use a PC!!)

Or another idea, you can use a cheap 386 that costs next to nix and make a
sio2pc cable up, that's what I've done, and just copy the atr's to the 386
for APE to handle... mmmm speeeeed.. :)
```

4264. Re: 1090 XL Expansion System

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <36526D0A.EFDEE58A@worldnet.att.net>
Source record: 58320

In case I don't have time to reply to all of the offers I have
received right away here is the current status of the bidding.

The current high bid is:
125 Dollars plus shipping

Since many of those interested are from Europe lets agree that
all bids will be in US Dollars plus shipping so that all bids
can be evaluated equally.

In answer to some of the questions I received:

1 - No cards are included with the unit only the mainboard
I never was able to obtain any of the prototype cards.

2 - Yes this one does include the cream colored XL style cover
and the black front panel with the 1090 Label on aluminum panel.
I understand that many of those that are around do not have
a cover.

4265. Re: Tom Hunt (and other FTP owners) READ THIS! Was Re: New URL for Closer To Home

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <72tslp$j3p$1@ultra.sonic.net>
Source record: 58321

Tom_Hunt@my-dejanews.com wrote:
: Thanks, Bill. Between now and this weekend I'll submit an index.

EXCELLENT! Thank you! Response to this has been great! (Finally! I've posted about this in here a number of times in the last year and nobody responded, that I saw! :) I'm glad I finally got people's attentions.)

Ken Sider's has submitted his site's worth of utils. for the Atari and PC, and Nir Dary has promised to submit his site when he gets it up.

Thanks again Tom, and everyone!

-bill!
nbs@sonic.net
http://www.newbreedsoftware.com/

4266. Dr. Atario

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <72tt1o$j3p$2@ultra.sonic.net>
Source record: 58322

A few years ago (like 5? 6?) I played a "Dr. Mario" clone on my 8086 PC.
I tried whipping up something like it on the Atari, and got pretty far,
except I learned quickly that TurboBASIC XL sometimes isn't so turbo. ;)

Well, you're going to hate me because, as usual, I've decided to skip over
all of the other projects I said I was working on and do something new.
(Hey, I DID get GemDrop released, didn't I!?)

Anyway, the newest game planned now is: "Dr. Atario," a 1-player (and
possibly 2-player if I decide the Atari and I can handle it) "Dr. Mario"
clone.

For those who don't know, Dr. Mario is similar to Tetris and Jewels.
(On the Atari, we know these games best as Atartris and Line-Up, two excellent
games.)

I of course plan to use my funky flashing graphics mode to provide more colors,
but will also try to support flatter colors for those of you who can't
stand the <blink>blinking</blink>. :)

So far, after scratching my head a lot and looking through the Action! manual
and Mapping the XL, I've got a well-structured program that doesn't do an
awful lot... but, that's how GemDrop started, and the development process for
it was a thing of beauty, in my opinion. :)

Anyway, look for it soon... like, maybe before the end of the millenia. ;)

-bill!
nbs@sonic.net
http://www.newbreedsoftware.com/

4267. Re: How to terminate program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981118000010.24378B-100000@vtn1>
Source record: 58323

Unless you have dreams of exiting one program and re-entering a prior one in mid-execution so to speak, why bother with the stack?

The best way to exit back to DOS is with a JMP (DOSVEC). You don't need to worry about the stack as all self-respecting DOS stuff a $FF into the stack pointer as soon as they are entered. This holds true for SpartaDOS, MyDOS and Atari DOS (and all its clones).

With Sparta, you must use this method if your program has played with the E: or S: handlers i.e. closed and opened either one. If you don't you will be forced to hit Reset to regain control of the computer--sort of a "soft lockup".

4268. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72u3k3oub1@nets3.rz.RWTH-Aachen.DE>
Source record: 58324

In article <364E663C.B46A76FA@sisna.com>, bobkla19@sisna.com says...
>
>There is not a latest version of the MIO hard drive formatters. What
>versions do you presantly posess, possibly I can help you with some you
>do not have.
>bob

Howdy Bob

Do you know how the MIO accesses it's memory?

CU Mathy van Nisselroy

PS does the 80 column video upgrade for the MIO work without the MIO?

4269. Re: Need help on SIMM upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72u4qsoub2@nets3.rz.RWTH-Aachen.DE>
Source record: 58325

In article <365268D4.C09B71BE@postoffice.pacbell.net>,
rwoolley@postoffice.pacbell.net says...
>
>Everything on the buss is skewed when it switches state. The address, data
and
>latch outputs will always lead or lag the bits to some extent. I use the 02
clock
>to sample any buss values - try that.

How? I don't know THAT much about electronics. All I know is "borrowed" from
other people. :-)

>Screen flickering does not sound like a timing problem in your memory
upgrade. What
>exactly do you mean by flicker? Losing sync for one frame?
>
>Bob

Hmmm, how did it flicker? It shifted color (I believe I've seen purple) just
long enough for me to notice it. If I LIST a file, the screen sometimes goes
out of sync. and turns grey untill I stop it from scrolling by. I ran the
"DEEP RAM TEST" by Torsten Karwoth. Everybody in Europe seems to know it (the
text is in German) and tells me "If you have any timing problems, this one
will find them". But it only reports 768 kB instead of 1088 kB (I use PB0
instead of PB5) and NO problems. Damb, why doesn't it test BASIC, OS RAM etc.

CU Mathy van Nisselroy

>Mathy Van Nisselroy wrote:
>
>> Howdy folks
>>
>> Whenever I RETURN after I enter a line of BASIC (and only then), my screen
>> flickers. Could it be that I delayed the signal comming from the PIA (PB1
if I
>> remember correctly) too much? I used an HCF4050BE (no 74 infront of
that), it
>> should delay the signal 150ns (the shop told me the chi delayed all
>> signals that much) before it gets into the LS373. I need a delay, because
the
>> pin of a PIA don't all switch at the same time (even if you program them to
do
>> so!!!) and I AND PB4 and PB5 before they lockup my latch.
>>
>> Anybody know how much the PIA pins differ in time when switched? Or might
>> there be an other soure for my problems.

>>
>> CU Mathy van Nisselroy
>>
>> PS as soon as I get this bug fixed, I'm gonna install a second PIA and 4 or
>> 16MB. With seperate CPU and ANTIC banking. And no loss of BASIC while
>> switching in extra memory.
>
>
>

4270. Re: Need help on SIMM upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72u6djqdh1@nets3.rz.RWTH-Aachen.DE>
Source record: 58326

Howdy Andre

>>Howdy folks
>>
>>Whenever I RETURN after I enter a line of BASIC (and only then), my screen
>>flickers. Could it be that I delayed the signal comming from the PIA (PB1 if
>>I
>>remember correctly) too much? I used an HCF4050BE (no 74 infront of that),
>>it
>>should delay the signal 150ns (the shop told me the chi delayed all
>>signals that much) before it gets into the LS373. I need a delay, because
>>the
>>pin of a PIA don't all switch at the same time (even if you program them to
>>do
>>so!!!) and I AND PB4 and PB5 before they lockup my latch.
>>
>>Anybody know how much the PIA pins differ in time when switched? Or might
>>there be an other soure for my problems.
>>
>>CU Mathy van Nisselroy
>
>
>
>(1) In your ATARI are several loads on the output lines of the PIA, several
>parallel capacity and several pull-up resistors. Therefore the signal edges
are
>very flat, the rising and falling times and the differences between the
>portlines can be longer than 150ns.
>
>How 'long' are the sparks on your screen, smaller or larger than one
>colorpixel?
>(one colorpixel is around 550ns on european models, you have 160 of them per
>scanline (GRAPHICS 15))

They might be just about one colorpixel. Hard to guess how "long" it is. It
just turns purple for a VERY short time. I believe I saw only purple, might
have been some green and blue in there too. BTW If I LIST a file to the
screen, the screen goes out of sync and turns grey, turning to normal as soon
as I stop it from scrolling of if it comes to the end of the listing.

>(2) The 'AND' gate will also have some delay time. how much ?

It's an LS08. Somewhere between 8 and 12 seconds I guess. But the main
problem would be the PIA I guess. Stefan Dorndorf told me, his data sheets
tell him, the PIA pins change there status before the (oops, was that rising or

falling) edge of the clock. Or max. 500ns appart.

>(3) Wich BASIC do you use? In standard ATARI BASIC theres no $d301-switching
>after you enter a basic line! (or not ??? im not a basic programer)

I use the BASIC that was inside the XE when I bought it.
$D301 doesn't change, but the signal from the MMU switching the BASIC ROM does.
(BASIC is switched in and out as needed).

>(4) I dont know the exact switching time of your circuit (HCF4050BE), it
>depends very much on voltage (ok, you have 5V) and load. How much TTL/CMOS
>-loads do you drive from your HCF4050BE?

Yes, 5V DC. The HCF4050BE drives the LS373, which drives the MMU.

>Also most ICs have several delay times on falling and rising edge, the best
>method to compensate this is to use an inverting gate and drive the signal
>through two of them in serial.
>
>
>bye, Andrï¿½.

That would double the delay time. I guess I don't need that much delay. I
believe the delay to be too long rather than too short.

>>PS as soon as I get this bug fixed, I'm gonna install a second PIA and 4 or
>>16MB. With seperate CPU and ANTIC banking. And no loss of BASIC while
>>switching in extra memory.
>>
>
>PS: Wich adress will you use for your second PIA.?

From $D304 to $D307 (The first PIA will no longer be repeated in memory 64
times. Both PIA's will be repeated only 32 times.)

CU Mathy van Nisselroy

4271. Files using extended RAM

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <72u70nqdh2@nets3.rz.RWTH-Aachen.DE>
Source record: 58327

Howdy folks

This is for people who write/wrote software that uses extended memory.

Could you please (re)write it so that it checks which PIA pins to use. I've noticed that a lot of these files use PB5 to access banked memory. My Upgrade uses PB1 instead. (So I'm using PB0, 1, 2, 3, 6 and 7 and if I go to 4MB or 16MB also pin 2 and 3 and probably 6 and 7 of the second PIA (at $D305 = $D301 plus 4)

CU Mathy van Nisselroy

PS MyDOS doesn't have this problem, it automatically detects which pins to use (after you use option O from the menu). Meaning if MyDOS can do it, why wouldn't other pieces of software be able to.

4272. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981118055631.07510.00002180@ng-fa1.aol.com>
Source record: 58328

You mention the 80 Column upgrade
for the MIO. I thought that this didn't
exist? Did plans "escape"?
Larry White

>PS does the 80 column video upgrade for >the MIO work without the MIO?

4273. Re: Pool disk two

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: Chris Kruiper <c.a.kruiper@kpn-telecom.nl>
Message-ID: <01be12e8$0c844420$d32b15ac@tonta000067>
Source record: 58329

Thanx, I might get it...ors else I'll get it from Ernest Schreurs.....

By the way is there anybody who's got a list of the pooldisk ??? Couls
anybody e-mail it to me ?????

Thanx already,

Chris

Marek Tomczyk <un55@rz114s0.rz.uni-karlsruhe.de> schreef in artikel
<72rbmk$dqp@rz114s0.rz.uni-karlsruhe.de>...
> In article <01be116d$e1b3ff90$d32b15ac@tonta000067>,
> Chris Kruiper <c.a.kruiper@kpn-telecom.nl> wrote:
> >Where can I get pooldisk two ?????
>
> Try ABBUC. http://www.atari-computer.de/abbuc/ware.htm
> If you're a member you can get it for 34,- DM including shipping, or 39,-
DM
> if you aren't a member.
> It may be a bit more expensive if you live abroad, but I believe Holland
> should be the same price.
>
> -Marek
> --------------------------------
> Marek.Tomczyk@stud.uni-karlsruhe.de
> Marek Tomczyk
>

4274. Atari Repair

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <72ue6rdfq1@news.xmission.com>
Source record: 58330

Now that Bob Klaas of K-Products is no longer repairing 8bit Atari equipment, I'm in the need for somebody else to look at my 576k XE.

It occassionaly just locks up. Could be due to the tremendous amounts of power its needing due to 576k, SuperVideo, SuperAudio, 3 way OS switch, etc..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

4275. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3652C0E7.9676E5B1@ix.netcom.com>
Source record: 58331

LWhite6497 wrote:
>
> You mention the 80 Column upgrade
> for the MIO. I thought that this didn't
> exist? Did plans "escape"?
> Larry White
>
> >PS does the 80 column video upgrade for >the MIO work without the MIO?

Larry and all,
The 80 column upgrade was never released by ICD. I read somenting a few months ago from Tom Harker that it was not cost effective or some such or that it really didn't work quite right. I forget.
Anyway, the entire MI/O manual is available in raw text and Winword 6.0 formats at
http://www.umich.edu/~archive/atari/8bit/Info/Hardware/mioman.doc . or mioman.txt. The .DOC version looks exactly like the original manual.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4276. Re: Files using extended RAM

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yg1bhgk3l.fsf@co.umist.ac.uk>
Source record: 58332

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) writes:

> This is for people who write/wrote software that uses extended memory.
> Could you please (re)write it so that it checks which PIA pins to use. I've
> noticed that a lot of these files use PB5 to access banked memory. My Upgrade
> uses PB1 instead. (So I'm using PB0, 1, 2, 3, 6 and 7 and if I go to 4MB or
> 16MB also pin 2 and 3 and probably 6 and 7 of the second PIA (at $D305 = $D301
> plus 4)
> PS MyDOS doesn't have this problem, it automatically detects which pins to use
> (after you use option O from the menu). Meaning if MyDOS can do it, why
> wouldn't other pieces of software be able to.

Sounds like a good idea to me. Automatic extended memory size
detection is something I'd like to include in my ramdisk. One of the
reasons I've not done it so far is testing it. I can write something
that will work on my machine, but that doesn't mean it will work on
other machines with different memory sizes/schemes. Maybe several of
us can work on this together and then release the source so that
everyone can use it. In fact there's already some source available
at HeAvEn's page:

http://www.s-direktnet.de/homepages/k_nadj/xebanks.html

Although I don't think this will detect your upgrade properly Mathy, as it
appears to always store a 1 in PB0. I guess this code could be
modified to disable interrupts (so that on stock and other extended
memory machines it doesn't crash when the OS is switched out) and test
PB0 too. Also it might be worth looking at the MyDOS source to see
how that works.

I've also put some thought into supporting larger extended memory
machines (4-16MB) with my ramdisk (at the moment it is limited to
using just 1 address for bank switching, be it PORTB or somewhere
else), it would take quite a big re-write, but it is do-able. The
problem again is testing, since I don't have a dual PIA machine.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4277. what is super audio?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: Dana Eckel <deckel@info-link.net>
Message-ID: <72ukhb$cov@ns.info-link.net>
Source record: 58333

I would like to know what super audio is, and where can I get the plans

Dana

4278. Re: Halleygram from P.L.A.N.E.T. Headquarters

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <72uoa1$4h7$1@nnrp1.dejanews.com>
Source record: 58334

In article <72tm8mkjo1@flood.xnet.com>,
Jason Compton <jcompton@xnet.com> wrote:
> : Hey, any other original Starbird pilots out there?
>
> Oh yeah. My dad and I spent many an evening zipping around the galaxy
> Halley Project style, and I definitely remember that communique!
>

I wonder what the winners got. I never heard anything after sending in my fastest time.

Ahh memories. Made my go look at my framed Starbird certificate hanging on the attic wall :) Why don't companies do things like that anymore?

Mark

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4279. Re: How to terminate program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.911400467@math.tu-berlin.de>
Source record: 58335

Hi Aaron!

aarona@localnet.com (Aaron) writes:

>On Tue, 17 Nov 98 13:41:54 GMT, williaj@interlog.com (Jeff Williams)
>wrote:

>I thought TSX & TXS were only implemented begining with the 6502C
>procoessor. Aren't most Atari's equipped with the earlier 6502 and
>65c02's?

TSX and TXS are plain 6502 commands, don't worry!

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_______ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

4280. WTB: Mapping the Atari book

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <3652DF84.3EFA832C@bigfoot.com>
Source record: 58336

I am looking for the Mapping the Atari book..

any idea where i can still get it?

Regards,

Nir Dary
ndary@bigfoot.com

4281. Re: what is super audio?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-18 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <72uphq$gj1$1@news.xmission.com>
Source record: 58337

Dana Eckel <deckel@info-link.net> wrote:
> I would like to know what super audio is, and where can I get the plans

What formats can you support? I can either fax, email a .max or .jpg copy
of the instructions.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

4282. Re: Creating DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-19 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7306n6$ju8@freenet-news.carleton.ca>
Source record: 58150

"George T. Pasek Jr." (pasek001@tc.umn.edu) writes:
> I picked up a 800Xl with the Atari 1050 disk drive, but I do not have
> the DOS disk to go with it. I have read the FAQ, and downloaded various
> emulators; A800DOS, Atari800win, & XLIT. Downloaded dos25.arc, and
> SI02PC. After reading everything I could find, I'm still not sure how
> to create a Atari DOS disk. The emulators don't appear to be able to
> format and write a Atari disk using the PC drive, and with SI02PC I
> could transfer dos25 to the Atari, but can't get it on the Atari drive
> because there needs to be a dos disk to use the drive:-(I'm kinda
> going around in circles here.

Set your real disk drive to drive 2, set drive one on SIO2PC to your
DOS image. At the menu format drive 2 (real drive) and use the H command
to write dos files to drive 2.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4283. Re: How to terminate program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3653ac6d.87531654@news.pressenter.com>
Source record: 58151

On Wed, 18 Nov 1998 17:08:13 -0600, "Nick Kennedy"
<nkennedy@cswnet.com> wrote:

>No they ain't. On the plain 6502, you have to transfer X or Y to A first,
>then push A. My copy of 6502 Assembly Language Programming lists TSX and
>TXS as "new 65C02 operations."

Hi Nick. Is that book by chance 6502 Assembly Language Programming by
Lance A. Leventhal? I lost my copy to huricane Andrew. Great book.
Very thorough.

4284. Re: 1090 XL Expansion System

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-19 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <3653B84F.C15E067A@worldnet.att.net>
Source record: 58152

OK as of 10:30 PM PST 11/18/98

I now have 2 separate offers of $150 Plus shipping

4285. Re: Attn Bob Woolley: Sweet 16 (816) memory plans

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-19 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19981119013956.02761.00000569@ng04.aol.com>
Source record: 58153

```
>
>maybe I take that back - a 16mb SIMM may not be too difficult. three 158s and
>a
>little glue..... how bad do you want this folks?
>
>

Real bad bob!! I want it asap!
```

4286. Re: Atari 800 standard... Not XL in Newfoundland Area

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-19 00:00:00 UTC
From: NGM <REMOVETHISngmmedia@roadrunner.nf.net>
Message-ID: <730f6j$ro8$1@nova.thezone.net>
Source record: 58154

Actually... I don't care where it's located!!!
I just want one.. Did since I was a kid... I ended up getting a 600xl..
Which I found out later, that it was a better version 8 bit...
But the 800(non xl) looked so friggin cool! :)
I have to fullfill my childhood dream...
Lemme know a price and we'll work something out...
Working or not... Lemme know...

NGM wrote in message <72tn3d$9dq$1@nova.thezone.net>...
>Lookin for one... working or not... Just for my archives :)
>
>
>

4287. WTB:Bounty Bob Strikes Back Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-19 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <3653E74F.964@ccnet.com>
Source record: 58155

Let me know if you have a Bounty Bob Strikes Back Cart for sale.
--
4Jays Classic Video Games and Old Computers
Buy/Sell/Trade/Service/Parts
Atari 2600/5200/7800,Colecovision,Intellivision,
Odyssey 2,Fairchild,Pongs,Handhelds,Etc
Commodore 64/128/Amiga and Atari 8bit/16 bit

http://www.ncal.verio.com/~4jays/

4288. A few Atari, JAGUAR, & C-64 Items FS (ebay)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-19 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <730vgn$rk1@freenet-news.carleton.ca>
Source record: 58156
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,comp.sys.cbm

RARE Atari Super PONG Color Unit! *NICE*
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=42495574

NEW Boxed JAGUAR CONTROLLER! * NICE *
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=42761324

Infocom WISHBRINGER C64 C128 Atari! * NICE *
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=42765133

Atari XM301 Direct Connect Modem!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=42772831

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4289. *** RE. NEW ATARI USER ***

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-19 00:00:00 UTC
From: jaa1 <jaa1@ukc.ac.uk>
Message-ID: <365400EA.299B@ukc.ac.uk>
Source record: 58157

To all those who subscribe to the UK magazine "New Atari User", you may or may not already know that the editor Les Ellingham has announced in the latest issue, Issue 85, which arrived yesterday, that he is planning to cease publication of NAU in 6 issues time, which will be around the beginning of the year 2000 if schedules go to plan but will probably be towards the end of that year. I know that many of you on this newsgroup come from the USA and so may not subscribe to NAU anyway, but to all UK users: what is going to happen? Les has published a damned fine magazine for 16 years so far, and for many years now it has been the one constant publication keeping the ATARI community in this country in touch with one another. The end of NAU is a long way off yet, but now we are going to have to start to think about the future without the magazine. Any ideas as to a possible way forward? Let's not fade away for goodness sake... Is there a possibility of some kind of special forum being set up specifically as regards this topic, because this is going to be one of the most important things ever to happen to the Atari.

4290. Re: How to terminate program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-19 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y67cbu8zp.fsf@co.umist.ac.uk>
Source record: 58158

"Nick Kennedy" <nkennedy@cswnet.com> writes:
> Thomas Richter wrote in message ...
> >aarona@localnet.com (Aaron) writes:
> >>On Tue, 17 Nov 98 13:41:54 GMT, williaj@interlog.com (Jeff Williams)
> >>wrote:
> >>I thought TSX & TXS were only implemented begining with the 6502C
> >>procoessor. Aren't most Atari's equipped with the earlier 6502 and
> >>65c02's?

XL and XE's have the 6502C, the 400 and 800 machines have the 6502. (I
think you've got the 65c02 and 6502C backwards in the above line =).
The 6502C used in the XL/XE line is basically a 6502 with some extra
circuitry added to the chip itself so that the 6502C can be taken off
the bus whilst ANTIC is accessing it.

> >TSX and TXS are plain 6502 commands, don't worry!
> No they ain't. On the plain 6502, you have to transfer X or Y to A first,
> then push A. My copy of 6502 Assembly Language Programming lists TSX and
> TXS as "new 65C02 operations."

But that won't do the same thing. TXS copies the X register to the
Stack Pointer, and TSX copies the Stack Pointer to the X register.
This is the only way you can get at the Stack Pointer on a 6502(C)
processor. I guess you're thinking of pushing and popping the X
register to/from the stack, which is a command not available on the 6502(C).
If the 65C02 command for pushing X to the stack is TXS, then that's
where the confusion lies!

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
---------- Join The Atari 8-bit Computer WebRing at: ----------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4291. Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-19 00:00:00 UTC
From: John j Boyle <magrep@northnottsmag.freeserve.co.uk>
Message-ID: <731p9u$nk6$1@newsreader3.core.theplanet.net>
Source record: 58159

for sale Atari Portfolio serial peripheral.
magrep@northnottsmag.freeserve.co.uk

4292. Modem

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-19 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36546DEC.5D39AAC3@arn.net>
Source record: 58160

Hello,

A few months back I really got into my old 8-bits again and posted like crazy in here requesting all sorts of stuff for it. I kinda got side-tracked when Subspace (an internet-only game) and StarCraft came out for PC.

Well, Subspace is seems to be dying and StarCraft is getting boring. I recently went to a local "hole-in-the-wall" computer store and they had all sorts of old computers and old computer boards (even an original '77 TRS-80 10 Meg. HD).

Well, this computer store didn't have ANY Ataris. I asked him "how can you have an old computer shrine without Ataris?". He said he in desperate need of some and wishes badly that he could get ahold of them.

That started to get me to think (again) how wonderful my old Ataris are so then I started getting re-interested in Atari support, history, programming, and hardware.

My main point of this post is I am looking for a specific piece of hardware. Is there any modem manufactured for Atari (or can be used w/ Atari) that supports speeds higher than 1200 BPS? If so, is there also software made for it (now or in the past) to support those higher speeds?

Thanks,

antbaker@arn.net

4293. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-19 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <911506895.29574.0.spot.d4ee0f47@news.demon.nl>
Source record: 58161

I agree with this statement:

>I do understand why people are complaing about him, but if what Bob said
>in another post is true, that Mike's still around and just waiting to
>come back, I'd take it easy on him and try to be grateful for what he has
>done. It's interesting how people jumped on him so much for not doing
things
>he said he'd try to do, and forget all the things he did...
>

4294. Re: Attn Bob Woolley: Sweet 16 (816) memory plans

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-19 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <911506895.29574.1.spot.d4ee0f47@news.demon.nl>
Source record: 58162

```
>
>maybe I take that back - a 16mb SIMM may not be too difficult. three 158s
and a
>little glue..... how bad do you want this folks?
>
>

Can you post a drawing of this upgrade Bob ?
```

4295. Re: Modem

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-19 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <365490BF.656929BF@erols.com>
Source record: 58163

There are no direct-connect modems made for the Atari that go faster
than 1200 baud. However, with an 850 Interface you can go at least as
fast as 9600 baud. I believe you can program the 850 Interface to go to
19.2 Kbps, but you'd probably need a handler that can manage hardware
handshaking at that speed. The P: R: Connection Interface can give you
a top speed of 9600, and some don't even go that fast. The Black Box
and MIO can get you to 19.2 if you use them as interfaces, and I believe
there are plans for an R-Vertor cable clone that might go that fast,
too. Of course, you can use any faster external modem, but you're
limited to the speed the interface will allow.

Anthony Baker wrote:
>
> Hello,
>
> A few months back I really got into my old 8-bits again and posted like
> crazy in here requesting all sorts of stuff for it. I kinda got
> side-tracked when Subspace (an internet-only game) and StarCraft came
> out for PC.
>
> Well, Subspace is seems to be dying and StarCraft is getting boring. I
> recently went to a local "hole-in-the-wall" computer store and they had
> all sorts of old computers and old computer boards (even an original '77
> TRS-80 10 Meg. HD).
>
> Well, this computer store didn't have ANY Ataris. I asked him "how can
> you have an old computer shrine without Ataris?". He said he in
> desperate need of some and wishes badly that he could get ahold of them.
>
> That started to get me to think (again) how wonderful my old Ataris are
> so then I started getting re-interested in Atari support, history,
> programming, and hardware.
>
> My main point of this post is I am looking for a specific piece of
> hardware. Is there any modem manufactured for Atari (or can be used w/
> Atari) that supports speeds higher than 1200 BPS? If so, is there also
> software made for it (now or in the past) to support those higher
> speeds?
>
> Thanks,
>
> antbaker@arn.net

4296. Re: Pool Disk (1 and Too) - CD ROM format?? (ie, Linux compatible)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <3656d3ca.4993677@news.wxs.nl>
Source record: 58038

On 20 Nov 1998 04:25:44 GMT, nbs@sonic.net (William Kendrick) wrote:

>What media format are the Pool Disks in? Now that I have some cash, and
>a PC with a CD drive, I might consider getting a copy of one or both disks?
>
>On the other hand, my PC is Linux, so depending on the format of the CD,
>I may or may not be able to read it... (I can read ISO 9660 of course, and
>the two Windows CD's I've tried reading were that format, and readable.)
>
>Thanks!
>
>-bill!
>nbs@sonic.net
The Pooldisk Too is written in ISO9660 format.
It is a double CD, the first one can be read on any ISO 9660
compatible system.
The second CD is in the ISO 9660 too, but it contains some
subdirectories that are more than 8 levels deep.
(it contains web-pages and such).
It is said that some systems cannot handle that. None of the systems
I know of have problems with it though.

4297. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: atari@bright.net
Message-ID: <734psvgqa1@cletus.bright.net>
Source record: 58039

On 20 Nov 1998 04:32:06, William Kendrick wrote:
>
>(People complaining about ATR files on archives, when Atari's can't even
>read them...)
>
>
>I have to agree. The other advantage is that DCM is compressed.
>Why don't the emulators and programs like SIO2PC / APE support on-the-fly
>DCM->ATR decompression when you load a disk, and compression when you save
>or quit!? :)
>
>That'd be sweet! :)
>
>PS - Someone mentioned ATR->DCM conversion for Atari 8-bits? Where can one
>get this? What about something like DiskComm that loads ATRs instead?
>Maybe it's time to bug Bob Puff to make ATRComm! :)

I plan to order the Pool disk and I am currently wondering how to
deal with these .ATR files on my TT. I suppose I should ask Draco
if his XLemu read these file directly.

____
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

4298. Re: 8bit hardware/software $25

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: lordmanc@aol.com
Message-ID: <19981120173139.25410.00000786@ng65.aol.com>
Source record: 58040

Kent Johnson wrote:

<<Every item $25. I have all makes of floppy drives, all models of 8bits, =
some with upgrades, all kinds of software. Search your heart and ask =
yourself is there anything 8bit you will pay $25 for? If so, I probably =
have it. Leave me Email compx2@javanet.com and tell me what, precisely, = you
want. I will tell you yes or no.>>

So that nobody really wastes their time, let's just clarify that most (not all)
of the "sellers" who adamantly refuse to make lists of what they have for sale
have nothing for sale. They just get a kick out of having people desperately
email them not knowing it's a complete waste of time. Or perhaps they are just
a tad lonely and enjoy some real company that isn't spam. If you want to test
this theory, (and I have in the past) put together the list of every single
Atari hardware/software item you can think of that every webpage always has
several of, and note that Kent probably will not have any of it.

And if Kent wants to prove me wrong, then he can spend 10 minutes out of his
day and type up a brief list like a, I dunno, professional seller might
actually bother to do. Otherwise, "then I saw your face, now I'm not a
believer."

Either way, I can think of hundreds of Atari 400/800 items that are not worth
anywhere near 25 dollars. But then so can everyone.

Good day!
Rod

4299. Gamestar Baseball :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <Yom52.10$J5.207415@news1.i1.net>
Source record: 58041

I was just having some fun with it on the A800win emulator :)
Just wanted to mention my admiration for it - after all these years it's
still my favorite computer baseball game, especially player vs. player :)
BTW, the score maxes out at 99 :)
I loaded up the bases and went at it :)

Still wondering whatever happened to Dutch Doogan :)

John
jvogel@i1.net

4300. Re: Pool Disk (1 and Too) - CD ROM format?? (ie, Linux compatible)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <yim52.9$J5.207415@news1.i1.net>
Source record: 58042

Ernest R. Schreurs (ernest@wxs.nl) wrote:
: On 20 Nov 1998 04:25:44 GMT, nbs@sonic.net (William Kendrick) wrote:
:
: >On the other hand, my PC is Linux, so depending on the format of the CD,
: >I may or may not be able to read it... (I can read ISO 9660 of course, and
: >the two Windows CD's I've tried reading were that format, and readable.)
: The Pooldisk Too is written in ISO9660 format.
: It is a double CD, the first one can be read on any ISO 9660
: compatible system.
: The second CD is in the ISO 9660 too, but it contains some

<system drift :)>
I'm just curious. Are all CD's iso9660?

John
jvogel@i1.net

4301. Re: Pool Disk (1 and Too) - CD ROM format?? (ie, Linux compatible)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <734qc9$78q@freenet-news.carleton.ca>
Source record: 58043

William Kendrick (nbs@sonic.net) writes:
> What media format are the Pool Disks in? Now that I have some cash, and
> a PC with a CD drive, I might consider getting a copy of one or both disks?
>
> On the other hand, my PC is Linux, so depending on the format of the CD,
> I may or may not be able to read it... (I can read ISO 9660 of course, and
> the two Windows CD's I've tried reading were that format, and readable.)

They are ISO9660 or at least linux thinks so, i'm no CD expert.

I know because my Pooldisk II set came in the mail today.. JOY JOY! :)

Nobody should have to compute without these CD's, they are worth 10x the
asking price.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4302. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <734qqs$7lg@freenet-news.carleton.ca>
Source record: 58044

William Kendrick (nbs@sonic.net) writes:
> Chris Gill (seqrdat@die-spam-die.ihug.co.nz) wrote:
> :
> : Or another idea, you can use a cheap 386 that costs next to nix and make a
> : sio2pc cable up, that's what I've done, and just copy the atr's to the 386
> : for APE to handle... mmmm speeeeed.. :)
> :
>
> 386? Just get an 8086! I'll be dumping mine pretty soon! :)

I have a nice 8086 IBM PS/2 w/ disk drives, hd and serial ports. Guy at
the flea market GAVE it to me for nothing, just happy to have someone haul
it away :) Works nice w/ APE, should work w/ SIO2PC too.

If anyone is looking for one, check your local thrift stores. I know there are
at least 10-15 8088/286 class PC's sitting in the local thrifts here, all
marked about $5 - $10.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4303. Re: How to terminate program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <734ra0$82g@freenet-news.carleton.ca>
Source record: 58045

Jon Melbo (jmelbo@pressenter.com) writes:
>>> >TSX and TXS are plain 6502 commands, don't worry!
>>> No they ain't. On the plain 6502, you have to transfer X or Y to A first,
>>> then push A. My copy of 6502 Assembly Language Programming lists TSX and
>>> TXS as "new 65C02 operations."
>>
>>But that won't do the same thing. TXS copies the X register to the
>>Stack Pointer, and TSX copies the Stack Pointer to the X register.
>>This is the only way you can get at the Stack Pointer on a 6502(C)
>>processor. I guess you're thinking of pushing and popping the X
>>register to/from the stack, which is a command not available on the 6502(C).
>>If the 65C02 command for pushing X to the stack is TXS, then that's
>>where the confusion lies!
>
> Whoever said that TSX and TXS are standard 6502 instructions appears
> to be correct. I have a here in my hand a quick reference set for the
> plain vanilla 6502 and it includes both instructions on it.

Humm.. confirmation? I have a nice book called '6502 Assembly Language
Programming' by Lance Leventhal. It does list the TSX and TXS instructions.

Of all the 6502 books I have, this one has proven itself to be the most accurate
on many occasions.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4304. Re: Searching Sector-Copy-Prog

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <734s1d$8kj@freenet-news.carleton.ca>
Source record: 58046

Michael Geyer (geyer@.astro.uni-wuerzburg.de) writes:
> Hi !
>
> Can anybody tell me what (good) sector copy programs there
> are which run on X-Former ? Until now I used one
> called "Tomscopy", but suddenly it doesn't work any more :-(.
> I forgot: I want to use it with the X-Former cable.

Download the APE archive from the URL below, there is a nice free sector copier called MYCOPIER on the APE_WARP.ATR disk image. Tony Ramos comes to mind as the author, but its been awhile since I used it.

Bill Kendrick just posted a message about his XL Search page, you can probably find it there as well.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
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* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4305. Re: Modem

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3655EF74.D4D8A125@arn.net>
Source record: 58047

O.K...I think I know where my old PR Connector is. However, what about comm. program support (i.e. BobTerm)? Would it recognize the faster speeds?

Laters,

antbaker@arn.net

Alan Sharkis wrote:
>
> There are no direct-connect modems made for the Atari that go faster
> than 1200 baud. However, with an 850 Interface you can go at least as
> fast as 9600 baud. I believe you can program the 850 Interface to go to
> 19.2 Kbps, but you'd probably need a handler that can manage hardware
> handshaking at that speed. The P: R: Connection Interface can give you
> a top speed of 9600, and some don't even go that fast. The Black Box
> and MIO can get you to 19.2 if you use them as interfaces, and I believe
> there are plans for an R-Vertor cable clone that might go that fast,
> too. Of course, you can use any faster external modem, but you're
> limited to the speed the interface will allow.
>

4306. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3655F090.E3B43152@arn.net>
Source record: 58048

Where can you get one of those SIO2PC/A.P.E. or 1050toPC cables anyway?
I am too lazy and have too few SIO cables to make one myself.

Laters,

antbaker@arn.net

Robert S Ely wrote:
>
> William Kendrick wrote:
> >
> > (People complaining about ATR files on archives, when Atari's can't even
> > read them...)
> >
> > I have to agree. The other advantage is that DCM is compressed.
> > Why don't the emulators and programs like SIO2PC / APE support on-the-fly
> > DCM->ATR decompression when you load a disk, and compression when you save
> > or quit!? :)
> >
> > That'd be sweet! :)
> >
> > PS - Someone mentioned ATR->DCM conversion for Atari 8-bits? Where can one
> > get this? What about something like DiskComm that loads ATRs instead?
> > Maybe it's time to bug Bob Puff to make ATRComm! :)
> >
> > -bill!
> > nbs@sonic.net
>
> Bill,
> As you know, ATRs are full size disk images. DCM is not necessary for
> this. Using either SIO2PC/A.P.E. or 1050toPC, the ATR images can simply
> be copied to a standard Atari floppy or hard drive. DCM to ATR is simply
> DCM for emulators. It creates ATR disk images from standard DCM'd Atari
> floppies. You can DCM an ATR image from within an emulator and unDCM the
> file on a stock Atari machine.
>
> --
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4307. Re: 8bit hardware/software $25

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <13818-3656031A-31@newsd-221.iap.bryant.webtv.net>
Source record: 58049

how about ultima 1-5:)

4308. Re: Atari 8-bit FTP and WEBSITE OWNERS! Read this!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: Trevor Holyoak <trevorh@wfs.twc.com>
Message-ID: <3655F78B.B4EE2E96@wfs.twc.com>
Source record: 58050

I have a bunch of stuff at my site (http://www.holyoak.com/atari) but it's rotated
often enough that I don't have the time to make a list every time. Is there a way
I could automate putting it in whatever format it is that you require?

- Trevor Holyoak

William Kendrick wrote:

> I can't stress this enough!
>
> If you have an FTP site or website with Atari 8-bit files or programs,
> please contact me about adding your site's contents to the index used by
> "XL Search", the one and only multi-archive search engine for Atari 8-bits.
>
> All you need to do is create an index in a tab-delimited text file (a ".qif").
> This is identical to the archive files gathered and used by
> "www.shareware.com", the site that inspired XL Search (mainly because they
> refused to list the files at UMich for so long :)).
>
> If you're too busy to write a description of every file, that's ok. People
> will be able to find your file by filename. (I'm also considering creating
> a category browse interface on XL Search, but that won't be any time soon.)
>
> For information on adding your FTP- or Web-site's Atari files to XL Search,
> visit the XL Search website:
>
> http://www.sonic.net/~nbs/xlsearch/
>
> Click "HELP" and scroll down to the bottom about "QIF" files.
>
> If you can figured it out yourself and make a QIF file, simply fill out the
> "ADD MY SITE" form on the "FEEDBACK" page.
>
> If you need help or have any other questions or comments, feel free to
> e-mail me via the "COMMENTS" from on the "FEEDBACK" page, or send me
> e-mail directly:
>
> nbs@sonic.net
>
> Thank you! Your support of XL Search will in turn help all other 8-bitters!
>
> -bill!
> nbs@sonic.net
> http://www.newbreedsoftware.com/

4309. emulators.com? (XFormer98)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: Trevor Holyoak <trevorh@wfs.twc.com>
Message-ID: <3655F907.B003F67B@wfs.twc.com>
Source record: 58051

Anybody know what's up at Emulators Inc.? I ordered Xformer98 online a week or two ago, and followed up with an e-mail a few days later. I have yet to hear anything back. Is this normal?

Thanks,
Trevor Holyoak

4310. Re: How to terminate program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <365624f1.0@news.iglou.com>
Source record: 58052

On 1998-11-18 nkennedy@cswnet.com said:
>No they ain't. On the plain 6502, you have to transfer X or Y to A
>first, then push A. My copy of 6502 Assembly Language Programming
>lists TSX and TXS as "new 65C02 operations."
>Nick
You're thinking of push/pop X instructions. TXS and TSX instructions transfer
X to the stack pointer and vice versa.

Net-Tamer V 1.08X - Test Drive

4311. PoolDisk Too

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <911598542@stackbbs.xs4all.nl>
Source record: 58053

To all who wanted to offer themselves (or anyone else) a PoolDisk, Atari 8-bit CD-Rom...

The PoolDisk-Too (PoolDisk-2) is available right now ! It's a package of 2 CD-Rom's, filled to the end with Atari XL/XE related stuff...

Disk-1 contains all kind of software in the .ATR image format, ready to load into an emulator, or much better, the REAL thing, using an Atari 8-bitter with the SIO2PC hardware...

Disk-2 contains stuff like: Atari 8-Bit emulators for PC, ST, Amiga, and Mac, some seperate atari-files (not in ATR-format), pictures of: games, adverts, and screenshots from all kind of Atari computers, like XL/XE, Jaguar64, 2600, 5200, 7800, etc...

Also included are .AVI / .MOV movie-files from adverts, games and more of that, for those who're able to run these things on Mac, or Win-box'... Every Atari 8-Bit user, who has also acces to a platform with CD-Rom, should have these CD-Rom's. In the last few weeks I saw many questions about where to find software on internet for the 8-bitters. Well, ALL the titles I saw scrolling thru my Atari 8-Bit screen were available on the Pooldisk-Too !!!

Where to get it ??? Write an E-mail to Bo Schreurs in the Netherlands. He and his brother Ernest did collect and convert the xxx-MB's of files to images and created the PoolDisk.

E-mail to: stack@xs4all.nl for info, or to directly order your copy of the PoolDisk-Too !!!

If you live in Germany, try to contact ABBUC. They also sell copies of the PoolDisk. Even better is to became a member of ABBUC, the Atari Bit Byter User Club. If you are, you will be informed about anything new in the Atari 8-Bit scene !

Sysop Fox-1, (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

4312. How to terminate program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <911598543@stackbbs.xs4all.nl>
Source record: 58054

```
< terminate: JMP (DOSVEC) or RTS ? >
It depents of the situation. What does the code do ?

If possible, I should use RTS, with resoring all registers you've changed
in your own code, like: colors, screen-margins, alternative fonts, DL/VBI
address', and not to forget, if it is a DOS-application, always reset the
keybuffer before exiting the program using a real key, like [Q]uit or
something. Many people forget about that. It's just cosmetic, but it's
not nice when exiting a program from Sparta-dos for example, and you find
yourself back in the commandline with a [Q] entered as command...

Just use:

LDA #$FF (#255)
STA $2FC (#764)

right before you exit the program...

Sorry if you already did, but I don't know your skill of coding :-))
(I don't even know mines :-))

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---
```

4313. Re: demo

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <911598544@stackbbs.xs4all.nl>
Source record: 58055

```
< Little computer people >
I while ago I bought a whole bunch of Atari 8-bit software. All Atari,
except one. That was a disk containing the C64-version of "little
computer people" :-))

Sysop Fox-1 (fox-1 AT aq DOT nl)
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

4314. Pool Disk (1 and Too) - CD ROM format?? (ie, Linux compatible)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <732r08$5na$1@ultra.sonic.net>
Source record: 58164

What media format are the Pool Disks in? Now that I have some cash, and
a PC with a CD drive, I might consider getting a copy of one or both disks?

On the other hand, my PC is Linux, so depending on the format of the CD,
I may or may not be able to read it... (I can read ISO 9660 of course, and
the two Windows CD's I've tried reading were that format, and readable.)

Thanks!

-bill!
nbs@sonic.net

4315. Re: Files using extended RAM

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <732r6l$5na$2@ultra.sonic.net>
Source record: 58165

Raphael James Espino (rje@co.umist.ac.uk) wrote:
: nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) writes:
:
<snip>
: > PS MyDOS doesn't have this problem, it automatically detects which
: > pins to use
: > (after you use option O from the menu). Meaning if MyDOS can do it, why
: > wouldn't other pieces of software be able to.
:
<snip>
: Maybe several of
: us can work on this together and then release the source so that
: everyone can use it.

MyDOS source is available!!! :)

-bill!
nbs@sonic.net

4316. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <732rc6$5na$3@ultra.sonic.net>
Source record: 58166

(People complaining about ATR files on archives, when Atari's can't even read them...)

I have to agree. The other advantage is that DCM is compressed.
Why don't the emulators and programs like SIO2PC / APE support on-the-fly DCM->ATR decompression when you load a disk, and compression when you save or quit!? :)

That'd be sweet! :)

PS - Someone mentioned ATR->DCM conversion for Atari 8-bits? Where can one get this? What about something like DiskComm that loads ATRs instead? Maybe it's time to bug Bob Puff to make ATRComm! :)

-bill!
nbs@sonic.net

4317. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <732rdf$5na$4@ultra.sonic.net>
Source record: 58167

Chris Gill (seqrdat@die-spam-die.ihug.co.nz) wrote:
:
: Or another idea, you can use a cheap 386 that costs next to nix and make a
: sio2pc cable up, that's what I've done, and just copy the atr's to the 386
: for APE to handle... mmmm speeeeed.. :)
:

386? Just get an 8086! I'll be dumping mine pretty soon! :)

-bill!

4318. XL Search - up to a whopping 15,000+ files indexed!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <732rsb$5na$5@ultra.sonic.net>
Source record: 58168

Thanks to Ken Siders and Tom Hunt joining in on the XL Search bandwagon,
XL Search now holds an index of nearly 16,000 Atari 8-bit files!
Hundreds and hundreds contain good descriptions, and I'm planning on working
with Tom to describe huge chunks of his archive, at least minimally
(ie, title of the program, so you don't have to guess the filename).

Also, the XL Search e-mail gateway is back (and better!) For those of you
without web access, or who don't want to bother firing up a browser, you
can send e-mail to my address:

nbs@sonic.net

with a subject of:

xlsearch

(all one word, lowercase).

You'll receive a small help file in your box pretty much immediately. It
explains how to do keyword searches with XL Search via your e-mail box!
(Getting the files is another story... most files are on FTP servers,
though, so if you at least have an FTP client, you should be set.)

In the meantime, I'm going to look into adding the following kick-butt
features:

* ATASCII text viewer (at minimum, Atari TAB/EOL conversion)
* DCM to ATR conversion, for lazy PC users
* ATR to DCM conversion, for 8-bit users without PC's
* Atari graphic file -> GIF conversion (for at least a few popular formats)

All of these features will be web-based, so you'll need a PC or access to
"lynx" browser to use them.

Look for them soon! (Work's let up, and I'm hankerin' to do fun code! :))

In the meantime, enjoy the huge mass of files, and thanks Tom and Ken
(and Marek, of course, who was first to join XL Search after myself :))

http://www.sonic.net/~nbs/xlsearch/

-bill!
nbs@sonic.net
http://www.newbreedsoftware.com/

4319. Re: How to terminate program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3654f213.170910826@news.pressenter.com>
Source record: 58169

On 19 Nov 1998 13:07:06 +0000, Raphael James Espino
<rje@co.umist.ac.uk> wrote:

>"Nick Kennedy" <nkennedy@cswnet.com> writes:
>> Thomas Richter wrote in message ...
>> >aarona@localnet.com (Aaron) writes:
>> >>On Tue, 17 Nov 98 13:41:54 GMT, williaj@interlog.com (Jeff Williams)
>> >>wrote:
>> >>I thought TSX & TXS were only implemented begining with the 6502C
>> >>procoessor. Aren't most Atari's equipped with the earlier 6502 and
>> >>65c02's?
>
>XL and XE's have the 6502C, the 400 and 800 machines have the 6502. (I
>think you've got the 65c02 and 6502C backwards in the above line =).
>The 6502C used in the XL/XE line is basically a 6502 with some extra
>circuitry added to the chip itself so that the 6502C can be taken off
>the bus whilst ANTIC is accessing it.
>
>> >TSX and TXS are plain 6502 commands, don't worry!
>> No they ain't. On the plain 6502, you have to transfer X or Y to A first,
>> then push A. My copy of 6502 Assembly Language Programming lists TSX and
>> TXS as "new 65C02 operations."
>
>But that won't do the same thing. TXS copies the X register to the
>Stack Pointer, and TSX copies the Stack Pointer to the X register.
>This is the only way you can get at the Stack Pointer on a 6502(C)
>processor. I guess you're thinking of pushing and popping the X
>register to/from the stack, which is a command not available on the 6502(C).
>If the 65C02 command for pushing X to the stack is TXS, then that's
>where the confusion lies!

Whoever said that TSX and TXS are standard 6502 instructions appears
to be correct. I have a here in my hand a quick reference set for the
plain vanilla 6502 and it includes both instructions on it.

TXS is opcode 9A
TSX is opcode BA

The XLs and XEs have the 6502C while the 400/800 have the 6502. The
65C02 has some additional instructions which no stock Atari machine
can support. They are:

BRA
DEA
INA
PHX

PHY
PLX
PLY
STZ
TRB
TSB

4320. re: bob klaas

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <733agn$4lu$1@nnrp1.dejanews.com>
Source record: 58170

bob,

i have tried to email you for several days now but i cant seem to get through to you... i have two things i wanted to talk to you about the first is the XF- 551's you said you were going to sell, i would be interested in one if you havnt sold both yet, the other thing is i have one of your hd interfaces and it has a bad rom in it, and need another if you have them.... if you could email meor leave a msg in this news group i would appreciate it.

thanks,

sloopy.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4321. 800/800xl composite output question

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: abaddon88@aol.com
Message-ID: <19981120040908.11426.00000299@ng30.aol.com>
Source record: 58171

Hi guys,

I got an RCA closed-circuit video monitor. It is black and white, and as I don't know the meanings or differences between luminance, video, or chroma signals, I just tested each. Since 800xl has no chroma, the best connection seems to be the luminance output. I also have an 800 and will make a separate cable if chroma output produces a better picture. Well the question is: can anybody give me the background on these different signals? What considerations should be made since this is a b/w monitor?

Thanks atarians,
Blair

p.s. it's a cute little monitor with a great image!

4322. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: kames@pcmagic.net
Message-ID: <f5O4dXX6MbiT-pn2-czWLd93rS6JH@DRACO>
Source record: 58172

On Fri, 20 Nov 1998 04:32:06, nbs@sonic.net (William Kendrick) wrote:

>
> (People complaining about ATR files on archives, when Atari's can't even
> read them...)
>
>
> I have to agree. The other advantage is that DCM is compressed.
> Why don't the emulators and programs like SIO2PC / APE support on-the-fly
> DCM->ATR decompression when you load a disk, and compression when you save
> or quit!? :)
>
> That'd be sweet! :)
>
> PS - Someone mentioned ATR->DCM conversion for Atari 8-bits? Where can one
> get this? What about something like DiskComm that loads ATRs instead?
> Maybe it's time to bug Bob Puff to make ATRComm! :)
>
> -bill!
> nbs@sonic.net

Ape software by Steven Tucker does support DCM images, just not on the
fly but you never know, maybe he will.

4323. Re: 800/800xl composite output question

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981120030124.9837A-100000@vtn1>
Source record: 58173

Basically: Luminance (aka Luma) is brightness and Chroma (aka Chrominance)
is color level. Video (aka Comnposite) is a combination of the preceeding
two similar to what is output from a VCR.

With a mono monitor such as yours, the best picture comes from the
luminance output. Forget completely about Chroma and only try the
Composite if you want to play around with some grey-scaling.

On 20 Nov 1998, Abaddon88 wrote:

> Hi guys,
>
> I got an RCA closed-circuit video monitor. It is black and white, and
> as I don't know the meanings or differences between luminance, video, or chroma
> signals, I just tested each. Since 800xl has no chroma, the best connection
> seems to be the luminance output. I also have an 800 and will make a separate
> cable if chroma output produces a better picture. Well the question is: can
> anybody give me the background on these different signals? What considerations
> should be made since this is a b/w monitor?
>
> Thanks atarians,
> Blair
>
> p.s. it's a cute little monitor with a great image!
>
>

4324. Where can I find ATR file Voodoo Castle

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: markus.wuehl@docnet.de
Message-ID: <733m8h$dq5$1@nnrp1.dejanews.com>
Source record: 58174

Can anybody help me by searching for an atr file with the game
called voodoo castle. Is an text-graphics adventure.

Please help me

Markus

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4325. Re: Files using extended RAM

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yd86iefg6.fsf@co.umist.ac.uk>
Source record: 58175

nbs@sonic.net (William Kendrick) writes:
> Raphael James Espino (rje@co.umist.ac.uk) wrote:
> : nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) writes:
> : > PS MyDOS doesn't have this problem, it automatically detects which
> : > pins to use
> : > (after you use option O from the menu). Meaning if MyDOS can do it, why
> : > wouldn't other pieces of software be able to.
> : Maybe several of
> : us can work on this together and then release the source so that
> : everyone can use it.
> MyDOS source is available!!! :)

Yup, that's why I suggested having a look at it *grin* You still need
to figure out which piece of the code does the work though, and check
that it does really really detect all the different memory expansions
properly. I thought Mathy had had a bit of trouble with the MyDOS
ramdisk originally.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4326. Atari equipment fs/trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: main@appstate.edu
Message-ID: <733t04$jd4$1@nnrp1.dejanews.com>
Source record: 58176

I have the following Atari equipment for sale or trade:

Atari 800XL w/PS
A.P.E. Atari Peripheral Emulator cable
Wico Command Control Joyatick

Carts (loose):

Atari Logo
Star Raiders
Pac-Man
Missile Command
Asteroids
Atari Chess
Music Composer

Tapes:

Intro. to Graphics
Writing Prog. 1 & 2

Please e-mail offers to main@appstate.edu

I am also interested in trading for Lego sets/parts. Thanks for reading.

--
Thomas Main
main@appstate.edu

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4327. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <36555E6D.FACCA08D@ix.netcom.com>
Source record: 58177

William Kendrick wrote:
>
> (People complaining about ATR files on archives, when Atari's can't even
> read them...)
>
> I have to agree. The other advantage is that DCM is compressed.
> Why don't the emulators and programs like SIO2PC / APE support on-the-fly
> DCM->ATR decompression when you load a disk, and compression when you save
> or quit!? :)
>
> That'd be sweet! :)
>
> PS - Someone mentioned ATR->DCM conversion for Atari 8-bits? Where can one
> get this? What about something like DiskComm that loads ATRs instead?
> Maybe it's time to bug Bob Puff to make ATRComm! :)
>
> -bill!
> nbs@sonic.net

Bill,
As you know, ATRs are full size disk images. DCM is not necessary for
this. Using either SIO2PC/A.P.E. or 1050toPC, the ATR images can simply
be copied to a standard Atari floppy or hard drive. DCM to ATR is simply
DCM for emulators. It creates ATR disk images from standard DCM'd Atari
floppies. You can DCM an ATR image from within an emulator and unDCM the
file on a stock Atari machine.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4328. Another modem question...

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981120073914.27169.00000489@ng72.aol.com>
Source record: 58178

With the prices of modems getting cheaper and cheaper... where would be a good place to get a cheap 14.4? I ask because, if the 850 can handle, let's say, 9600... the 14.4 ought to kick down to that..(might be the easier way for ME versus figuring out how to increase the speed up to the 14.4...).. I have an old 2400 zoom.. might as well kick it up a notch... wonder if one can be made easily from a PC card??

Thanks..
Vinnie

4329. Re: *** RE. NEW ATARI USER ***

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ybtm2ee9a.fsf@co.umist.ac.uk>
Source record: 58179

jaa1 <jaa1@ukc.ac.uk> writes:

> To all those who subscribe to the UK magazine "New Atari User", you may
> or may not already know that the editor Les Ellingham has announced in
> the latest issue, Issue 85, which arrived yesterday, that he is planning
> to cease publication of NAU in 6 issues time, which will be around the
> beginning of the year 2000 if schedules go to plan but will probably be
> towards the end of that year. I know that many of you on this newsgroup

Now that's a sad piece of news, although not entirely unexpected.
Unfortunately I haven't seen my copy yet (it's no doubt working its
way through the postal system). I've been thinking for some time now
that the way forward for the Atari 8-bit in the UK and the rest of the
world is on-line, through the internet, c.s.a.8, the archives, the Atari
8-bit related websites out there, and others. Unfortunately this will
mean that some people will miss out, but I don't see what else can be
done. I can't see a anything replacing NAU (such as a semi-regular
newsletter) and still being able to maintain a reasonable circulation,
plus whoever maintains it would most likely not be able to do
it full time (leading to something similar to the current NAU
situation). I guess all that can be done in the last 6 issues, is
gather together as many names and addresses of people still willing to
continue with the 8-bit as possible.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4330. Searching Sector-Copy-Prog

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: <>
Message-ID: <3655651b.0@uni-wuerzburg.de>
Source record: 58180

Hi !

Can anybody tell me what (good) sector copy programs there
are which run on X-Former ? Until now I used one
called "Tomscopy", but suddenly it doesn't work any more :-(.
I forgot: I want to use it with the X-Former cable.

Thanks, Bye

Michael

Michael Geyer at University of Wuerzburg / Germany

email: geyer@astro.uni-wuerzburg.de
Homepage : http://cip.physik.uni-wuerzburg.de/~cip656

4331. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <733r9p$c89$1@nets3.rz.RWTH-Aachen.DE>
Source record: 58181

Howdy folks

>LWhite6497 wrote:
>>
>> You mention the 80 Column upgrade
>> for the MIO. I thought that this didn't
>> exist? Did plans "escape"?
>> Larry White
>>
>> >PS does the 80 column video upgrade for >the MIO work without the MIO?
>
>Larry and all,
> The 80 column upgrade was never released by ICD. I read somenting a
few
>months ago from Tom Harker that it was not cost effective or some such
>or that it really didn't work quite right. I forget.
> Anyway, the entire MI/O manual is available in raw text and Winword
6.0
>formats at
>http://www.umich.edu/~archive/atari/8bit/Info/Hardware/mioman.doc . or
>mioman.txt. The .DOC version looks exactly like the original manual.

Does it include anything about the technical workings of the beast. Like where
it put's itself into memory? Or how the MIO's memory is accessed? Which
addresses are use?

CU Mathy van Nisselroy

PS I'm an XE lover and PC hater. Is there a reason why I should get the doc
file instead of the TXT file??

4332. Re: Files using extended RAM

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <733rsc$c89$2@nets3.rz.RWTH-Aachen.DE>
Source record: 58182

Howdy folks

>nbs@sonic.net (William Kendrick) writes:
>> Raphael James Espino (rje@co.umist.ac.uk) wrote:
>> : nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) writes:

>> : > PS MyDOS doesn't have this problem, it automatically detects which
>> : > pins to use
>> : > (after you use option O from the menu). Meaning if MyDOS can do it, why
>> : > wouldn't other pieces of software be able to.

>> : Maybe several of
>> : us can work on this together and then release the source so that
>> : everyone can use it.

>> MyDOS source is available!!! :)

>Yup, that's why I suggested having a look at it *grin* You still need
>to figure out which piece of the code does the work though, and check
>that it does really really detect all the different memory expansions
>properly. I thought Mathy had had a bit of trouble with the MyDOS
>ramdisk originally.

I do, I do. Or actually I have two.... that rimes (sp?)

First problem. If I boot without BASIC everything is OK. If I boot with
BASIC, the directory is empty although the free sector count is EXACTLY the
same a without BASIC.

Problem number two. If MyDOS 4.53/5 things you don't have a RAMdisk, (Option O
in the menu to switch it off, then H to write DOS to disk.) and I have RB6C
(Ramboot 6.c) autostart, it tries to format disk ZERO. It usually formats disk
ONE instead. I'm a pro in manually rebuilding directories.

CU Mathy van Nisselroy

PS I do have the source to MyDOS, I don't seem to have the source to RB6C, and
I know little about assembler.

4333. SIMM upgrade. I goofed

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <733sen$c89$3@nets3.rz.RWTH-Aachen.DE>
Source record: 58183

Howdy folks

I goofed in a pretty big way.

Remember the flickering I told you all about, that appaired under BASIC when I was entering code or listing it?

Well.....

Some of not most of the 800XE's and 65XE's that were sold in Europe have a Graphics 9 bug. If you tell it to draw a BIG line on the top of the screen, where each line has a different hue (read: it starts out black then via shades of grey to white and back), it will err. Instead of smouth lines, you will see small circles on some lines.

Somebody developed an upgrade for this. It involved soldering three resistors to pins on the GTIA chip (pin 18 - 1kOhm, pin 19 - 470 Ohm, pin 20 - 1 kOhm) and ground (I used pins 2,3, 5 and 1 of te ANTIC chip). Well, that made the ANTIC run a bit warm. And started all the big problems with BASIC.

I toke the "upgrade" out.

Now I'm back to: Where is my Dup and Mem.sav after I Boot the XE?

Sorry if I smoked a brain or two. And thanks to all those trying to help.

CU Mathy van Nisselroy

4334. Re: How to terminate program?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <734007$t7p$1@news.csw.net>
Source record: 58184

>> No they ain't. On the plain 6502, you have to transfer X or Y to A
first,
>> then push A. My copy of 6502 Assembly Language Programming lists TSX and
>> TXS as "new 65C02 operations."
>
>But that won't do the same thing. TXS copies the X register to the
>Stack Pointer, and TSX copies the Stack Pointer to the X register.
>This is the only way you can get at the Stack Pointer on a 6502(C)
>processor. I guess you're thinking of pushing and popping the X
>register to/from the stack, which is a command not available on the
6502(C).
>If the 65C02 command for pushing X to the stack is TXS, then that's
>where the confusion lies!
>>--
>Raphael Espino

You're absolutely right, Raphael. I just pulled out my AMAC manual to "prove" there was no TSX, TXS in the original Atari and sure enough, there they are. I guess because I never (or rarely) used them, I thought they were the "new" push and pull X opcodes as you suggested.

The Leventhal book does say 65C02 and not 6502C, I guess they're two different chips as you suggest. The book cover says, "Second Edition, includes 65C02."

Yes, Jon Melbo, that's a real good book, published by Osborne/McGraw Hill. I think I did most of my learning on one by Zaks or something, though. I gave that one to my brother.

Nick

4335. Re: Files using extended RAM

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yyap6xqus.fsf@co.umist.ac.uk>
Source record: 58185

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) writes:
> Howdy folks
> I do, I do. Or actually I have two.... that rimes (sp?)
>
> First problem. If I boot without BASIC everything is OK. If I boot with
> BASIC, the directory is empty although the free sector count is EXACTLY the
> same a without BASIC.

Did you try reconfiguring the page sequence for the MyDOS ramdisk
from the O option on the menu (choose N for use default page sequence)
for your memory expansion? It's a pain, and you have to be *really*
REALLY careful to get it right, but if that's right, then maybe it's
a problem with the way the MyDOS ramdisk works. Unfortunately the
MyDOS source is in Mac/65 and I'm an AMAC person =) (or should that be
Fortunately? *grin*)

> Problem number two. If MyDOS 4.53/5 things you don't have a RAMdisk, (Option O
> in the menu to switch it off, then H to write DOS to disk.) and I have RB6C
> (Ramboot 6.c) autostart, it tries to format disk ZERO. It usually formats disk
> ONE instead. I'm a pro in manually rebuilding directories.

argh sounds dangerous! I'll have to pass on RB6C (never used it).
What disk number should it set itself up as?

BTW did you get a chance to test Ramdrive and that new configuration
file with your expansion?

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4336. Re: 1090 XL Expansion System

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <3655BA10.846BB2CF@worldnet.att.net>
Source record: 58186

As of 10 AM Friday the High bid is $210 plus shipping.
I will take bids through the weekend.

4337. Re: 800/800xl composite output question

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-20 00:00:00 UTC
From: abaddon88@aol.com
Message-ID: <19981120144311.18265.00000569@ng126.aol.com>
Source record: 58187

thanks john, that was helpful.
take care,
blair

4338. Re: *** RE. NEW ATARI USER ***

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981120225120.01221.00000883@ng-fa1.aol.com>
Source record: 58056

>I've been thinking for some time now
>that the way forward for the Atari 8-bit in the >UK and the rest of the
>world is on-line, through the internet, c.s.a.8, >the archives, the Atari
>8-bit related websites out there, and others.

Yes, I agree. There is still so much to be done with the A8, and so much
material
available, and so many topics that I think
would be of interest to many users.

AC (original) proved to me that although
there is a lot of casual interest in the A8, there aren't too many people that
are interested
enough to lay out $30 or so for a subscription.
(For a variety of reasons, I'm sure.)

I want to do something to fill the vacuum, but
can't do too much until retirement - a couple
of years, yet. I do know enough about the A8
to contribute, I believe.

Too bad about NAU, but it doesn't surprise
me either. I say "many thanks" to Les for
holding the torch for this many years! (I am
a subscriber.) In truth, NAU isn't my favorite
Atari printed magazine, but it is my favorite
that has been printed on a more-or-less
regular basis!

Amazingly, although I've been ardent user
for almost 17 years, I didn't know anything about CSA8bit until about six
months ago when I asked the sig managers on Delphi if
there were any A8 bitters left on Delphi.
They told me how to get to CSA8, and it's
just like Compuserve 10 years ago (but a lot
cheaper.) And now ther are users from all
over the world. I'm still amazed by the
internet!

Anyway, count me in. I'm in this for the long
haul!!!

Larry

4339. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981120230711.01221.00000894@ng-fa1.aol.com>
Source record: 58057

>PS - Someone mentioned ATR->DCM conversion for Atari 8-bits?

Slightly off the subject, but does anyone have
a list of the various convertors for the Atari
and PC (and/or others) and what they do?
There are a bunch of them! I don't remember
seeing a full list in the Emulator FAQ.
If anyone wants to send me email with a
listing, I'll put them all together and put the final listing up on
alt.binaries as a text file, of course.
Larry

4340. Re: Pool Disk (1 and Too) - CD ROM format?? (ie, Linux compatible)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981120233016.01221.00000905@ng-fa1.aol.com>
Source record: 58058

>Nobody should have to compute without these CD's, they are worth 10x the
> asking price.

Absolutely! And thanks to you and Nick
Kennedy, we can get them across easily
to the Atari! Thanks to Ernest & Bo and
you and Nick!

Larry

4341. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <FUr52.836$CY1.3327757@news.itd.umich.edu>
Source record: 58059
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 123384 Nov 17 15:41 ./8bit/Dos/Warpdos/happy71.arc
-rw-r--r-- kendric 202 Nov 17 15:41 ./8bit/Dos/Warpdos/happy71.blurb
-rw-r--r-- kendric 284 Nov 17 15:46 ./8bit/Dos/0subs.Dos
-rw-r--r-- kendric 2310 Nov 17 15:47 ./8bit/00.CHANGES.98.09.21
-rw-r--r-- kendric 199107 Nov 17 15:50 ./8bit/atari8.qif
-rw-r--r-- kendric 548 Nov 17 15:49 ./8bit/00.CHANGES
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

4342. Re: emulators.com? (XFormer98)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: Doug Feldman <dafeldman@prodigy.net>
Message-ID: <36565C92.668E@prodigy.net>
Source record: 58060

In late 1996, Emulators.COM offered all current owners of the XFORMER software a free upgrade to a Win '95 version. It took over 14 months for me to receive a copy here in Michigan.

I also imagine the company spends way more effort to support customers of the MAC emulators etc etc.

Good Luck!

4343. Re: emulators.com? (XFormer98)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36566ac7.267361349@news.pressenter.com>
Source record: 58061

On Fri, 20 Nov 1998 23:14:21 GMT, Trevor Holyoak <trevorh@wfs.twc.com>
wrote:

>Anybody know what's up at Emulators Inc.? I ordered Xformer98 online a
>week or two ago, and followed up with an e-mail a few days later. I have
>yet to hear anything back. Is this normal?

Normal for that operation. From what I have heard over time in here
Darek is very SLOW in his dealings with his emulator stuff.

4344. CAN YOU GET WIN 95 TO WORK WITH PC CARD DRIVE?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: paulfinch@x-stream.co.uk
Message-ID: <7366cg$h4p$1@nnrp1.dejanews.com>
Source record: 58062

Help,

Can anyone tell me how to get the Atari PC Card Drive (For the Atari Portfolio memory cards, 8 bit) to work with Win 95, yes I know it works with Win 3.11 and some German guys tried to write a program called 'FolioLink 95' but it was bug ridden and never worked.

Therefore would anyone like to take up the challenge and write a piece of software which would make these two items work together! or any other ideals?

--
Paul

We MUST keep the Atari Portfolio ALIVE!

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4345. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <736anj$4s0$1@ultra.sonic.net>
Source record: 58063

Robert S Ely (rely@ix.netcom.com) wrote:
: Bill,
: As you know, ATRs are full size disk images. DCM is not necessary for
: this. Using either SIO2PC/A.P.E. or 1050toPC, the ATR images can simply
: be copied to a standard Atari floppy or hard drive. DCM to ATR is simply
: DCM for emulators. It creates ATR disk images from standard DCM'd Atari
: floppies. You can DCM an ATR image from within an emulator and unDCM the
: file on a stock Atari machine.

The problem with this is a Single Density ATR disk image, for example, is
at least a few bytes LARGER than the amount of space a SD disk can hold!

So if an Atari user wanted to try and use an ATR disk, not only would they
have to wait a few times as long (ie, 96K instead of, say, 30K for a typical
DCM file) but they'd end up with a truncated file to boot!

I'm trying to allow for the lowest common denomenator.

I've bugged Chad Wagner (author of "dcmtoatr") and asked if he'd mind
recoding it to do the reverse, so I can add a "download this ATR file as
a DCM" feature to XL Search.

It looks like nothing like this has been done (other than "DiskComm" itself!)

-bill!
nbs@sonic.net

4346. Re: Atari 8-bit FTP and WEBSITE OWNERS! Read this!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <736asf$4s0$2@ultra.sonic.net>
Source record: 58064

Trevor Holyoak (trevorh@wfs.twc.com) wrote:
: I have a bunch of stuff at my site (http://www.holyoak.com/atari) but it's rotated
: often enough that I don't have the time to make a list every time. Is there a way
: I could automate putting it in whatever format it is that you require?
:
: - Trevor Holyoak

Probably! Can you write your own software on that server (ie, is it Unix,
or if it's PC, do you have development tools like a C compiler or BASIC?)

And what format are your indicies in currently?

On UMich, I build the index file needed ("atari8.qif") by running a program
I wrote ("makeqif", a C program for Unix) which looks at every file and
tries to find a descriptive ".blurb" file corresponding to it.

Tom Hunt looks like he made a program which concatenates all of his
"index" files from each of his FTP site's directories.

-bill!
nbs@sonic.net

4347. XL Search - awesome new features!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <736bij$4s0$3@ultra.sonic.net>
Source record: 58065

XL Search now has the following awesome features!

* UnARC, UnZIP

If you search for something and get back any ".arc" or ".zip" archive files, there's a new option to view the contents of the archive.

From the contents listing, you can click on individual files and download them! (It's a little slow, since it needs to download the ARC/ZIP file off of the FTP site, so if you're considering grabbing EVERY file from within an archive, just download the whole archive and uncompress it offline.)

* ATASCII Viewer

If you hit a ".txt" file that looks funky in your web browser, it's probably an ATASCII file. If you see a ".ata" file, it's also probably an ATASCII file.

Now there's an option to view the ATASCII file in your web browser (converting it to 40 column HTML, with graphics characters converted to similar-looking ASCII characters).

But that's not all! If it looks graphics intensive, you can even view the file EXACTLY (requires a graphical browser, and patience!), down to the standard Atari 8-bit blue screen and bluish white text! :)

* Download DCM's as ATR's

If you see a "DCM" file and would rather download it as an ATR file (lazy bum!), there's now an option to do so!

------- Coming soon: ---------

* Download ATR's as DCM's

Hopefully the author of "dcmtoatr" (used in the feature above), Chad Wagner, has some time to help out and write a complimentary utility, "atrtodcm".

This will help Atari 8-bit users who don't have PC's, don't want to download huge ATR files when they can get smaller DCM files, and/or don't have a drive big enough to store an entire ATR file.

* Image Viewing

I hope to add support for GR7, GR8, GR9, and Koala (at the least) image viewing. (ie, the image will be converted to GIF and sent to your web browser.)

This probably won't happen very soon, and will of course require a
graphical browser.

* E-Mail Downloading

For those of you without web access (not even Lynx), I hope to eventually
add a download feature to the XL Search e-mail gateway. It will send
files as either MIME-encoded, or UUencoded (with the option of splitting
the file into bite-sized chunks).

-------end of coming soon stuff----------

Enjoy the new features, as well as the hugely increased index of Atari files
(now nearly 16,000!).

Web: http://www.sonic.net/~nbs/xlsearch/

Email: nbs@sonic.net - subject: xlsearch

-bill!
nbs@sonic.net
http://www.newbreedsoftware.com/

4348. Lost my bookmarks

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <3656db19.132681104@corp.supernews.com>
Source record: 58066

I was using Opera, but I lost all of my bookmarks. Anyway, I am back to using Netscape 3 gold. I dont suppose that anybody has a nice Atari 8 bit set of bookmarks that they can email me? I know there are nice places with tons of links (Like the faq and the Big Atari 8bit Page) but I don't know how to convert them to a bookmark file...

Thanks
Eric
ericcron@pcc.net

4349. Looking for SYSOP of Hozerville in 303 (10 years ago)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: Rnoc <rnoc@yahoo.com>
Message-ID: <736pogptd1@supernews.com>
Source record: 58067

Hi there.

I am looking for the sysop or the old sysop of Hozerville who went by the handle Jacey Squires and had a real name of Randy.

If you're out there or know of him contact me at rnoc@yahoo.com

from that guy in AK (907)

4350. Re: Searching Sector-Copy-Prog

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: kames@pcmagic.net
Message-ID: <f5O4dXX6MbiT-pn2-ldJKqGk67qd0@DRACO>
Source record: 58068

On Fri, 20 Nov 1998 22:55:41, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>
> Michael Geyer (geyer@.astro.uni-wuerzburg.de) writes:
> > Hi !
> >
> > Can anybody tell me what (good) sector copy programs there
> > are which run on X-Former ? Until now I used one
> > called "Tomscopy", but suddenly it doesn't work any more :-(.
> > I forgot: I want to use it with the X-Former cable.
>
> Download the APE archive from the URL below, there is a nice free sector
> copier called MYCOPIER on the APE_WARP.ATR disk image. Tony Ramos comes
> to mind as the author, but its been awhile since I used it.
>
> Bill Kendrick just posted a message about his XL Search page, you can
> probably find it there as well.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

I just used the copier yesterday to test the speed of APE registered
version. It is super fast and I have no regrets about registering APE.
Not to mention that Steve answered all my questions in 2 hours time so
the support is there too.

Ken

4351. Re: Lost my bookmarks

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: kames@pcmagic.net
Message-ID: <f5O4dXX6MbiT-pn2-6BdgYdwfDIvs@DRACO>
Source record: 58069

On Sat, 21 Nov 1998 15:28:40, ericcron@pcc.net (Eric Cron) wrote:

> I was using Opera, but I lost all of my bookmarks. Anyway, I am back
> to using Netscape 3 gold. I dont suppose that anybody has a nice
> Atari 8 bit set of bookmarks that they can email me? I know there are
> nice places with tons of links (Like the faq and the Big Atari 8bit
> Page) but I don't know how to convert them to a bookmark file...
>
>
>
>
> Thanks
> Eric
> ericcron@pcc.net

this one has all the others in it so it's a good one.

http://ourworld.compuserve.com/homepages/ken_siders/atari.htm

Ken

4352. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7379jp$35e@enews4.newsguy.com>
Source record: 58070

On 20 Nov 1998 22:19:11 , Lonny Pursell wrote:
>On 20 Nov 1998 04:32:06, William Kendrick wrote:
>>PS - Someone mentioned ATR->DCM conversion for Atari 8-bits? Where can one
>>get this? What about something like DiskComm that loads ATRs instead?
>>Maybe it's time to bug Bob Puff to make ATRComm! :)
>
>I plan to order the Pool disk and I am currently wondering how to
>deal with these .ATR files on my TT. I suppose I should ask Draco
>if his XLemu read these file directly.

I've just recently discovered these ATR file archives, and I too would like to know if there is a program out there for the Falcon (which I use) or ST that can convert these ATR files into DCM files. I'd love to try some of these out on the 8-bit - but I don't currently have access to a PC.

So what is / where can I get this "XLemu" program?

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT! (Remove "NO_SPAM_ME" to email)

4353. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-21 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <737gf0$990$1@alexander.INS.CWRU.Edu>
Source record: 58071

(About .atr images, how to get to a8)
There is Tom Hunt's 'atr2disk.com' program. You can find it
at tzo.cth.com.
You'd need at least a single and a double dens disk drive, or
a single dens drive and a 192k ramdisk.
You download the sngl dens atr to the ramdisk, then also have
atr2disk on the ramdisk, then write the disk on the d1:.
anyways, Tom's program only does sngle dens atrs.
Russ

4354. FS: Atari 5200 (2 sets)w/games/controllers NO RESERVE

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: hsappleton@sprinymail.com
Message-ID: <36586693.5867949@nntp.a001.sprintmail.com>
Source record: 57988
Cross-posted to: comp.sys.atari.8bit,alt.atari,alt.atari.2600,rec.games.video.atari

```
Forsale by public auction:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=43753953
Auction Ends on:11/28/98 at 14:32:01 PST
```

4355. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <73a6t7ajp1@pale-rider.INS.CWRU.Edu>
Source record: 57989

```
(how read character from A8 keyboard.)
The best is
100 close #1
110 open #1,4,0,"K:"
120 get #1,x:rem the computer will stop everything here until
a char is read in, rather than cycle thru like the ibm/c64.
130 char=chr$(x)
140 print (Opps, above should be char$ and a dim char$(1) at beginning of prog.)
150 print char$;
160 close #1
170 rem or something like that
```

4356. trade: mega ST4 for 8bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: Tony <tony@embeddedmicro.com>
Message-ID: <3658C1E0.3783ECC3@embeddedmicro.com>
Source record: 57990

Is anyone interested in trading their 8-bit systems (minus monitor) for
a Mega ST CPU?
The Mega has 4 Meg RAM and an ADSpeed 16MHz board installed. Works
great and includes the keyboard.

I am looking for a 130XE with at least a double density disk drive and
some software.

Any takers? US only please. Thanks

Tony

4357. Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: "George T. Pasek Jr." <pasek001@tc.umn.edu>
Message-ID: <3658DFFD.80309329@tc.umn.edu>
Source record: 57991

I got a 800XL up and running and my 14 year old son said he would like to see some of the games that were out there for it. I checked the XLsearch sight and when I used GAMES as the search keyword it said there were 4000+ matches.

If you had a game that was your favorite or some that you really liked, what were the names if you please?

In this day of 3D hi-tech video, it's kinda refreshing to play with this system.

Tnx

George

4358. Re: Lost my bookmarks

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <3658f28c.0@news.inil.com>
Source record: 57992

Eric,

Life would not be complete without the links:

www.fujiman.com
www.fujiman.com/scat
www.fujiman.com/laug

So when you do get back from the Opera...

(Fujiman puts on his cape ala Adam Sandler...)

sing 'I love my fuji-fuji-fuji www.fujiman.com '

(Removal of cape.. ahem)

Thanks
Rory

Eric Cron wrote in message <3656db19.132681104@corp.supernews.com>...
>
>I was using Opera, but I lost all of my bookmarks. Anyway, I am back
>to using Netscape 3 gold. I dont suppose that anybody has a nice
>Atari 8 bit set of bookmarks that they can email me? I know there are
>nice places with tons of links (Like the faq and the Big Atari 8bit
>Page) but I don't know how to convert them to a bookmark file...
>
>
>
>
>Thanks
>Eric
>ericcron@pcc.net

4359. JAM! device connect to 8 BIT Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19981121234842.15569.00001253@ng64.aol.com>
Source record: 58072

Hey everyone!
I just got the Jam device and connected to my Atari. Only problem the Image is in black and white. Anyone else had problems with this? Thanks. Feel free to e-mail your responses

4360. Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: John Smith <jarkko_laine@iname.com>
Message-ID: <738ksk$bk1$1@news.kolumbus.fi>
Source record: 58073

```
Hi!

I've got an atari 600xl and I just started to learn to use it. I've
programmed a lot on the C64.. OK, here's my question:

how can I read a character from the keyboard with atari basic.
Whith the c64 I would do it like this:
10 get a$:if a$="" then 10

and with PC, qbasic it would be like this a$=inkey$

with atari???

Thanks...
Jarkko
```

4361. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be1609$e043a980$79374382@vidar>
Source record: 58074

```
Wasn't that something like this

10 OPEN #1,4,0,"K:"
20 GET #1,A

Been a long time, but that is one way I think and another would be to

10 POKE 764,255
20 IF PEEK (764)=255 THEN GOTO 20

Please correct me if I am mistaken on the location, as it's been probably
10 years since I touched the BASIC

John Smith <jarkko_laine@iname.com> wrote in article
<738ksk$bk1$1@news.kolumbus.fi>...
> Hi!
>
> I've got an atari 600xl and I just started to learn to use it. I've
> programmed a lot on the C64.. OK, here's my question:
>
> how can I read a character from the keyboard with atari basic.
> Whith the c64 I would do it like this:
> 10 get a$:if a$="" then 10
>
> and with PC, qbasic it would be like this a$=inkey$
>
> with atari???
>
> Thanks...
> Jarkko
>
>
>
>
```

4362. Re: 8bit hardware/software $25

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: Kent Johnson <compx2k@javanet.com>
Message-ID: <738ro4$ch9$1@as4100c.javanet.com>
Source record: 58075

I do not have Alley Cat.

Jon Melbo wrote in message <3652bf80.37817424@news.pressenter.com>...
>On Tue, 17 Nov 1998 11:50:38 -0500, "Kent Johnson"
><compx2k@javanet.com> wrote:
>
>>
>>Michael Chandler wrote in message
>><9EZ32.67$K4.2271586@newsfeed.avtel.net>...
>>>I insist on being rude as well... Silence yourself immediately!
>>
>>
>>The point to my post was that I have received offers. Many of them, in
>>fact. I have agreed to all of them so far, but the buyers seem to have
>>gotten sidetracked.
>>
>>Another valid point: No sense in answering this post, making an offer,
>>unless and until you are ready to buy. As I said, I probably have what
you
>>are looking for. It costs $25 plus shipping. If you want it, it is here.
>>
>>--Kent
>>
>One of my very favorite old games was called Alley Cat. Do you have a
>cartridge of it for sale? Let me know!!!
>

4363. all i'm looking for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <739929$55j$1@platane.wanadoo.fr>
Source record: 58076

```
-calculators: cc90r, cc91b, cc91r, cc91g, cc92, cc170, cc180, cc181,
db2100r, db2200, db2400, db2500, dmp 2003, s300, s310, st300, st310
-video music c240
-pong c100
-822 printer
-stacy 1
-1090
-815
-1450xld
-1400xl
-pen's , t shirts, shirts, posters, banners .......
```

4364. FS: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: shaka@odyssee.net
Message-ID: <36583a5c.2950211@news.microtec.net>
Source record: 58077

For sale:

Atari 1040 ST with SSM124 monochrome monitor, ICD "The Link" DMA to SCSI adapter, 170MB SCSI Hard Disk.

Make an offer. Can be sold separatly. Buyer pays shipping.

4365. Re: JAM! device connect to 8 BIT Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: "Stephen C. Johnson" <scjohnson@bigfoot.com>
Message-ID: <3658401B.A359A9A3@bigfoot.com>
Source record: 58078

Maybe the CHROMA signal pin is bad on your monitor cable?

Good Luck,
Steve

Euskara wrote:

> Hey everyone!
> I just got the Jam device and connected to my Atari. Only problem the Image is
> in black and white. Anyone else had problems with this? Thanks. Feel free to
> e-mail your responses

4366. FS: BRAND NEW JAM!! DEVICE

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: "Stephen C. Johnson" <scjohnson@bigfoot.com>
Message-ID: <36584075.BDE1487D@bigfoot.com>
Source record: 58079

FOR SALE: AIMS Labs JAM!!
http://www.aimslab.com/Products/JAM!!/jamhome.htm

What does it do?

This device allows your Atari Computer to be hooked up to your PC's VGA Monitor. In fact, ANYTHING with an S-video output (VCRs, Camcorders, Playstation, Nintendo 64) can be hooked up to your Monitor!

How does it work?

It is a small box (about the size of a book) that connects your PC and Atari to your monitor. Your PC and Atari can be hooked up to the monitor simultaneously-- no cable swapping. Your PC does not have to be powered on to play the Atari.

What does this mean?

Basically, you will see your Atari Video Display like you never have before--- ultra high resolution, crisp images, vibrant color, on a big Screen! No more getting "kicked off" the family boob tube. Bring the Atari to work :)

Why am I selling it?

I received two as gifts, and don't need two!! I would return it to AIMS Labs, but they charge a 20% restocking fee!!! Since I was bought it for $80, this would set me back $20 (with shipping). I want to sell it for $70 ($10 cheaper than I've ever seen it), so I only lose 10 bucks instead of $20. If anyone sees it on sale for less than $80, let me know. I believe that is as cheap as you'll find it.

How Much?

$70 + shipping. This is a NEVER OPENED, BRAND NEW product. The stickers that seal the box are still intact. I only have one to sell. MONEY ORDERS ONLY, unless I have traded with you before. References available.

If you are interested, e-mail me at:

scjohnson@bigfoot.com

Thanks,
Steve

4367. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_911742096@rtfm.mit.edu>
Source record: 58080
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 21, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

4368. Re: FS: BRAND NEW JAM!! DEVICE

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: "Stephen C. Johnson" <scjohnson@bigfoot.com>
Message-ID: <365844C8.DE240C@bigfoot.com>
Source record: 58081

Other posts on this group have reminded me of the following:

1) you need to build an S-Video monitor cable for your Atari for this to work (I can supply parts and plans)

2) the 400 will not work with JAM, the 800 is great, and the XLs need the supervideo upgrade.

Hope that clears some things up.

Thanks,
Steve

Stephen C. Johnson wrote:

> FOR SALE: AIMS Labs JAM!!
> http://www.aimslab.com/Products/JAM!!/jamhome.htm
>
> What does it do?
> --------------------
> This device allows your Atari Computer to be hooked up to your PC's VGA
> Monitor. In fact, ANYTHING with an S-video output (VCRs, Camcorders,
> Playstation, Nintendo 64) can be hooked up to your Monitor!
>
> How does it work?
> ----------------------
> It is a small box (about the size of a book) that connects your PC and
> Atari to your monitor. Your PC and Atari can be hooked up to the
> monitor simultaneously-- no cable swapping. Your PC does not have to be
> powered on to play the Atari.
>
> What does this mean?
> --------------------------
> Basically, you will see your Atari Video Display like you never have
> before--- ultra high resolution, crisp images, vibrant color, on a big
> Screen! No more getting "kicked off" the family boob tube. Bring the
> Atari to work :)
>
> Why am I selling it?
> ----------------------
> I received two as gifts, and don't need two!! I would return it to AIMS
> Labs, but they charge a 20% restocking fee!!! Since I was bought it for
> $80, this would set me back $20 (with shipping). I want to sell it for
> $70 ($10 cheaper than I've ever seen it), so I only lose 10 bucks
> instead of $20. If anyone sees it on sale for less than $80, let me
> know. I believe that is as cheap as you'll find it.

>
> How Much?
> ---------------
> $70 + shipping. This is a NEVER OPENED, BRAND NEW product. The
> stickers that seal the box are still intact. I only have one to sell.
> MONEY ORDERS ONLY, unless I have traded with you before. References
> available.
>
> If you are interested, e-mail me at:
>
> scjohnson@bigfoot.com
>
> Thanks,
> Steve

4369. Re: JAM! device connect to 8 BIT Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: "Stephen C. Johnson" <scjohnson@bigfoot.com>
Message-ID: <365843ED.B5617EEC@bigfoot.com>
Source record: 58082

Oh, another possible solution: If you have an 800XL (or any XL, I think...) there is NO CHROMA SIGNAL coming from the monitor port!!! You need to perform the supervideo 2.X upgrade to enable this feature.

Thanks,
Steve

Euskara wrote:

> Hey everyone!
> I just got the Jam device and connected to my Atari. Only problem the Image is
> in black and white. Anyone else had problems with this? Thanks. Feel free to
> e-mail your responses

4370. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <739m84spv1@ultra.sonic.net>
Source record: 58083

Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
: Wasn't that something like this
:
: 10 OPEN #1,4,0,"K:"
: 20 GET #1,A

Yep. To describe exactly what this does:

10 - Opens I/O channel #1 for input (4) from the "K:" (keyboard) device.
20 - Attempts to read from channel 1 (keyboard), placing the results (the ASCII character value) in the numeric variable "A". It will "block" (wait) until a key is pressed...

You might want to add another line that sticks that in a string for you:

30 LET A$=CHR$(A)

Note, however, that in Atari BASIC, you must declare the size of any strings you use. (Unlike C=64 and Apple II BASICs, strings aren't limited to 255 characters.) So you'd want:

5 DIM A$(1)

(1 character is all we need)

: Been a long time, but that is one way I think and another would be to
:
: 10 POKE 764,255
: 20 IF PEEK (764)=255 THEN GOTO 20
:
: Please correct me if I am mistaken on the location, as it's been probably
: 10 years since I touched the BASIC

This is a bit different. Memory location 764 is updated every cycle by the Operating System. It contains an internal (ie, NOT ASCII) code for the key that's pressed. All keys except HELP, SHIFT and CONTROL are detectable. (SHIFT and CONTROL are detected, but not alone... ie, "SHIFT" would do nothing, but "SHIFT+1" would set a value).

255 means "nothing is being or has been pressed".

Once the value of 764 changes, it remains that value until one of two things happen:

1. You clear it (POKE 764, 255)
2. You read a character from the "K:" device (ie, the OS clears it)

So if you want to loop and do stuff, and occassionally grab a character
(ie, whenever someone presses a key), you could do:

```
5 DIM A$(1)
10 OPEN #1,4,0,"K:"
20 LET A$=""
30 IF PEEK(764)<>255 THEN GET #1,A:LET A$=CHR$(A)
40 IF A$="C" THEN PRINT CHR$(125):REM (((CLEAR THE SCREEN)))
50 PRINT "HELLO!";
60 GOTO 20
```

The computer will display "HELLO!HELLO!HELLO!" all over the screen.
If you happen to press the "C" key, it will clear the screen.

If you don't want to depend on the OS "K:" routine, you'll need to
figure out what values in 764 correspond to what keys. Here's a new
program:

```
10 IF PEEK(765)=18 THEN POKE 764,255:PRINT CHR$(125)
20 PRINT "HELLO!";
30 GOTO 10
```

(I believe "18" corresponds to "C"... I can't beleive I remember it tho!)

I think a table of 764 <-> Keys chart exists. Possibly in my
New User/Emulator Help FAR (which, while extremely out of date on the
emulator aspect, is still pretty useful for new users like yourself!)

http://www.sonic.net/~nbs/new_and_emu.html

If you don't have web access, you can have a Lynx-generated text copy sent
to your e-mail instantly by using my e-mail gateway.

Send a message to me: nbs@sonic.net
With the exact subject: send emulator faq

If you want a quick hack to figure out what 764 keycode belongs to a key,
do this:

```
FOR A=1 TO 1:PRINT PEEK(764):NEXT A
```

It will being displaying "255" all over the screen. Press a key and the
number will change. Press [BREAK] to exit the loop. (Note: once you exit,
since 764 was never cleared, BASIC will grab the character, and whatever
you pressed will appear after the "READY" prompt. Just hit [BK SPC])

Good luck!

-bill!
nbs@sonic.net
http://www.newbreedsoftware.com/

4371. Re: FS: BRAND NEW JAM!! DEVICE

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <739mfvspv2@ultra.sonic.net>
Source record: 58084

Stephen C. Johnson (scjohnson@bigfoot.com) wrote:
: Other posts on this group have reminded me of the following:
:
: 1) you need to build an S-Video monitor cable for your Atari for this to
: work (I can supply parts and plans)
:
: 2) the 400 will not work with JAM, the 800 is great, and the XLs need the
: supervideo upgrade.
:
: Hope that clears some things up.

Actually, could you explain this a little? Bob Woolley mentioned the JAM!
device the other day on the phone and I ordered it right after hanging up
with him. :)

My 1200XL (which Bob should be getting today to do some work on) has a
SuperVideo upgrade.

My 800XL that I have here does not. What does this mean for me?
Will it not work at all? Or will it look bad?

Also, explain exactly what's needed to make this cable. I understand it
comes with a cable for PSX when you buy it (I just happen to have a spare
PSX :)), and I'm assuming it connects to that little rectangular plug in
the back (what exactly is that?)... but what's on the other end?

Thanks!

-bill!
nbs@sonic.net

4372. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: Ken Siders <ksiders@columbus.nospam.rr.com>
Message-ID: <y1_52.301$fz6.1336254@storm.twcol.com>
Source record: 58085

William Kendrick wrote in message <739m84spv1@ultra.sonic.net>...

>
>If you want a quick hack to figure out what 764 keycode belongs to a key,
>do this:
>
>FOR A=1 TO 1:PRINT PEEK(764):NEXT A
>
>It will being displaying "255" all over the screen. Press a key and the
>number will change. Press [BREAK] to exit the loop. (Note: once you exit,
>since 764 was never cleared, BASIC will grab the character, and whatever
>you pressed will appear after the "READY" prompt. Just hit [BK SPC])
>
>Good luck!
>
>-bill!
>nbs@sonic.net
>http://www.newbreedsoftware.com/

This will work pretty good but will hang if you press a key that doesn't
generate
a character: Inverse, caps, ctr-4, most shift control combinations it will
"hang"
until you press one that does.

One way to get around this is to read the code from 764 do a look up in the
keyboard table in ROM by using the fixed location if it is a 400/800 or via
the
pointer in XL/XE's. Then set location 764 to 255 to clear it. This will
provide
a debounced key but no key click. There are a couple of hardware locations
where
you can determine if a key pressed and find out what it is (same as location
764 but without the OS processing of the key repeat delay and stuff).

--Ken
atari@columbus.rr.org
change 'org' to 'com' to reply
http://home.columbus.rr.com/ksiders/atari.htm

4373. FS: Atari 5200 (2 complete systems)w/games, controllers, etc. NO RESERVE

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: hsappleton@sprinymail.com
Message-ID: <365868c6.6430955@nntp.a001.sprintmail.com>
Source record: 58086
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.games.video.atari

```
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=43753953
Auction Ends on:11/28/98 at 14:32:01 PST
```

4374. Re: Modem

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-22 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <36588367.0@news.iglou.com>
Source record: 58087

On 1998-11-19 antbaker@arn.net said:
>My main point of this post is I am looking for a specific piece of
>hardware. Is there any modem manufactured for Atari (or can be
>used w/ Atari) that supports speeds higher than 1200 BPS? If so,
>is there also software made for it (now or in the past) to support
>those higher speeds?
Supra used to sell a 2400 modem, but I think it was really a standard
2400 bundled with an R-Verter cable. Most interfaces for the Atari 8-bit
can handle speeds up to 9600, and some can do 19200. For software, there
is BobTerm (40 columns), or Ice-T or FlickerTerm (80 coulmns).

"Modern PCs are still equipped with RESET buttons because they are
expected to be running the Windows operating system"

Net-Tamer V 1.08X - Test Drive

4375. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3659d939.34945629@news.pressenter.com>
Source record: 57993

On 21 Nov 1998 20:59:37 GMT, Nurmix@NO_SPAM_MEsocal.com (Paul
Nurminen) wrote:

>I've just recently discovered these ATR file archives, and I too would like to
>know if there is a program out there for the Falcon (which I use) or ST that
>can convert these ATR files into DCM files. I'd love to try some of these out
>on the 8-bit - but I don't currently have access to a PC.

Well, if you have a modern PC it's easy with Steve Tucker's converter.
Does lots of conversions in any direction.

4376. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: dwmoar <dwmoar@spiritone.com>
Message-ID: <3658D29D.42C1CE4D@spiritone.com>
Source record: 57994

Actually the guy to ask would be The Shadow, David is really
really good at programming the 8-bit, but if I recall you could
do it in two different ways:

1. would be to open the Keyboard and than use the Get command and
the channel number along with the variable. Such as

```
10 OPEN #4,4,0,"K:" REM Opens keyboard for reading on channel 4
20 GET #4,KEY REM Gets input from keyboard and stores
ascii code into the varaible 'KEY'
```

2. The other way would be to use a POKE and read the key code
from the keyboard. This is the ATASCII code for the key pressed.
Such as

```
10 Poke 764,255 REM Clears keyboard handler
20 Peek 764 Reads keyboard memory location
a (255 here is no key has been pressed)
```

Sorry it has been sometime since I have wriiten code for the
8-bit.

Atari*Dave

John Smith wrote:
>
> Hi!
>
> I've got an atari 600xl and I just started to learn to use it. I've
> programmed a lot on the C64.. OK, here's my question:
>
> how can I read a character from the keyboard with atari basic.
> Whith the c64 I would do it like this:
> 10 get a$:if a$="" then 10
>
> and with PC, qbasic it would be like this a$=inkey$
>
> with atari???
>
> Thanks...
> Jarkko

4377. Re: Lost my bookmarks

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <365adc9c.35812307@news.pressenter.com>
Source record: 57995

On Sat, 21 Nov 1998 15:28:40 GMT, ericcron@pcc.net (Eric Cron) wrote:

>
>I was using Opera, but I lost all of my bookmarks. Anyway, I am back
>to using Netscape 3 gold. I dont suppose that anybody has a nice
>Atari 8 bit set of bookmarks that they can email me? I know there are
>nice places with tons of links (Like the faq and the Big Atari 8bit
>Page) but I don't know how to convert them to a bookmark file...

I use IE. Have lots of good Atari8 "favorites." You can use a
converter to convert them to "bookmarks." Interested?

4378. Need info

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: kames@pcmagic.net
Message-ID: <f5O4dXX6MbiT-pn2-QQJX7dCpIyZr@DRACO>
Source record: 57996

can anyone help me with docs on debug.com program?

Ken

4379. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <73b5i9$84j$2@ultra.sonic.net>
Source record: 57997

Jon Melbo (jmelbo@pressenter.com) wrote:
: On 21 Nov 1998 20:59:37 GMT, Nurmix@NO_SPAM_MEsocal.com (Paul
: Nurminen) wrote:
:
: >I've just recently discovered these ATR file archives, and I too would like to
: >know if there is a program out there for the Falcon (which I use) or ST that
: >can convert these ATR files into DCM files. I'd love to try some of these out
: >on the 8-bit - but I don't currently have access to a PC.
:
: Well, if you have a modern PC it's easy with Steve Tucker's converter.
: Does lots of conversions in any direction.
:

Well, he said "I don't currently have access to a PC", so Steve's
converter isn't a good suggestion in this case! ;)

I'm hoping someone will soon write the reverse of "dcmtoatr" and release it,
mainly so I can add a "download ATR as DCM" feature to XL Search.
(I already have the reverse, and am using Chad Wagner's "dcmtoatr" to do
it in the background on the webserver.)

-bill!
nbs@sonic.net
http://www.newbreedsoftware.com/

4380. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: Chris Gill <seqrdat@die-spam-die.ihug.co.nz>
Message-ID: <73b6fo$4gr$1@newsource.ihug.co.nz>
Source record: 57998

```
>how can I read a character from the keyboard with atari basic.
>Whith the c64 I would do it like this:
> 10 get a$:if a$="" then 10
>
>and with PC, qbasic it would be like this a$=inkey$
>
>with atari???

Unfortunately you can't do it quite so easily, from fuzzy memory it's
something like so:

10 Open#1,8,0,"K:"
20 Get #1,A : A$=CHR$(A)
30 If A$="" Goto 20
40 Close #1

Probably pay to check the BASIC ref. manual, haven't played with with a.
basic for about 10 years :-/
```

4381. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be16bc$609087e0$9a364382@vidar>
Source record: 57999

My faves are :
Star Raiders, Bounty Bob Strikes back, Dropzone, Montezuma's Revenge,
Rescue on Fractalus, Ballblazer, Zybex, Airball, Necromancer, Mercenary and
mostly all Zeppelin games really.

Hope this get you started loving the Atari 8-bit too

George T. Pasek Jr. <pasek001@tc.umn.edu> wrote in article
<3658DFFD.80309329@tc.umn.edu>...
> I got a 800XL up and running and my 14 year old son said he would like
> to see some of the games that were out there for it. I checked the
> XLsearch sight and when I used GAMES as the search keyword it said there
> were 4000+ matches.
>
> If you had a game that was your favorite or some that you really liked,
> what were the names if you please?
>
> In this day of 3D hi-tech video, it's kinda refreshing to play with this
> system.
>
> Tnx
>
> George
>
>
>

4382. femul (SIO2Linux)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <73b7mv$8ej$1@ultra.sonic.net>
Source record: 58000

I just hooked up my SIO2PC cable to my "new" Pentium PC (I only had some XL's and my old crappy IBM PS/2 8086) and tried out "femul" (aka SIO2Linux) by Preston Crow and Pavel Machek.

It worked great! (One thing I had to change was to force it to look at my #1 serial port ("/dev/ttyS1") since by default, it looks at #0, UNLESS the "/dev/mouse" mouse device is symbolically linked to "/dev/ttyS0". Well, mine wasn't, it was linked to something differently-named, but obviously the same.)

Anyway, for those of you who have Linux (I'm using RedHat 5.1 on a Pentium 133) try it out with your SIO2PC cable! (Note, I haven't done much testing... just booted MyDOS and ran "fujispin") No more need to install a DOS partition or run "dosemu" or have a 2nd computer around. (I'll be SO happy to get rid of that damned 8086.. it's ugly, unreliable, and weighs a TON!)

http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Thanks Pavel and Preston! (And of course thanks again to Nick Kennedy for the idea to begin with!!)

-bill!
nbs@sonic.net

4383. Happy Drive - Looking

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10c3016d1edfdd139896ef@news.midwest.net>
Source record: 58001

Where can I find a Happy 1050? and how much should i expect to pay for
one?
--
Ron
rlaski@midwest.net

4384. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <73biq1$q80$1@news.storm.ca>
Source record: 58002

Personally, I'd do it like this:

```
10 DIM A$(1)
20 OPEN #1,4,0,"K:"
30 A$="":IF PEEK(764)=255 THEN 50
40 GET #1,A:A$=CHR$(A):POKE 764,255
50 ... carry on main loop here
90 GOTO 30
```

This way, you're not stuck waiting for a key press (unless that doesn't matter to your program). If LEN(A$) is 0, there's no key press. Only problem is when you press a key combination that alters location 764, but isn't a valid key.

David P.

Chris Gill wrote in message <73b6fo$4gr$1@newsource.ihug.co.nz>...
>
>
>>how can I read a character from the keyboard with atari basic.
>>Whith the c64 I would do it like this:
>> 10 get a$:if a$="" then 10
>>
>>and with PC, qbasic it would be like this a$=inkey$
>>
>>with atari???
>
>Unfortunately you can't do it quite so easily, from fuzzy memory it's
>something like so:
>
>10 Open#1,8,0,"K:"
>20 Get #1,A : A$=CHR$(A)
>30 If A$="" Goto 20
>40 Close #1
>
>Probably pay to check the BASIC ref. manual, haven't played with with a.
>basic for about 10 years :-/
>
>
>

4385. Re: Happy Drive - Looking

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <73bjpr$8ka$1@news.xmission.com>
Source record: 58003

Ronald A. Laski, Jr. <rlaski@midwest.net> wrote:
> Where can I find a Happy 1050? and how much should i expect to pay for
> one?

I have one, and I want around $50.00 for it. Its in excellent condition.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

4386. Re: FS: BRAND NEW JAM!! DEVICE

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <36596171.BB8F1EB4@mitre.org>
Source record: 58004

Hi Bill--

Well, the documentation for the SuperVideo upgrade explains everything better than I can, but here's the short version:

The Atari computer monitor port (800's and up), contains 5 pins. The 5 pins "should" contain ground, composite video, chrominance, luminance, and audio. The JAM takes Separated Video (S-Video) input, which is actually just a 4 pin connector that carries chrominance, luminance, and a ground for each.

So....

The Atari 400 only has RF out (composite+audio), and no monitor port, so that won't work with a JAM

The Atari 800 has all 5 coming out of the monitor port, so that will work with composite monitors or the JAM... the video quality is very good.

The monitor port on the 800XL (and all XLs?) only has: ground, composite, luminance, and audio. On top of that, the design of the video circuit is pretty poor (according to the SuperVideo article). The SuperVideo upgrade corrects the video quality problem, and adds the chrominance channel to the monitor port.

To answer your questions

1) The stock 800XL should work with the JAM's S-Video connector, except you will only get Black&White (luminance) display.
2) The S-Video Cable can be made by soldering the 4 wires of an S-Video cable to the appropriate pins on a male 5 pin DIN connector-- I don't have the pinouts here at work, but I can get them to you if you want them.
3) The Playstation has a GREAT video out connector, and actually supports S-Video and full RGB-- my buddy actually built a Playstation RGB cable, and it is awesome.

Hope this helps,
Steve

P.S.-- How much did you pay for your JAM? If it's worth your time, I'm selling one for $70 plus shipping :) --sorry, had to plug... ;)

William Kendrick wrote:

> Stephen C. Johnson (scjohnson@bigfoot.com) wrote:
> : Other posts on this group have reminded me of the following:
> :
> : 1) you need to build an S-Video monitor cable for your Atari for this to
> : work (I can supply parts and plans)

> :
> : 2) the 400 will not work with JAM, the 800 is great, and the XLs need the
> : supervideo upgrade.
> :
> : Hope that clears some things up.
>
> Actually, could you explain this a little? Bob Woolley mentioned the JAM!
> device the other day on the phone and I ordered it right after hanging up
> with him. :)
>
> My 1200XL (which Bob should be getting today to do some work on) has a
> SuperVideo upgrade.
>
> My 800XL that I have here does not. What does this mean for me?
> Will it not work at all? Or will it look bad?
>
> Also, explain exactly what's needed to make this cable. I understand it
> comes with a cable for PSX when you buy it (I just happen to have a spare
> PSX :)), and I'm assuming it connects to that little rectangular plug in
> the back (what exactly is that?)... but what's on the other end?
>
> Thanks!
>
> -bill!
> nbs@sonic.net

4387. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <365962EE.5AAC2014@mitre.org>
Source record: 58005

George:

I'm glad to see you are passing the torch to your son :) Here are the games
I still love to play:

Archon I/II
MULE
Behind Jaggi Lines/Rescue on Fractalus (same game)
Enchanter/Sorcerer/Spellbreaker (Infocom text adventures-- haven't finished
Spellbreaker yet!!)

Have Fun,
Steve

"George T. Pasek Jr." wrote:

> I got a 800XL up and running and my 14 year old son said he would like
> to see some of the games that were out there for it. I checked the
> XLsearch sight and when I used GAMES as the search keyword it said there
> were 4000+ matches.
>
> If you had a game that was your favorite or some that you really liked,
> what were the names if you please?
>
> In this day of 3D hi-tech video, it's kinda refreshing to play with this
> system.
>
> Tnx
>
> George

4388. Re: emulators.com? (XFormer98)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <36596B79.17FE1A25@erols.comX>
Source record: 58006

Darek is very slow and very unreliable. I never got my XFormer 98 upgrade
but since all the other emulators are 10 times better I really dont care.

Look for Atari800win its much much much better. Darek never could figure out
how to get sound to work (even though a great pokey sound routine was
available off the net).

Stay away from XFormer 98 its a waste of cash.

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the X for email replies

Jon Melbo wrote:

> On Fri, 20 Nov 1998 23:14:21 GMT, Trevor Holyoak <trevorh@wfs.twc.com>
> wrote:
>
> >Anybody know what's up at Emulators Inc.? I ordered Xformer98 online a
> >week or two ago, and followed up with an e-mail a few days later. I have
> >yet to hear anything back. Is this normal?
>
> Normal for that operation. From what I have heard over time in here
> Darek is very SLOW in his dealings with his emulator stuff.

4389. Avalanche?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <36596CA0.C90B2D85@erols.comX>
Source record: 58007

I was rummaging through my 8bit disks the other day when I came across a game called Avalanche by Atari. The copyright is 1980. The reason I'm writing this msg is that the game is VERY similar to Kaboom (copyright 1981) but not as fast nor fun.

The game has a row of boulders across the top that drop randomly and you need to catch them in your buckets before they hit the bottom.

I was kinda curious if anyone else has seen this or know if it was written by one of the Activision guys before leaving Atari?

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove 'X' for email replies

4390. Re: Avalanche?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <365971D9.84A4B8C7@mitre.org>
Source record: 58008

Here is a excerpt from the Atari Historical Society's web page:
http://www.atari.nu/arcade77.html

"Another Dennis Koble effort, Avalanche is a great example of a game that everybody has played but probably doesn't know. There's no question that Activision's Kaboom (by Larry Kaplan, another Atari alumnis) was a rendition of Avalanche. And while we're on the subject, Drag Race, which came out 10 months earlier, has since become Dragster, another Activision Title. "

cheers,
Steve

Stephen Knox wrote:

> I was rummaging through my 8bit disks the other day when I came across a
> game called Avalanche by Atari. The copyright is 1980. The reason I'm
> writing this msg is that the game is VERY similar to Kaboom (copyright
> 1981) but not as fast nor fun.
>
> The game has a row of boulders across the top that drop randomly and you
> need to catch them in your buckets before they hit the bottom.
>
> I was kinda curious if anyone else has seen this or know if it was
> written by one of the Activision guys before leaving Atari?
>
> --
> Thanks,
>
> Stephen Knox
>
> http://pw2.netcom.com/~scknox/index.html
>
> Remove 'X' for email replies

4391. Back In Time website

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <73btqi$n8u$1@nnrp1.dejanews.com>
Source record: 58009
Cross-posted to: alt.atari-jaguar.discussion,alt.atari.2600,alt.games.lynx,comp.sys.atari.8bit

Back In Time, a web site dedicated to all Atari games and computers, has recently expanded, and moved to a new web host at http://www.emuclassics.com/backintime.

The site has information on all Atari game consoles including the 2600, 5200, 7800, Lynx, Jaguar, Pong, etc. Atari computers are covered extensively. Those systems include the 400/800, XL, XE, ST, TT, and Falcon series. Other Atari devices, such as the Hotz Box, are covered. Up to date news on the Atari scene is included. Emulation of these systems on the PC platform, along with arcade emulators, is included. The site also looks at some prototype and vaporware equipment.

The site is full of history and photos. Good Atari web sites are vanishing from the web. It is my intention to make my site a leader in Atari coverage. If you love Atari, you will have to check out Back In Time

Mike Stulir, Webmaster
Back In Time
http://www.emuclassics.com/backintime

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4392. Atari XL/XE Operating System Disassembly

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981123063641.27769A-100000@vtn1>
Source record: 58010

A while ago Rene and others asked me for these. Now that the 8-bit's
finally running again I got them out of the ATS files and checked
them out.

The three attachments contain archives of my disassembly of the
XL/XE OS. Analysis and commenting is about 90% complete. Some of
the code that can be found in the 800 is commented and labeled
as it is in the Technical Reference Manual except that I converted
many labels to local.

The .M65 files were tested yesterday and will assemble an exact
duplicate of the OS ROM--all 16k of it. To verify an assembly
it is easiest to move the OS to RAM at $4000-$4FFF and $5800-$7FFF
and then drop bit 7 in PORTB to enable the self test ROM. Bsave
$4000-$7FFF to a file, hack the header bytes if you want, and
then compare the file with an assembly.

If you want to assemble without the self test ROM, remove the
file references to ST1.M65 and ST2.M65 and remember to re-set
the org before the floating point.

The three versions attached all use ATASCII end of line and are
ready for use. The .M65 version is tokenized and usable with the
latest disk-based version of MAC/65 as well as with the cartridge.
The .LST version is the same code in "LISTed" format. Here, the
line numbers are the actual decimal addresses of the code they
assemble. The .SRC version is most useful for browsing with
TextPRO and would probably be the best bet for AMAC users.

If the attachments don't work, let me know and I can e-mail you
in UUE format.

Rene: Really apologize that this took so long.

4393. Re: Avalanche?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <73bte3$1fe0$1@nntp6.u.washington.edu>
Source record: 58011

In article <36596CA0.C90B2D85@erols.comX>,
Stephen Knox <gooch@erols.comX> wrote:
>I was rummaging through my 8bit disks the other day when I came across a
>game called Avalanche by Atari. The copyright is 1980. The reason I'm
>writing this msg is that the game is VERY similar to Kaboom (copyright
>1981) but not as fast nor fun.
>
>I was kinda curious if anyone else has seen this or know if it was
>written by one of the Activision guys before leaving Atari?

Actually, you may have it backwards. I think Atari might have came up with
the game first, and then Activision might have adapted it.

I'm not sure if this is true. But Avalanche is one of the video games that
MAME plays -- this is the arcade version, not the version for the Atari.
I wasn't able to check the date just now, but judging by the crudeness of
the graphics, the game may possibly have come out in the late 70's or 1980.

-- Derek

4394. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19981123101919.21560.00000708@ngol08.aol.com>
Source record: 58012

In no particular order:
Zybex, Draconus, Ballblazer, Dropzone, Line-Up, Montezuma's Revenge, Tekblast, Miecze Valdgira, Miecze Valdgira II, Operation Blood II - Special Forces, Mercenary, International Karate, Deimos, Cavernia, Star Raiders, Star Raiders II, MegaMania, Boulder Dash, Boulder Dash II, Defender, Donkey Kong, Ultima IV...

Too many to list :)

Bertrand M. (LEXX)

4395. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <73c20k$e8n@dailyplanet.wam.umd.edu>
Source record: 58013

There are many to choose from, including the sports games -- Hardball!, Star League Baseball, Starbowl Football, Major League Hockey, World Karate Championship...

Some classics like Star Raiders, Choplifter, Miner 2040er, Frogger (Sierra On-Line version), Bruce Lee, Castle Wolfenstein (somewhat difficult; it's sort of like an early pre-cursor to Wolfenstein 3-D, only that it's a third person perspective) are good fun. Basically some of the games you want to get first are the arcade translations, as they're part of Atari's cornerstone -- Pac-Man, Donkey Kong, Pole Position, etc.

Other of the more "contemporary" games (e.g. original) would be the Lucasfilm games (Ballblazer & Rescue on Fractalus in particular), Boulder Dash, Juice, Blue Max, Jumpman/Jumpman Jr., Summer Games, Montezuma's Revenge, Pinball Construction Set, Night Mission Pinball...and of course, you can't miss those Infocom text adventures.

4396. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <36598B3D.96803324@ix.netcom.com>
Source record: 58014

Ballblazer: best two player game ever, for any system.
Boulderdash: I could play this over and over forever.
Bruce Lee: great action/adventure game. Fun two player option.
Robotron 2084: best game ever, anywhere, anyhow. Duct tape two WICOs to plywood to be able to fire behind you as you run.

Jeff

George T. Pasek Jr. wrote:

> I got a 800XL up and running and my 14 year old son said he would like
> to see some of the games that were out there for it. I checked the
> XLsearch sight and when I used GAMES as the search keyword it said there
> were 4000+ matches.
>
> If you had a game that was your favorite or some that you really liked,
> what were the names if you please?
>
> In this day of 3D hi-tech video, it's kinda refreshing to play with this
> system.
>
> Tnx
>
> George

4397. Re: Need info

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <73c7qcoom1@pale-rider.INS.CWRU.Edu>
Source record: 58015

Is that Debug Plus?

****
Here's another hacking tool, Debug+
from ANALOG #39. Uses $A100 - $C0FF
and $BE00 to $C0FF for screen, so
don't stomp on it.
*: Address Set
D: Display toggle
Q: Quit Debug+, go to DOS
G: Go at address
T: Trace program, sngl step: T, O,
OPTION
P: Print Disassembly
E: Erase Memory
C: Change 1 byte of RAM
N: Change Register Value
R: Display Registers
B: Set/Reset Break Point
S: Save a binary file
L: Load a binary file
F: Find a string in memory
H: High Speed Display
.: Dec/Hex, Hex/Dec convert
-: Scroll up in memory
=: Scroll down in memory
CNTRL-ESC: leave prg. that is running
under Debug+
****
Russ

4398. wanted Portflio stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: Gary <G.allan@worldnet.att.net>
Message-ID: <73c9hs$mkn@bgtnsc02.worldnet.att.net>
Source record: 58016

Need portfolio stuff(mem cards, cables, ect...)

4399. Atari Warehouse - Christmas Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <S0i62.6923$DF6.211125@tor-nn1.netcom.ca>
Source record: 58017
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

The Atari Warehouse is having a Christmas Sale. All prices have been reduced, and I am offering a 10% discount on orders over $50 (but then again, I am always open to reasonable offers !!). All software is new, complete, and in it's original unopened packaging.

Please check my current stock list at:

http://toronto.planeteer.com/~rsmith/atari.htm

Thanks,

Richard.

4400. Re: Avalanche?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <18608-3659AB9D-12@newsd-221.iap.bryant.webtv.net>
Source record: 58018

as far as i know,it was part of the atari apx program,and was written by
a amatuer 8-bit programmer and submitted to atari for release,i cold be
wrong though,
lance

4401. Re: wanted Portflio stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <73cfdk$hqe@bgtnsc01.worldnet.att.net>
Source record: 58019

Gary wrote in message <73c9hs$mkn@bgtnsc02.worldnet.att.net>...
>Need portfolio stuff(mem cards, cables, ect...)
>
>

About the only Portfolio "stuff" I have left are the following items:

- File Manager / Tutorial ROM Card w/users manual
- Portfolio Quick Reference Card
- Portfolio Owner's Manual

If you can use any of these items, let me know.

Sheldon (Computer STudio - Asheville, NC)

4402. Re: Gamestar Baseball :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: Jeff Haas <jhaas@ea.com>
Message-ID: <73cgdp$cp9$1@supernews.com>
Source record: 58020

In case anyone's wondering, here's what happened to Gamestar.

It was started by a guy named Scott Orr in Santa Barbara in the early 80's. Their first game was Baja Buggies, followed by a football, baseball and super sprint (top-down car racing) game. The first platform supported was the Atari, but they did stuff for everything including the IBM PC at the time. Eventually Scott sold the company to Activision and moved to Silicon Valley. Eventually Activision, under its old management and ownership, folded, and Scott became a designer and consultant for a couple of years, and designed a couple of significant games for Electronic Arts...the biggest one being John Madden Football for the Sega Genesis.

Soon after, he went to work for EA and became the producer of Madden Football, a position he still holds to this day. (Although now he's an executive in charge of production.)

I know him because I met him while I was at the University of California in Santa Barbara, and later I went to work at EA. I've been working for him for years now. Occasionally he's mentioned Dutch Dugan as a passing reference, but I think Duke Nukem is probably the closest thing we've seen so far.

Jeff Haas

John Vogel wrote in message ...
>I was just having some fun with it on the A800win emulator :)
>Just wanted to mention my admiration for it - after all these years it's
>still my favorite computer baseball game, especially player vs. player :)
>BTW, the score maxes out at 99 :)
>I loaded up the bases and went at it :)
>
>Still wondering whatever happened to Dutch Doogan :)
>
>John
>jvogel@i1.net

4403. portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: John j Boyle <magrep@northnottsmag.freeserve.co.uk>
Message-ID: <73cpmcjep1@newsreader4.core.theplanet.net>
Source record: 58021

I have a serial connector for the portfolio.
magrep@northnottsmag.freeserve.co.uk

4404. Re: JAM! device connect to 8 BIT Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <365A3D03.56BEAC6F@postoffice.pacbell.net>
Source record: 58022

The JAM!! has two inputs, a monochrome - intensity input and a color input, both of which are on a S-Video plug. Normal separate video uses both of these to produce a nice color image. If you plug your Luminance input into the RCA adaptor provided with the JAM!!, you will not get color. You must plug the composite plug there to see color. This is actually the CHROMA input of the s-video pair - if it sees video luminance, it goes into composite mode. The only way to use separate chroma on this guy is to make your own cable - which isn't too hard. Otherwise, use composite only.

Bob

Euskara wrote:

> Hey everyone!
> I just got the Jam device and connected to my Atari. Only problem the Image is
> in black and white. Anyone else had problems with this? Thanks. Feel free to
> e-mail your responses

4405. Re: Avalanche?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <29347-365A2FC1-42@newsd-222.iap.bryant.webtv.net>
Source record: 58023

chicken is so so,not like other synapes titles,
lance

4406. Broken 800XL...and other woes

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <73bk6k$7t7$1@guardian.matra.co.uk>
Source record: 58024

I've two questions that I would be extremely grateful to have answered!

1) I've salvaged my old 800XL, which has lain dormant for around 5 years. On switching it on, the memory test immediately comes up, and a large proportion of the RAM is displayed in red. What on earth would cause this if the thing hasn't moved for so long? I've taken the computer apart, and briefly checked the contacts, but not very thoroughly. Has anyone any information/help/pointers?

2) I heard from somewhere that if the Atari PSUs were plugged in, then they were very likely to overheat and melt/ignite/explode in a shower of fireworks (take your pick) unless they were actually connected to a switched-on computer or peripheral. Is this true? Do I really have to unplug my extension every time I leave the computer off for a while?

Thanks in advance,

Trystan

4407. WTB: 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-23 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <73c21q$e4f$1@guardian.matra.co.uk>
Source record: 58025

Wanted: 800XL in the UK, or 600XL with 64K.

4408. Definitive Known Software Lists (cartridge and CD) [11/23/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <3665005a.706984@news.nls.net>
Source record: 58026

[NOTE: The Super Nintendo (SNES) list has been added -- 11/23/98.]

The Video Game Advantage Definitive Known Software List Collection

If you are looking for the most complete, detailed software lists
available you have found them. And the best part is that they are all
in a standardized format, so you can change system files without
having to learn a new style or format! Currently 32 of the 40 planned
files are on-line (2600, Intellivision, NES, Odyssey2, Sega CD, SMS,
SNES, and TG-16 all still need some work, and will be on-line as
soon as possible).

32 bit and 64 bit video game systems:

3DO REAL Interactive Multiplayer
Atari Jaguar / Jaguar CD
Commodore Amiga CD32
Nintendo 64
Nintendo Virtual Boy
Sega 32X
Sega Saturn
Sony Playstation
Tiger Game.Com

16 bit video game systems:

Philips CD-i
Sega CD
Sega Genesis
SNK Neo Geo / Neo Geo CD
Super Nintendo

8 bit video game systems:

Atari Lynx
Nintendo Entertainment System (NES)
Nintendo Game Boy
Sega Game Gear
Sega Master System (SMS)
TurboGraphx-16, CD, & Duo

Classic video game systems:

Atari 2600
Atari 5200
Atari 7800
Bally Astrocade

Colecovision
Emerson Arcadia 2001
Fairchild Channel F
GCE Vectrex
Magnavox Odyssey2
Mattel Intellivision
Milton Bradley Microvision
RCA Studio II

Classic computers:

Atari 8-bit computers
Coleco Adam computer -- see Colecovision
Commodore 64 / 128 computers
Commodore Vic-20 computer
IBM PC Jr. computer
Mattel Aquarius computer
Radio Shack Color Computer
Texas Instruments TI 99/4A Computer
Tomy Tutor 16-Bit Graphic Computer

*****

If this is of interest to you, the URL is:
http://www.io.com/~vga2000/

and the link is in the "Collectors Corner" section.

And if the game isn't on one of my FS/T lists, it
isn't FS/T :)

Michael

P.S. My old e-mail accounts all still work, but I'd prefer it if
people would begin to use the *new* account. Thank you!

NOTE: Some on Usenet like to attack people and lie about
what they do and say. If you are tired of wading through the
lies and attacks here on Usenet, and you would like to know
my real position (on anything), as opposed to what some will
tell you is my position, then you can ask me.

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

4409. Re: Avalanche?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <73d545$k74@bgtnsc01.worldnet.att.net>
Source record: 58027

I thinkyou're right on this one.. and I'm pretty sure kaboom came out before acalance.. I remember being glad there was finally a game similar to kaboom on the atari.. but then apx was unreliable on shipping, so they just might have shipped it after kaboom's release..

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Lance Ringquist wrote in message <18608-3659AB9D-12@newsd-221.iap.bryant.webtv.net>...
as far as i know,it was part of the atari apx program,and was written by
a amatuer 8-bit programmer and submitted to atari for release,i cold be
wrong though,
lance

4410. Re: Avalanche?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981123215414.25411.00001985@ng65.aol.com>
Source record: 58028

>as far as i know,it was part of the atari apx program,and was =
>written by a amatuer 8-bit programmer and >submitted to atari for release...

Yes. It is listed in my Summer, 1983 APX
catalog. Kaboom was first a 2600 title, and
probably out prior to 1981. Maybe
before that, because I bought it before I got
a Colecovision, and I think the CV was introduced in 1978 or 1979. I'll have
to check
on that. I think "Chicken" from Synapse was another spin-off.
Larry

4411. Video61's Solitaire Release

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <73dfq6$h0p$1@ultra.sonic.net>
Source record: 58029

Lance from Video61 e-mailed me a while back about how he's doing carts. of new games. He sent me copy of "Solitaire" by Childsplay Softare ((c) 1998) and it's pretty cool!

Just thought I'd let folks know about new games coming out, on cart. even! And send thanks to Video61! :)

(I'm thinking about doing a game and having them cart. it for me! :))

-bill!
nbs@sonic.net

4412. For Sale Atari Items

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: "John P. Haggerty" <smile4@voicenet.com>
Message-ID: <jrs62.33251$%X2.9671632@news3.voicenet.com>
Source record: 58030

I am looking to sell the following items:

1 Atari 130XE like new with a spare 130XE has 8 bad keys: $35.00 PS
included...works fine
1 Atari 800XL 256k $40 PS included...works fine
1 Atari 800 48k $25 PS included...works fine
3 Atari 810 Disk Drives(I think 1 is happy...how do you tell?)$15 each ($20
happy) PS, Cable Included
1 Atari 800XL with 256k and Ramrod OS switch $50 PS included...works fine
1 Atari 65XE $25...works fine
1 ATR-8000 $140 (copower88(8088 cpu), 256k)...like new with MS Dos 2 and
CP/M
1 Composite Monitor $20
1 PROM burner $30 includes about 6 blank cartridges, EPROMs
1 Drawing Tablet w/ AtariArtist cart. $15
2 Xerox Paper Boxes full of boxed Games(Neverending Story, Ultima III,
Flight Sim, many many others...) $80 (approximately 40 games probably more)

Large Collection of JACG and Ol' Hackers Group Disks $25

Box of Books all in great shape (Best of Antic, Compute books, Analog Books,
many AssemblyLang. Books)
$75 (Approx. 25+ books)

much more...do you want anything not listed??? ask me and I'll quote a price
if I have it

note: boxes of software documentation are going to beburned this weekend if
noone wants to pay me to ship it to them...much of it is copied game
manuals, some Word Proc. manuals...13 boxes of stuff needs to go

thanks for reading, John

4413. Re: Avalanche?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19981124060559.26666.00001031@ngol03.aol.com>
Source record: 58031

Avalanche was an arcade game by Atari.
It was converted for the computers in 1980 (by Atari) and sold through APX.

In 1982 or so, some guys at /|\ decided to leave the Warner firm.
They were unhappy of the situation there, as their names were never mentioned on the cartridges, manuals or boxes (this is why Easter eggs with the programmer's initials appear in some games).
They founded Activision for more recognition and borrowed some game ideas from Atari.
This is why Kaboom! is a clone of Avalanche (same for Dragster and Drag Race).

Bertrand M. (LEXX)

4414. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: Ruben Gabrielsen <arvidrg@online.no>
Message-ID: <73e9h2$a8e$1@readme.online.no>
Source record: 58032

Hi all!

I'm thinking of a game a think is called Miner 49er? something, Castle wolfenstein, Bruce Lee, Pole Position, Summer Games, Frogger.

Ruben

4415. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10c46b66c56f3dfa9896f0@news.midwest.net>
Source record: 58033

```
In article <73biq1$q80$1@news.storm.ca>, david_p@storm.ca says...
> Personally, I'd do it like this:
>
> 10 DIM A$(1)
> 20 OPEN #1,4,0,"K:"
> 30 A$="":IF PEEK(764)=255 THEN 50
> 40 GET #1,A:A$=CHR$(A):POKE 764,255
> 50 ... carry on main loop here
> 90 GOTO 30
>
> This way, you're not stuck waiting for a key press (unless that doesn't
> matter to your program). If LEN(A$) is 0, there's no key press. Only
> problem is when you press a key combination that alters location 764, but
> isn't a valid key.
>
> David P.
>
> Chris Gill wrote in message <73b6fo$4gr$1@newsource.ihug.co.nz>...
> >
> >
> >>how can I read a character from the keyboard with atari basic.
> >>Whith the c64 I would do it like this:
> >> 10 get a$:if a$="" then 10
> >>
> >>and with PC, qbasic it would be like this a$=inkey$
> >>
> >>with atari???
> >
> >Unfortunately you can't do it quite so easily, from fuzzy memory it's
> >something like so:
> >
> >10 Open#1,8,0,"K:"
> >20 Get #1,A : A$=CHR$(A)
> >30 If A$="" Goto 20
> >40 Close #1
> >
> >Probably pay to check the BASIC ref. manual, haven't played with with a.
> >basic for about 10 years :-/
> >
> >
> >
>
>
>
```

after all this thread.. i'd just go back to the C64! :)
(just kidding!)
--
Ron "Who might try it in Microsoft Basic II instead!" :)
rlaski@midwest.net

4416. Re: Files using extended RAM

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <73ecc0rlv1@nets3.rz.RWTH-Aachen.DE>
Source record: 58034

Howdy folks

Rafael James Espino said:

>Sounds like a good idea to me. Automatic extended memory size
>detection is something I'd like to include in my ramdisk.

Or you could use one utility, like a memory checker/tester, to detect the size and page sequence and have it write this info out to disk. The other files would then check if this sequence table already exists (otherwise it would run it's own detection code or use a preset sequence/size).

CU Mathy van Nisselroy

BTW that's MacFalkners idea. Not mine. But I like it.

4417. Re: Files using extended RAM

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <73ecg7rlv2@nets3.rz.RWTH-Aachen.DE>
Source record: 58035

Howdy Bill, folks

>MyDOS source is available!!! :)

Seen it, got it. Do you know who if the code to RB6C is out. RB6C is the
RAMBOOT 6c ramdisk driver that comes with MyDOS 4.53/3

CU Mathy van Nisselroy

4418. Re: Another "anybody remember this game" request.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10c4775b4b7d98ba9896f1@news.midwest.net>
Source record: 58036

In article <r9v6glx8.fsf@erols.com>, nospam@erols.com says...
> rlaski@midwest.net (Ronald A. Laski, Jr.) writes:
>
> > > http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
> > >
> > I'm pulling straws here (don't ask from where!) but how about 'Galahad
> > and the Holy Grail'? you could either have a sword a shield-looking ring
> > that made you run fast... but it's not really a 'platform' game...
> > --
> > Ron
> > rlaski@midwest.net
>
> That was a fun game! I liked the Holy Hand Grenade and rabbit.. I figured out how
> to evade the rabbit and use the grenade to smash up the ship, making it easy to solve the
> final board. I can't find the disks now though.. too bad.
>
> Gregm
>
I still have mine, i can make an .atr.. but, i probably have it already..
i have 80megs of Yogi's site on a zip disk, so it's probably there..

--
Ron
rlaski@midwest.net

4419. US Doubler, hardware help needed.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <73eec2$t6s$1@nets3.rz.RWTH-Aachen.DE>
Source record: 58037

Howdy folks

A whiel ago, Bob Klaas released the code to the US Doubler.
But the US Doubler consisted of TWO chips. Could somebody please tell me what that other chip was/is? RAM maybe? How big?

CU Mathy van Nisselroy

PS Years ago, I saw a 1050 with a Super Speedy upgrade. The Speedy upgrade is very famous in Germany (among Atari 8 bitters). It adds very high speed and true double density ofcourse. The rights to this thing are now in the hands of the ABBUC (the German Atari 8 bit user group that has approx. 470 members all over the world. Their magazine is in German). They also have the schematics. Unfortunately they miss the plan to the SUPER Speedy. It was a special version of the Speedy which was only sold to the ABBUC and Pokey (a Dutch user group which no longer exists). Why you ask? It came with a special version of BiBo-DOS (some kind a DOS) that would unleach all of the Super Speedy's power. You see, the Super Speedy had enough RAM inside the 1050 to copy a disk WITHOUT the data ever getting inside the computer. This sucker would read a file in under 10 seconds. And format and write one in under 30 seconds. Seen it myself. Unfortunately, the plans of this one seem to have disappaired from the face of the earth.

4420. 1050 drive complete in box for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: smeg@umd.umich.edu
Message-ID: <73elcp$8vj@null.umd.umich.edu>
Source record: 58088

header says it all.

1050 drive
data cable
power supply
box and styrofoam (in great shape if it matters to you).
no instructions
works fine

Make an offer or send inquiries, thanks.

--
Sam Lysinger
smeg@umd.umich.edu
http://www-personal.umd.umich.edu/~smeg/

Hmm... Just as I thought... You have been using a personality establishing
device. I thought you had been acting strange. This is human female B-213
with gentle and kind maiden running...
-Compiler, Compiler side 1

4421. Atari Jaguar vendors?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <18B62.4$G4.344109@newsfeed.avtel.net>
Source record: 58089

Does anyone know of any vendors or suppliers who are still distributing the Atari Jaguar to resellers for retail? I've asked this before and got a bunch of people wanting to sell me a Jaguar for $40 and such. That's not what I need. I'm looking for suppliers and distributors who still carry quantities and have dealer pricing.

If anyone knows any names and numbers, your help would be most appreciated.

Thanks

(email - mchandle@earthlink999.net without the 999 - no SPAM!)

4422. Emulator help please

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: Robert Glanville <robglan@home.com>
Message-ID: <365AFDC4.AFE3B503@home.com>
Source record: 58090

After playing Star Raiders many years ago on a friends Atari 400 I developed a great respect for the Atari and have many fond memories. At that time I had a TRS 80 and would have killed for an Atari!

I would like to run Star Raiders in particular and other games as well on my PC. I downloaded Atari 800 emulator for windows version 2.4 and requisite roms. At this stage I get the memo screen loading and can do little else with the emulator.

I read the FAQ's etc and cannot quickly see how to load and run a file.

If someone could offer their assistance I would be very grateful (and may add you to my Christmas list!!)

Thank you in advance

Rob (robglan@home.com)

4423. joy sticks+

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: john jones <johnys@thewhiting.freeserve.co.uk>
Message-ID: <73f9jlnod1@newsreader2.core.theplanet.net>
Source record: 58091

Has any body in the UK(midlands)got two joysticks + power transformer for
800xl to sell.Please E mail me .
johny@ thewhiting.freeserve.co.uk
Thanks John.....

4424. 800XL Problem...

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: Davis Leeman <leemand@nbnet.nb.ca>
Message-ID: <73f9ebnkt1@garnet.nbnet.nb.ca>
Source record: 58092

I have an 800XL that I picked up from someone.When I hook it to my tv and turn it on the screen turns blue and a medium pitched buzzing noise comes from the TV speaker.No cursor or response to keypress.

No matter what I try it continues to do this... could there be a simple solution to this problem? Does this problem sound familiar to anyone?

I have a 600XL and it works fine with the same hook up...Any help or advice would be appreciated. Thanks.

Davis Leeman

4425. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <F1H62.102$J5.3008457@news1.i1.net>
Source record: 58093

In no order, a few different ones from the rest of the pack:
Gamestar Baseball, Retrofire, Gauntlet (not the arcade game, but the
freeware game by Donald LeBeau - whatever happened to him?), Spelunker,
Solo Flight, Jumpman, Mig Alley Ace, Castle Wolfenstein (I actually won!
A friend of mine and I would both play at the same time, one moving and
one firing), Crisis Mountain, Drelbs, Necromancer, Mountain King,
Ballblazer, Fractalus Rescue, Pharoah's Curse, Fort Apocalypse, Starcross
(because it was my first Infocom adventure experience).

John
jvogel@i1.net

4426. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <73esij$31n$1@news.campus.mci.net>
Source record: 58094

On 24 Nov 1998 13:36:17 , "Ruben Gabrielsen" wrote:
->Hi all!
->
->I'm thinking of a game a think is called Miner 49er? something, Castle
->wolfenstein, Bruce Lee, Pole Position, Summer Games, Frogger.
->
->Ruben

I'd have to say Ultima III (my very first RPG!), Archon I and II, and
Realm of Impossibility (wiggle-wiggle at those ladders, tight fit!) ;-)

My 7 year old still plays Rescue on Fractalus, Joust, and Star Raiders I
& II, and loves them... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4427. WTB: Realm of Impossibility

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <73esot$31n$2@news.campus.mci.net>
Source record: 58095

Hmm...one of the threads I just read was about fav 8-Bit games, and I mentioned Realm of Impossibility-which I don't have anymore. Would love to find it again. Anybody have this Electronic Arts title, or know where I can buy it? Thanks! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4428. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <365B68C9.3D392ECB@postoffice.pacbell.net>
Source record: 58096

nope - the 80 column upgrade plugs into the MIO itself. actually works.....

Bob

Mathy Van Nisselroy wrote:

> In article <364E663C.B46A76FA@sisna.com>, bobkla19@sisna.com says...
> >
> >There is not a latest version of the MIO hard drive formatters. What
> >versions do you presantly posess, possibly I can help you with some you
> >do not have.
> >bob
>
> Howdy Bob
>
> Do you know how the MIO accesses it's memory?
>
> CU Mathy van Nisselroy
>
> PS does the 80 column video upgrade for the MIO work without the MIO?

4429. Re: Attn Bob Woolley: Sweet 16 (816) memory plans

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <365B69D7.C2C92CD2@postoffice.pacbell.net>
Source record: 58097

I could draw something that should work - but I don't have time to build it.
This is a 65816 upgrade, guys..... 65816 only. Still interested??

Bob

Rene de Bie wrote:

> >
> >maybe I take that back - a 16mb SIMM may not be too difficult. three 158s
> and a
> >little glue..... how bad do you want this folks?
> >
> >
>
> Can you post a drawing of this upgrade Bob ?

4430. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <73fsmb$c0c$1@news.storm.ca>
Source record: 58098

Does this mean prototypes are actually out there? Are there some available?
Could plans be released? Wow! A neat new gadget!

David P.

rwoolley@postoffice.pacbell.net wrote in message
<365B68C9.3D392ECB@postoffice.pacbell.net>...
>nope - the 80 column upgrade plugs into the MIO itself. actually works.....
>
>Bob
>
>Mathy Van Nisselroy wrote:
>
>> In article <364E663C.B46A76FA@sisna.com>, bobkla19@sisna.com says...
>> >
>> >There is not a latest version of the MIO hard drive formatters. What
>> >versions do you presantly posess, possibly I can help you with some you
>> >do not have.
>> >bob
>>
>> Howdy Bob
>>
>> Do you know how the MIO accesses it's memory?
>>
>> CU Mathy van Nisselroy
>>
>> PS does the 80 column video upgrade for the MIO work without the MIO?
>
>
>

4431. Re: Attn Bob Woolley: Sweet 16 (816) memory plans

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <73ftdh$c86$1@news.storm.ca>
Source record: 58099

I do, but as a Sweet-16 owner I know I'm in the minority here (Bill KEndrick has one as well... anyone else?)

David P.

rwoolley@postoffice.pacbell.net wrote in message <365B69D7.C2C92CD2@postoffice.pacbell.net>...
>I could draw something that should work - but I don't have time to build it.
>This is a 65816 upgrade, guys..... 65816 only. Still interested??
>
>Bob
>
>
>Rene de Bie wrote:
>
>> >
>> >maybe I take that back - a 16mb SIMM may not be too difficult. three 158s
>> and a
>> >little glue..... how bad do you want this folks?
>> >
>> >
>>
>> Can you post a drawing of this upgrade Bob ?
>
>
>

4432. Re: Emulator help please

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: "George T. Pasek Jr." <pasek001@tc.umn.edu>
Message-ID: <365B7E1B.3DF64794@tc.umn.edu>
Source record: 58100

I'm sure your right, but I too have a problem running programs on WIN800_2_4. The full disk .atr's boot and run, but the .com and .exe ones I have won't run using L. On my 800xl I use the DOS 2.5 "L" command, D2:pacman.exe and it runs. If I do that on the emulator I get a #146 error "Function not implemented in Handler". The FAQ says to put it a hard disk and run it from there, H1:pacman.exe and this gives me a #160 error "Drive number Error".

I'm using the DOS_2.5 os and the ATARIXL.ROM.

George

Paul Irvine wrote:

> Hmmmm...
>
> I would *normally* do a big 'how to' msg but all this IS answered in
> the
> readme and the faq.
>
> If the Star raiders is a single file rather than a full disk atr then
> its very easy to load them. Tbh its soo easy to use the emu....
>
> Tis not a dig at you but it *is* all answered in the zip file you
> downloaded...
> --
> Paul..
>
> Looking for a C64 game, util or Emulator?
>
> then read the FAQ at www.dellos.demon.co.uk
>
> ICQ No: 105793

4433. Re: Attn Bob Woolley: Sweet 16 (816) memory plans

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <365B8D86.6172C4A@net66.com>
Source record: 58101

rwoolley@postoffice.pacbell.net wrote:
>
> I could draw something that should work - but I don't have time to build it.
> This is a 65816 upgrade, guys..... 65816 only. Still interested??
>
> Bob
>

You mean a Sweet16 upgrade - I still have one of those Tubo816's, and
have no idea how to add stuff to it...

Mark Statzer

4434. Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-24 00:00:00 UTC
From: Kevin Sharp <ksharp@icubed.com>
Message-ID: <365B8CC1.DA8877AA@icubed.com>
Source record: 58102

Hi all,

This is a first for me posting to a news group and all. Very interesting in seeing how many Atarians still thrive in the day and age of pc's. Well, to cut to the chase, years back my brother came up with the proper timings for an 520ST to talk to an 800. Then, thru many late nighters, I finished of the routines with a bit of GEM Windowings and the such and VIOLA! 810uLator was borned. I have it at my web-page, it's in pretty good shape and I'd like some outside impressions of it. It can be found at http://www.icubed.com/~ksharp/

I still have the source for it and I've even got a working 815uLator (some where). I haven't had time lately to verify the file format for the disk images, I think they need an 'ATR' or '810' extension on them.

Well, just like seeing the ones hang around.

Kevin

4435. Re: Emulator help please

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: "George T. Pasek Jr." <pasek001@tc.umn.edu>
Message-ID: <365CD265.DC9B8219@tc.umn.edu>
Source record: 57938

It's not the .atr's that I'm having a problem with, it's the .com's &
.exe's. DOS 2.5 on the Atari 800XL will run the packman.exe fine, but
when I do the same on the WIN800_2_4 emulator (using DOS 2.5 also) I get
the #146 error.

George

> George T. Pasek Jr. wrote in message <365B7E1B.3DF64794@tc.umn.edu>...
>
> >I'm sure your right, but I too have a problem running programs on
> >WIN800_2_4. The full disk .atr's boot and run, but the .com and .exe
>
> >ones I have won't run using L. On my 800xl I use the DOS 2.5 "L"
> >command, D2:pacman.exe and it runs. If I do that on the emulator I
> get
> >a #146 error "Function not implemented in Handler". The FAQ says to
> put
> >it a hard disk and run it from there, H1:pacman.exe and this gives me
> a
> >#160 error "Drive number Error".
> >
> >I'm using the DOS_2.5 os and the ATARIXL.ROM.
> >
>
> Try downloading the mydos ATR and using it to boot from. Dos 2.5 will
> not
> work with large ATRs.
> I have found Mydos very compatible win WinAtari.
> Larry

4436. Re: Emulator help please

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <366571f1.6672459@news.demon.co.uk>
Source record: 58103

The other Day Robert Glanville <robglan@home.com> wrote:

>After playing Star Raiders many years ago on a friends Atari 400 I
>developed a great respect for the Atari and have many fond memories. At
>that time I had a TRS 80 and would have killed for an Atari!
>
>I would like to run Star Raiders in particular and other games as well
>on my PC. I downloaded Atari 800 emulator for windows version 2.4 and
>requisite roms. At this stage I get the memo screen loading and can do
>little else with the emulator.
>
>I read the FAQ's etc and cannot quickly see how to load and run a file.
>
>If someone could offer their assistance I would be very grateful (and
>may add you to my Christmas list!!)

Hmmmm...

I would *normally* do a big 'how to' msg but all this IS answered in the
readme and the faq.

If the Star raiders is a single file rather than a full disk atr then
its very easy to load them. Tbh its soo easy to use the emu....

Tis not a dig at you but it *is* all answered in the zip file you
downloaded...
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4437. Ebay: Tomy Tutor 16-bit Computer

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: emar111@my-dejanews.com
Message-ID: <73fjq0inh1@nnrp1.dejanews.com>
Source record: 58104

I know it's not an Atari computer but I thought it may interest some of you.
Comes with 8 game carts as well. Also have an 800xl up there. Please have a
look on ebay, cut and paste:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=full_clos
ets

thanks!

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4438. Re: Avalanche?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <73fm1c$pum@dailyplanet.wam.umd.edu>
Source record: 58105

JMouchmino (jmouchmino@aol.com) wrote:

: In 1982 or so, some guys at /|\ decided to leave the Warner firm.
: They were unhappy of the situation there, as their names were never
: mentioned on the cartridges, manuals or boxes...They founded Activision
: for more recognition and borrowed some game ideas from Atari.

I seem to recall that during the early 80s, when Activision was very active in the 2600 market, the TV commercials would usually mention the programmer who designed the game -- David Crane, Larry Cartwright, etc.

Atari certainly frustrated its share of programmers -- if they were not credited, they would also leave over creative differences. The only one I can think of off-hand is the case with Ed Rotberg and BattleZone, something about the game being made for military use, and changes to reflect their needs. I am assuming he had no say or was forced to make those alterations. I remember that ABC News even profiled this souped up game (which cost around $30 grand or so) in a segment on the Army's training for combat.

4439. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: atari-stuff@ehrich.com
Message-ID: <x%J62.1170$Yy5.9934465@news2.voicenet.com>
Source record: 58106

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Lots of other for sale lists for the PC, Amiga, Vic20 C64, TI, COCO
Video Games, Music CD's, Books on Tape, Computer Courses,
and the latest Atari list.

Atari HW & Software Items for Sale
Plus Shipping - PrePaid Only

Atari power supply for 1050 drive..... $12
Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 1020 Printer..... $10
Atari 410 Program Recorder (tape deck) $10
Cables for Atari etc from Chelco (6) ..... $ 4 each
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (4)..... $ 8 each
Paddles (2 sets)..... $12 each set
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50

Diskette Software for Atari Computers
$3.95 each (6 for $18)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
DeBug by Childware
Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes

MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
Reading Skills
Sesame Str Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spnker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

Diskette Software for Atari Computers
$2.50 each (5 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Astro Grover
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Lode Runner
Lucas Films Ballblazer
Match Up
Master of Lamps
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell

Moon Shuttle
My First Alphabet
On Track Racing
Paint Master Diskette
Print Shop
Sea Bandit
Shape Up
Sky Blazer from Broderbund
Spy vs Spy
Summer Games -
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore

Antic Diskettes from Atari
$1.95 each (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 CompAdv Star Raiders Cartridge w/box
Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box

Atari Artist
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)
Sky Writer

Tape Software for Atari Computers
$2.95 each (4 for $9)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
Gulp!!
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing

Atari Books $4.95 each (5 for $19)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

4440. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981124223800.24724.00000353@ng27.aol.com>
Source record: 58107

>nope - the 80 column upgrade plugs into the MIO itself. actually works.....

Someone wrote that they had seen an 80
column upgrade plan in SLCC. Is this that
one, or was the SLCC the XEP80 thingy?

Larry

4441. 800/xl audio questions....

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: abaddon88@aol.com
Message-ID: <19981124223910.10837.00000342@ng-ca1.aol.com>
Source record: 58108

Hey guys, I was the guy who asked about the monitor pinouts for a b/w monitor. Well I got the video part of the cable working, but now I have an audio question. I set it up so I could plug pc speakers into a female audio plug attatched to my homemade cable. Well with the speakers cranked it's kinda quiet. I tested my cable by patching it into the audio input of a commodore monitor, and it sounded great.(No I don't want to just use the commodore monitor :)). Do PC's send out a louder signal? Should I build a little pre-amp? Any suggestions at all?

Thanks atarians!

4442. Re: US Doubler, hardware help needed.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981124224257.24724.00000357@ng27.aol.com>
Source record: 58109

>You see, the Super Speedy had enough RAM inside the 1050 to copy a disk
>WITHOUT
>the data ever getting inside the computer.

That's really interesting. Now to find one
that exists and take it apart...
Larry

4443. Re: Atari XL/XE Operating System Disassembly

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <73g2g5uki1@nnrp1.dejanews.com>
Source record: 58110

hmm... i didnt know the xl and xe'os's were identical (i was more of a wirehead anywho.... i would be interested in them if you want to send them to me...

sloopy.

In article <Pine.GSO.3.95.iB1.0.981123063641.27769A-100000@vtn1>,
"John K. Picken" <yg473@victoria.tc.ca> wrote:
> A while ago Rene and others asked me for these. Now that the 8-bit's
> finally running again I got them out of the ATS files and checked
> them out.
>
> The three attachments contain archives of my disassembly of the
> XL/XE OS. Analysis and commenting is about 90% complete. Some of
> the code that can be found in the 800 is commented and labeled
> as it is in the Technical Reference Manual except that I converted
> many labels to local.
>
> The .M65 files were tested yesterday and will assemble an exact
> duplicate of the OS ROM--all 16k of it. To verify an assembly
> it is easiest to move the OS to RAM at $4000-$4FFF and $5800-$7FFF
> and then drop bit 7 in PORTB to enable the self test ROM. Bsave
> $4000-$7FFF to a file, hack the header bytes if you want, and
> then compare the file with an assembly.
>
> If you want to assemble without the self test ROM, remove the
> file references to ST1.M65 and ST2.M65 and remember to re-set
> the org before the floating point.
>
> The three versions attached all use ATASCII end of line and are
> ready for use. The .M65 version is tokenized and usable with the
> latest disk-based version of MAC/65 as well as with the cartridge.
> The .LST version is the same code in "LISTed" format. Here, the
> line numbers are the actual decimal addresses of the code they
> assemble. The .SRC version is most useful for browsing with
> TextPRO and would probably be the best bet for AMAC users.
>
> If the attachments don't work, let me know and I can e-mail you
> in UUE format.
>
> Rene: Really apologize that this took so long.
>
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4444. Re: 800/xl audio questions....

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981125011527.25058A-100000@vtn1>
Source record: 58111

The audio needs to be amplified; it is not designed to drive speakers.

4445. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <73gnrl$4m2$1@nets3.rz.RWTH-Aachen.DE>
Source record: 58112

In article <19981124223800.24724.00000353@ng27.aol.com>, lwhite6497@aol.com says...
>
>>nope - the 80 column upgrade plugs into the MIO itself. actually works.....
>
>Someone wrote that they had seen an 80
>column upgrade plan in SLCC. Is this that
>one, or was the SLCC the XEP80 thingy?
>
>Larry

Tell us all about it Bob. drool. drool.

CU Mathy van Nisselroy

4446. Re: Broken 800XL...and other woes

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <73go76$4m2$2@nets3.rz.RWTH-Aachen.DE>
Source record: 58113

Howdy Trystan

>2) I heard from somewhere that if the Atari PSUs were plugged in, then
>they were very likely to overheat and melt/ignite/explode in a shower of
>fireworks (take your pick) unless they were actually connected to a
>switched-on computer or peripheral. Is this true? Do I really have to unplug
>my extension every time I leave the computer off for a while?
>
>Thanks in advance,
>
>Trystan

Don't know about the fireworks (ATARI couldn't have been THAT cheap), but I'd unplug it from the mains anyhow. It will reduce your electric bill. Unless there is a switch on a PSU (and I haven't seen an ATARI that has one), it will keep using energy.

CU Mathy van Nisselroy

4447. Re: Broken 800XL...and other woes

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <73gpcjfon1@guardian.matra.co.uk>
Source record: 58114

On that thread, what's the average lifetime of a regularly used Atari 8-bit? What tends to give up first? Which models are the most susceptible (ignoring the XE keyboard problem)?

Anybody have any ideas?

Trystan

4448. UK Give Away: New Computer Express

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <911995496.1073.0.nnrp-04.9e98ea3a@news.demon.co.uk>
Source record: 58115
Cross-posted to:
alt.c64,comp.sys.amiga.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.sinclair

I have two boxes full of New Computer Express magazine to give away to
anyone who wants them (they were given to me).

As they start from 1988, they offer an interesting and informative insight
into computers the UK then.

Due to the weight of the set, I suggest that anyone who wants them should
e-mail me first at brian@spheroid.demon.co.uk to make arrangements to
collect them (from Cambridgeshire).

This will have to be in early December as I shall not be available to hand
them over until next week.

Alternatively, I don't mind arranging shipment for just the price of the
carriage charge.
--
--
Brian

4449. Re: Broken 800XL...and other woes

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: TJ Edmister <Damage_X@hotmail.com>
Message-ID: <365C11C4.BCFAF4AF@hotmail.com>
Source record: 58116

Well, I still have my 800XL that I got in 1985, its in great condition. About every 4 years or so I've had to take it apart and clean the keyboard parts because keys stopped working. Its never gone unused for more than half a year or so.

heh, one time my brother spilled water on it, I just used the blow dryer on it for a minute and there was no damage.

Trystan Negus wrote:

> On that thread, what's the average lifetime of a regularly used Atari 8-bit?
> What tends to give up first? Which models are the most susceptible (ignoring
> the XE keyboard problem)?
>
> Anybody have any ideas?
>
> Trystan

4450. Best/Favorite XL Games.. Thanks

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: "George T. Pasek Jr." <pasek001@tc.umn.edu>
Message-ID: <365C136D.3E6E1899@tc.umn.edu>
Source record: 58117

Thanks to all who resonded with their favorite games. Boy, that's quite a list, I had no idea that the Atari was so popular. I believe I was into the C64 stuff around that time so the Atati is new to me 15 years later.

Thanks again

George

4451. xa65 new version

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: Andre Fachat <fachat@vandyke.physik.tu-chemnitz.de>
Message-ID: <73h2tu$e3d$1@narses.hrz.tu-chemnitz.de>
Source record: 58118
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

```
Hi!

I have a new version of my 6502 crossassembler available.
Major improvement is the label crossreference list - you can switch
on writing a list of filename/line pairs for each label used to
the labelfile.

In addition to that it already supports a native relocatable fileformat,
linker, relocator etc.
A loader for the relocatable format in 6502 assembler comes with it.

And: it's GPLd, i.e. Open Source (although this bagful of hacks
called "xa" should probably not opened up that much... ;-)

http://www.tu-chemnitz.de/~fachat/8bit/cross/xa/index.html

Have fun
Andre

--
```
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
------Fight SPAM - join CAUCE http://www.cauce.org------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit&#65533;t Chemnitz, FRG
http://www.tu-chemnitz.de/~fachat

4452. Re: xa65 new version

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: Andre Fachat <fachat@vandyke.physik.tu-chemnitz.de>
Message-ID: <73h30aeat1@narses.hrz.tu-chemnitz.de>
Source record: 58119
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

```
In comp.sys.cbm Andre Fachat <fachat@vandyke.physik.tu-chemnitz.de> wrote:
> Hi!

> http://www.tu-chemnitz.de/~fachat/8bit/cross/xa/index.html

Ah yes, there also is a 65816 version (not by me though) on the page :-))

Andre
```

--
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
------Fight SPAM - join CAUCE http://www.cauce.org------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit&#65533;t Chemnitz, FRG
http://www.tu-chemnitz.de/~fachat

4453. Re: Emulator help please

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: Jeff Haas <jhaas@ea.com>
Message-ID: <73hnvs$gf6$1@supernews.com>
Source record: 58120

Try using MYDOS instead of Atari DOS 2.5. It's a lot more capable.

George T. Pasek Jr. wrote in message <365B7E1B.3DF64794@tc.umn.edu>...
>I'm sure your right, but I too have a problem running programs on
>WIN800_2_4. The full disk .atr's boot and run, but the .com and .exe
>ones I have won't run using L. On my 800xl I use the DOS 2.5 "L"
>command, D2:pacman.exe and it runs. If I do that on the emulator I get
>a #146 error "Function not implemented in Handler". The FAQ says to put
>it a hard disk and run it from there, H1:pacman.exe and this gives me a
>#160 error "Drive number Error".

4454. Re: Broken 800XL...and other woes

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <365C4B4F.2DA54E17@ix.netcom.com>
Source record: 58121

I got Atari 800 in 1982. It got used heavily for nine or ten months a year until about 1991. Between then and about six months ago, it got used heavily for a week or two about every six months or so. Now I'm getting interested in my Ataris again, and I usually at least turn it on every week or so, just to keep it in shape.

I've never had a single problem with it, despite it being UPS-ed 7200 miles during my college career.

Jeff

TJ Edmister wrote:

> Well, I still have my 800XL that I got in 1985, its in great condition. About
> every 4 years or so I've had to take it apart and clean the keyboard parts
> because keys stopped working. Its never gone unused for more than half a year or
> so.
>
> heh, one time my brother spilled water on it, I just used the blow dryer on it
> for a minute and there was no damage.
>
> Trystan Negus wrote:
>
> > On that thread, what's the average lifetime of a regularly used Atari 8-bit?
> > What tends to give up first? Which models are the most susceptible (ignoring
> > the XE keyboard problem)?
> >
> > Anybody have any ideas?
> >
> > Trystan

4455. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: wdd8@aber.ac.uk
Message-ID: <73hfdc$33d$2@dyfi.aber.ac.uk>
Source record: 58122

In article <911506895.29574.0.spot.d4ee0f47@news.demon.nl>,
Rene@underground.demon.nl says...
>
>I agree with this statement:
>

So do I ... as long as I either get my money back or the product I
ordered from him.

>>I do understand why people are complaing about him, but if what Bob said
>>in another post is true, that Mike's still around and just waiting to
>>come back, I'd take it easy on him and try to be grateful for what he has
>>done. It's interesting how people jumped on him so much for not doing
>things
>>he said he'd try to do, and forget all the things he did...
>>

I haven't forgotten what he did :(

4456. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <365C49CD.4444C77A@ix.netcom.com>
Source record: 58123

One of my MIOs (with a dark purple graphic) has a db-9 connector under VIDEO,
the other (with a much lighter, pinkish graphic) does not have this connector.

Is the db-9 the 80 column upgrade? If not, what is it?

Thanks,
Jeff

rwoolley@postoffice.pacbell.net wrote:

> nope - the 80 column upgrade plugs into the MIO itself. actually works.....
>
> Bob
>
> Mathy Van Nisselroy wrote:
>
> > In article <364E663C.B46A76FA@sisna.com>, bobkla19@sisna.com says...
> > >
> > >There is not a latest version of the MIO hard drive formatters. What
> > >versions do you presantly posess, possibly I can help you with some you
> > >do not have.
> > >bob
> >
> > Howdy Bob
> >
> > Do you know how the MIO accesses it's memory?
> >
> > CU Mathy van Nisselroy
> >
> > PS does the 80 column video upgrade for the MIO work without the MIO?

4457. Re: UK Give Away: New Computer Express

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: Howard Fisher <howardf@locomotive.com>
Message-ID: <kHqLxgABzEX2EANg@locomotive.com>
Source record: 58124
Cross-posted to:
alt.c64,comp.sys.amiga.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.sinclair

In article <911995496.1073.0.nnrp-04.9e98ea3a@news.demon.co.uk>, Brian
Watson <brian@spheroid.demon.co.uk> writes
>I have two boxes full of New Computer Express magazine to give away to
>anyone who wants them (they were given to me).
>
>As they start from 1988, they offer an interesting and informative insight
>into computers the UK then.
>
>Due to the weight of the set, I suggest that anyone who wants them should
>e-mail me first at brian@spheroid.demon.co.uk to make arrangements to
>collect them (from Cambridgeshire).
>
>This will have to be in early December as I shall not be available to hand
>them over until next week.
>
>
>Alternatively, I don't mind arranging shipment for just the price of the
>carriage charge.

If you can find the one that quotes me I'd be interested for the
scrapbook :-)
--
Howard Fisher ++ LocoScript Software ++ Tel 01306 747757 Fax 01306 885529
** 10 Vincent Works ++ Dorking ++ Surrey ++ RH4 3HJ **
** email: sales@locomotive.com ++ http://www.locomotive.com **

4458. Re: xa65 new version

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <73hfvl$l1c@chronicle.concentric.net>
Source record: 58125
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Andre Fachat <fachat@vandyke.physik.tu-chemnitz.de> writes:

>I have a new version of my 6502 crossassembler available.
>Major improvement is the label crossreference list - you can switch
>on writing a list of filename/line pairs for each label used to
>the labelfile.

Wheeeeeeeeee!

xa freak,
--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://computerworkshops.home.ml.org/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

4459. Re: femul (SIO2Linux)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <73hfe0$d3l$1@dartvax.dartmouth.edu>
Source record: 58126

nbs@sonic.net (William Kendrick) writes:

: I just hooked up my SIO2PC cable to my "new" Pentium PC (I only had
: some XL's and my old crappy IBM PS/2 8086) and tried out "femul" (aka
: SIO2Linux) by Preston Crow and Pavel Machek.
:
: It worked great! (One thing I had to change was to force it to look
: at my #1 serial port ("/dev/ttyS1") since by default, it looks at #0,
: UNLESS the "/dev/mouse" mouse device is symbolically linked to
: "/dev/ttyS0". Well, mine wasn't, it was linked to something
: differently-named, but obviously the same.)
:
: Anyway, for those of you who have Linux (I'm using RedHat 5.1 on a
: Pentium 133) try it out with your SIO2PC cable! (Note, I haven't done
: much testing... just booted MyDOS and ran "fujispin") No more need to
: install a DOS partition or run "dosemu" or have a 2nd computer around.
: (I'll be SO happy to get rid of that damned 8086.. it's ugly,
: unreliable, and weighs a TON!)
:
: http://atrey.karlin.mff.cuni.cz/~pavel/atari/
:
: Thanks Pavel and Preston! (And of course thanks again to Nick Kennedy
: for the idea to begin with!!)

You are quite welcome!

I have another version of sio2linux that someone else has done based
on my work. I've been meaning to look it over and update the version
on my page accordingly.

I have several tools for manipulating binary load file and disk images
that are also of interest to people running sio2{PC,Linux} or an
emulator:

http://www.cs.dartmouth.edu/~crow/atari/

Enjoy!

--PC
--
/***/
/* "You only live once. Unless you take pictures. */
/* Then you live two or three times." --Darrin Rice */
/***/

4460. Re: emulators.com? (XFormer98)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <365C816A.DDA79FC6@holyoak.com>
Source record: 58127

Thanks for the responses. I think they have just lost this sale. I found
that Atari800Win is just as good, plus it's free - I've tried it before, but
it didn't work well with Windows NT. It works great now.

- Trevor

Trevor Holyoak wrote:

> Anybody know what's up at Emulators Inc.? I ordered Xformer98 online a
> week or two ago, and followed up with an e-mail a few days later. I have
> yet to hear anything back. Is this normal?
>
> Thanks,
> Trevor Holyoak

4461. Re: all i'm looking for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <365C8225.8477D7A6@holyoak.com>
Source record: 58128

I hope you've got lots of money.... Some of that stuff is very hard to
come by...

- Trevor Holyoak

patrice MULLER wrote:

> -calculators: cc90r, cc91b, cc91r, cc91g, cc92, cc170, cc180, cc181,
> db2100r, db2200, db2400, db2500, dmp 2003, s300, s310, st300, st310
> -video music c240
> -pong c100
> -822 printer
> -stacy 1
> -1090
> -815
> -1450xld
> -1400xl
> -pen's , t shirts, shirts, posters, banners ....

4462. Re: Video61's Solitaire Release

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <365CAB4E.A9F25B9A@sisna.com>
Source record: 58129

I know most of the group does not know Lance of Video61, but just to enlighten you a little. He has supported the Atari 8-bit community for many years since the early 80's and it is his sole income. He has items not available else were but still available.

He would not go to an IBM platform to support our needs, stayed dedicated to the Atari 8-bit, even though he could not reach many users. WebTV came out and he finally relented, purchased the darn thing and is now available, support him as he has in the past and will in the future support you and your computing efforts. He doesn't handle vaporware, and has programers ready to take on a challenge, and produce.

I know of a few projects they are working on and you as the Atari community will welcome the new products. I released BBS Express! Professional to Lance as I know he will modify it to your benefit.

But don't sell him short here, as he is/will be working on new items to benifet all, myself included.

bob

4463. Re: US Doubler, hardware help needed.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <365CADA3.2D412770@sisna.com>
Source record: 58130

What you propose constitutes a breech or Copyright, The U.S. Doubler is covered by both our Countries Copyright Acts. While I do understand your interest in the project, perhaps seeing as I have the right to distribute the product you are willing to reach into an agreement on sales in Europe? I will be there one day within the near future to go over Copyright infringements with our perspective Governments. An agreement can be reached without exceptional cost to those concerned.

Interest?

bob

4464. Re: 800XL Problem...

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <365CAEB5.A49606A5@sisna.com>
Source record: 58131

Your problem lies within the RAM! You can send it off and have it fixed or you can attempt to do it yourself.

1.Dissassemble the computer take it down to the board, place the motherboard into the plastic case. Plug in the power and wait a couple minutes. Run your finger down the 8 Ram Chips, which are on the left hand side of the board, 4164.. Find the hot ones by touch, replace these and you will be back up.

If you do not wish to do this I can send you a working board with shield for $14.00 shipped when I recieve your old board.

bob

4465. Atari 800, drives, software, joysticks, books, carts, etc.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: John Collins <jqt@qstation.net>
Message-ID: <365C964A.718F398A@qstation.net>
Source record: 58132

In packing to move after 12 years in the same place, I uncovered my Atari 800 (128k or 256k) system... in working order. Peripherals include an Atari "data" cassette "recorder", Atari 1050 drive, 2 Rana diskette drives, a stack of software diskettes, books, joysticks and cartridges such as Pac-Man, Asteroids, Centipede and Basic. Diskette software include "Music Construction Set", "Seven Cities of Gold", accounting software, personal information software, "Zaxxon", and who knows what else. The system works just as it did a decade ago, though I have not tested ALL the software diskettes. Was going to throw it all out... until I stumbled onto this newsgroup.

How much do I want????? A small donation to a charity of YOUR choice (or I can suggest one). Giving and receiving are 2 sides of the same coin... and whether you make that donation or not is your own business. Honesty... the only way!

I am located in the Burbank-Glendale-Pasadena area of So. California. If you are located outside of this area or in another country, we can work out a way to get any of this to you. I'll get a more detailed inventory of this "stuff" over the upcoming 4 day Thanksgiving weekend.

4466. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <365CA682.AC68092A@postoffice.pacbell.net>
Source record: 58133

no, the SLCC thing was an internal hack for 80 columns.... was very cool -
synched to the Atari screen as well as TTL output. very fast, not like the
XEP80. you could write a full screen of data in one frame or so - about 1/30sec.

had its own memory too.... 16K if I remember. used NO Atari memory.

Bob

LWhite6497 wrote:

> >nope - the 80 column upgrade plugs into the MIO itself. actually works.....
>
> Someone wrote that they had seen an 80
> column upgrade plan in SLCC. Is this that
> one, or was the SLCC the XEP80 thingy?
>
> Larry

4467. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <365CA7A1.299A3AED@postoffice.pacbell.net>
Source record: 58134

the MIO? It's a card that plugs into the MIO board and outputs 80 col video thru a 9-pin connector on the main board. It uses the E: handler, I think. Has its own memory and character set ROM on board.

Bob

Mathy Van Nisselroy wrote:

> In article <19981124223800.24724.00000353@ng27.aol.com>, lwhite6497@aol.com
> says...
> >
> >>nope - the 80 column upgrade plugs into the MIO itself. actually works.....
> >
> >Someone wrote that they had seen an 80
> >column upgrade plan in SLCC. Is this that
> >one, or was the SLCC the XEP80 thingy?
> >
> >Larry
>
> Tell us all about it Bob. drool. drool.
>
> CU Mathy van Nisselroy

4468. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: eparent <eparent@reply.here.net>
Message-ID: <365CAD23.EAE44D81@reply.here.net>
Source record: 58135

What 80 column upgrade is for the MIO? Where does one obtain it?

Thanks,
eparent

rwoolley@postoffice.pacbell.net wrote:
>
> nope - the 80 column upgrade plugs into the MIO itself. actually works.....
>
> Bob
>
> Mathy Van Nisselroy wrote:
>
> > In article <364E663C.B46A76FA@sisna.com>, bobkla19@sisna.com says...
> > >
> > >There is not a latest version of the MIO hard drive formatters. What
> > >versions do you presantly posess, possibly I can help you with some you
> > >do not have.
> > >bob
> >
> > Howdy Bob
> >
> > Do you know how the MIO accesses it's memory?
> >
> > CU Mathy van Nisselroy
> >
> > PS does the 80 column video upgrade for the MIO work without the MIO?

4469. Re: Emulator help please

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: Larry Kier <kierl@mala.bc.ca>
Message-ID: <73if1d$4t218@malun1.mala.bc.ca>
Source record: 58136

George T. Pasek Jr. wrote in message <365B7E1B.3DF64794@tc.umn.edu>...
>I'm sure your right, but I too have a problem running programs on
>WIN800_2_4. The full disk .atr's boot and run, but the .com and .exe
>ones I have won't run using L. On my 800xl I use the DOS 2.5 "L"
>command, D2:pacman.exe and it runs. If I do that on the emulator I get
>a #146 error "Function not implemented in Handler". The FAQ says to put
>it a hard disk and run it from there, H1:pacman.exe and this gives me a
>#160 error "Drive number Error".
>
>I'm using the DOS_2.5 os and the ATARIXL.ROM.
>

Try downloading the mydos ATR and using it to boot from. Dos 2.5 will not
work with large ATRs.
I have found Mydos very compatible win WinAtari.
Larry

4470. Re: Attn Bob Woolley: Sweet 16 (816) memory plans

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-25 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <73i3fv$2ck$1@mohawk.hwcn.org>
Source record: 58137

David A. Paterson (david_p@storm.ca) wrote:
: I do, but as a Sweet-16 owner I know I'm in the minority here (Bill KEndrick
: has one as well... anyone else?)

: David P.

Ya, I have a Sweet 16. I am thinking of selling....

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

4471. Re: Emulator help please

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <365d9fb4.5681579@news.demon.co.uk>
Source record: 57939

The other Day "George T. Pasek Jr." <pasek001@tc.umn.edu> wrote:

>I'm sure your right, but I too have a problem running programs on
>WIN800_2_4. The full disk .atr's boot and run, but the .com and .exe
>ones I have won't run using L. On my 800xl I use the DOS 2.5 "L"
>command, D2:pacman.exe and it runs. If I do that on the emulator I get
>a #146 error "Function not implemented in Handler". The FAQ says to put
>it a hard disk and run it from there, H1:pacman.exe and this gives me a
>#160 error "Drive number Error".

OK, I will have a look and post an email reply to you...
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4472. Re: Atari 800, drives, software, joysticks, books, carts, etc.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <19981126031156.03835.00000909@ng35.aol.com>
Source record: 57940

My name is Ralph Munoz
I live here in los Angeles. I would really be intrested in the computer and
books..
I will give your equipment a good home.
you can reach me at Ralphxpn@aol.com
now here is the tough question Which Charity????

Thanks in advance

Ralph

4473. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981126005147.3144A-100000@vtn1>
Source record: 57941

The DB-9 is the modem connection. You should also have a DB-15 for
the printer and a 50 pin SCSI connector.

On Wed, 25 Nov 1998, Jeffrey S. Jewell wrote:

> One of my MIOs (with a dark purple graphic) has a db-9 connector under VIDEO,
> the other (with a much lighter, pinkish graphic) does not have this connector.
>
> Is the db-9 the 80 column upgrade? If not, what is it?
>
> Thanks,
> Jeff
>
> rwoolley@postoffice.pacbell.net wrote:
>
> > nope - the 80 column upgrade plugs into the MIO itself. actually works.....
> >
> > Bob
> >
> > Mathy Van Nisselroy wrote:
> >
> > > In article <364E663C.B46A76FA@sisna.com>, bobkla19@sisna.com says...
> > > >
> > > >There is not a latest version of the MIO hard drive formatters. What
> > > >versions do you presantly posess, possibly I can help you with some you
> > > >do not have.
> > > >bob
> > >
> > > Howdy Bob
> > >
> > > Do you know how the MIO accesses it's memory?
> > >
> > > CU Mathy van Nisselroy
> > >
> > > PS does the 80 column video upgrade for the MIO work without the MIO?
>
>
>
>
>

4474. Connecting Atari Joysticks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: Emmanuel Fernandes <manu@ifdh2.sc.ucl.ac.be>
Message-ID: <365D31E4.B4001F0A@ifdh2.sc.ucl.ac.be>
Source record: 57942

Hi Everybody!

Does anyone know if there exists somewhere in the Net any electronic devices which give you the possibility of connecting standard Atari Joysticks to the game port of the PC ? I have seen Rob Funk stuff about such a device (quite old : 1984) but the are errors in his device and it doesn't work. I am asking this question because I designed my own device using some ideas in Funk's device. It works GREAT, and it is much simpler than Funk's one. I used it to play, with any Atari 2600 and Atari 8bits emulator which supports PC Joysticks, all the classics games on the PC with the real controllers ! What it is also interesting is that you can even play standard PC games on your PC with Atari Joysticks !

If anyone knows about some device (not Funk's one), I will really appreciate the information. If anyone is interested in my device, and can give the schematics !

Bye,

Emmanuel.

--
****
Emmanuel Fernandes Phone : ++32-(10) 45 63 30 (home)
Institut de Mathematiques ++32-(10) 47 31 75 (offi)
Universite Catholique de Louvain
Chemin du Cyclotron, 2
B-1348 Louvain-La-Neuve
Belgique (Belgium) E-mail : fernandes@agel.ucl.ac.be
****

4475. Re: Attn Bob Woolley: Sweet 16 (816) memory plans

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981126070926.04196.00000930@ng06.aol.com>
Source record: 57943

What are the main differences between the
Turbo 816 and the Sweet 16? As I recall, the
T816 included a new O/S to take adavantage
of some 16 bit ops. But I also heard that the
S16 used a couple of PLAs to reduce the
number of components? Our user's group
had a demo to the T816, and at that time I
couldn't see any particular advantage to
buying and installing it. I was going to buy
a S16, but decided that I'd wait until they were
really in production.
Larry

4476. Re: Atari 800, drives, software, joysticks, books, carts, etc.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981126110305.07621.00000619@ng-cr1.aol.com>
Source record: 57944

HI,

You say your Atari 800 has 128 or 256 of Ram, why? Do you have a 3rd party RAM card in it? If so and its not a stock 800 I'd be interested in it. Let me know, thanks

Curt

Curt Vendel
webmaster@atari-history.com

The Atari Historical Society
"Your #1 Internet Source for Atari History and Information"
http://www.atari-history.com

4477. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <365D80B6.BA943524@ix.netcom.com>
Source record: 57945

Both the units have the modem connector, but one has an additional db-9 in the VIDEO position. It's this second db-9 I'm curious about.

Thanks for the response, though.

Jeff

John K. Picken wrote:

> The DB-9 is the modem connection. You should also have a DB-15 for
> the printer and a 50 pin SCSI connector.
>
> On Wed, 25 Nov 1998, Jeffrey S. Jewell wrote:
>
> > One of my MIOs (with a dark purple graphic) has a db-9 connector under VIDEO,
> > the other (with a much lighter, pinkish graphic) does not have this connector.
> >
> > Is the db-9 the 80 column upgrade? If not, what is it?
> >
> > Thanks,
> > Jeff
> >
> > rwoolley@postoffice.pacbell.net wrote:
> >
> > > nope - the 80 column upgrade plugs into the MIO itself. actually works.....
> > >
> > > Bob
> > >
> > > Mathy Van Nisselroy wrote:
> > >
> > > > In article <364E663C.B46A76FA@sisna.com>, bobkla19@sisna.com says...
> > > > >
> > > > >There is not a latest version of the MIO hard drive formatters. What
> > > > >versions do you presantly posess, possibly I can help you with some you
> > > > >do not have.
> > > > >bob
> > > >
> > > > Howdy Bob
> > > >
> > > > Do you know how the MIO accesses it's memory?
> > > >
> > > > CU Mathy van Nisselroy
> > > >
> > > > PS does the 80 column video upgrade for the MIO work without the MIO?
> >

> >
> >
> >
> >

4478. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <365d846e.0@news.iglou.com>
Source record: 57946

On 1998-11-25 jeff@jjewell.com said:
>One of my MIOs (with a dark purple graphic) has a db-9 connector
>under VIDEO, the other (with a much lighter, pinkish graphic) does
>not have this connector.
>Is the db-9 the 80 column upgrade? If not, what is it?
That's where the 80 column upgrade would have gone if ICD ever got it to work. The MIO without the connector is probably a later model after they gave up on the idea.

Net-Tamer V 1.08X - Test Drive

4479. Wanted: Action!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: ALF <ethernyet@aol.com>
Message-ID: <73k8qhcem1@supernews.com>
Source record: 57947

I've been looking for a complete Action! set for some time now. Anybody know where I can find one? Thanks...

ALF

4480. atari 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: madray@eznet.net
Message-ID: <365DC374.E4F7A974@eznet.net>
Source record: 57948

i need an rf imulater at least i thiink that is what it is called it is
in the case and is a metal box with a sercate board if you can help
please email
thank you
ray

4481. HELP!:800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: Jason <jason@datascan-inc.com>
Message-ID: <365DC488.671F0306@datascan-inc.com>
Source record: 57949

Hello all my Atari friends,

I was in a junk store about a week ago and ran across 1(600xl),1(800xl), amd 2 1200xl's. Plus 14 various carts and some printers that work great after a good cleaning. I got them all for $7 and took them home.

All of them work but listen to this, I made a DIN power plug for the 600 and 800xl (5volts needed) and took one of my old PC power suplies and hooked it up and BOOM, they both work great.

Well, stupid me, I took the 800xl apart and was cleaning up some old dirt and rust inside. I hooked up the power again but this time instead of the +5v I did the +12v.

Now I only had it on for about 6sec's before I relized my screw up and turned it off. The memory chips are insanly hot. After a cool down, I hooked back up to 5+V's and no display but the memory chips still get HOT to the touch.

I do know quite a bit about electronics and have many IC ref. books. Does ANYBODY know if the mem chips are suposed to get 5+v TTL to them. That's what I'm getting right now. I was thinking about using the chips out of the 600xl to see if that works. All the other chips, CPU,ANTIC etc. just get alittle warm and is drawing normal current.

Or has anybody done this before and recovered from it?

Any help would be apriciated.

Thanks,
Jason

4482. Re: Emulator help please

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <73kguh$5uj$1@pale-rider.INS.CWRU.Edu>
Source record: 57950

(Pacman.exe won't load with emulator.)
I don't think pacman interferes with DOS. But many '.exe or .com'
files must be loaded using a boot loader disk. ie. You'd have
to copy these games onto a boot loader disk, then boot that
disk and load from there.
Russ

4483. Re: Atari 800, drives, software, joysticks,

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <73kdig$6jj@enews2.newsguy.com>
Source record: 57951

On 25 Nov 1998 15:44:10 , John Collins wrote:

>In packing to move after 12 years in the same place, I uncovered my
>Atari 800 (128k or 256k) system... in working order.

[snip]

>I am located in the Burbank-Glendale-Pasadena area of So. California.
>If you are located outside of this area or in another country, we can
>work out a way to get any of this to you. I'll get a more detailed
>inventory of this "stuff" over the upcoming 4 day Thanksgiving weekend.

Well, I'm interested. I live in El Segundo, CA (just about 25 minutes from
you), and would have no problem driving out there to pick it up. And I also
have a few charities in mind for donations as well - which is really a nice
idea BTW...

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT! (Remove "NO_SPAM_ME" to email)

4484. JAM arrived (finally)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <73kict$ar0$1@ultra.sonic.net>
Source record: 57952

I made the mistake of forgetting to include my apartment number when I ordered my JAM (either that or the folks at AIMSLab screwed up).

Anyways, a week and a half dozen calls to UPS later, it arrived!

I got my PlayStation atop the 1050 atop my Linux PC and it works great.

Now I need to figure out how to get my 800XL to talk to it (it almost worked for a sec. when I hooked up plain composite :) but the image then vanished and I was back in Linux. :))

Anyway, it's a slick little unit. (A little too light for my tastes, for some reason.. feels extra empty :)). It's about the size of a ZIP drive, and can even sit on its side like a ZIP... in fact, my JAM is right next to my ZIP.)

One thing I wonder, and perhaps someone here can answer... would there be anyway I could switch between PSX and Atari 8-bit without rewiring every time?

Hmm.. I didn't think so. ;)

Anyway.. it's a keen little unit. Worth the $80 (or $70 if you get it around here ;)) to be able to hook up all sorts of non-PC things to your PC monitor. :)

Oh... and realizing there's some hacking needed to be done to get full video going from an XL or XE into a JAM, perhaps a little "HOW-TO" or "FAQ" doc. from Bob Woolley or someone else familiar would be nice..? :)

(Not that I especially need it, since my 1200XL has SuperVideo... Except, right now it's "in the shop" :))

Anyway, thanks! :)

-bill!
nbs@sonic.net

4485. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: brix@NOSPAMplush.de
Message-ID: <MPG.10c7afac691547be989778@news.uni-x.net>
Source record: 57953

In article <73a6t7ajp1@pale-rider.INS.CWRU.Edu>, James R. Gilbert (
cb541@cleveland.Freenet.Edu) says...
>
> (how read character from A8 keyboard.)
> The best is
> 100 close #1
> 110 open #1,4,0,"K:"
> 120 get #1,x:rem the computer will stop everything here until
> a char is read in, rather than cycle thru like the ibm/c64.
> 130 char=chr$(x)
> 140 print (Opps, above should be char$ and a dim char$(1) at beginning of prog.)
> 150 print char$;
> 160 close #1
> 170 rem or something like that

Oh, god, and I thought C-64's Basic was shit...
on C-64 I always do:

10 get a$:if a$="" then 10
20 print a$: goto 10

basta.
I could also use a WAIT instruction on C-64 to stop the program until key is pressed (you mentioned that cycling above).

Ok, just my 2 cents.. not to offend anyone.

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

4486. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <73kkpn$1ec$1@news.storm.ca>
Source record: 57954

Actually, there's an internal header where the 80-column device would have
plugged in. The second db-9 was the actual video connector.

David

<bmarcum@iglou.com> wrote in message news:365d846e.0@news.iglou.com...
>
>
>On 1998-11-25 jeff@jjewell.com said:
> >One of my MIOs (with a dark purple graphic) has a db-9 connector
> >under VIDEO, the other (with a much lighter, pinkish graphic) does
> >not have this connector.
> >Is the db-9 the 80 column upgrade? If not, what is it?
>That's where the 80 column upgrade would have gone if ICD ever got it to
>work. The MIO without the connector is probably a later model after they
>gave up on the idea.
>
>
>Net-Tamer V 1.08X - Test Drive

4487. Re: Attn Bob Woolley: Sweet 16 (816) memory plans

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <73kkpo$1ec$2@news.storm.ca>
Source record: 57955

The S16 is a 65816 on a pcb barely larger than the chip, with a single chip (possibly a PLA, I don't recall) mounted on the underside. By cutting out the center spacer on the CPU socket, it plugs in (barely). There was no revised OS; only a copy of John Harris' assmebler was included. Heck, I didn't even get any docs (bought mine at the TAF Atarifest, just as manufacturing was completed)

David P.

LWhite6497 <lwhite6497@aol.com> wrote in message
news:19981126070926.04196.00000930@ng06.aol.com...
>What are the main differences between the
>Turbo 816 and the Sweet 16? As I recall, the
>T816 included a new O/S to take adavantage
>of some 16 bit ops. But I also heard that the
>S16 used a couple of PLAs to reduce the
>number of components? Our user's group
>had a demo to the T816, and at that time I
>couldn't see any particular advantage to
>buying and installing it. I was going to buy
>a S16, but decided that I'd wait until they were
>really in production.
>Larry

4488. Re: UK Give Away: New Computer Express

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: David <david@persona.clara.net>
Message-ID: <73kofm$2tr$1@eros.clara.net>
Source record: 57956
Cross-posted to:
alt.c64,comp.sys.amiga.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.sinclair

Brian Watson wrote in message
<911995496.1073.0.nnrp-04.9e98ea3a@news.demon.co.uk>...
>I have two boxes full of New Computer Express magazine to give away to
>anyone who wants them (they were given to me).
>
>As they start from 1988, they offer an interesting and informative insight
>into computers the UK then.

Should make it to the show Brian, someone will probably take them off you
hands there....

David

(For none comp.sys.sinclair readers ... I'm reffereing to the Northern SAM &
Spectrum (and 8bit) Show - see www.persona.clara.net for a link to the
official site....)

4489. Re: Attn Bob Woolley: Sweet 16 (816) memory plans

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <365DE766.B175DEB8@net66.com>
Source record: 57957

LWhite6497 wrote:
>
> What are the main differences between the
> Turbo 816 and the Sweet 16? As I recall, the
> T816 included a new O/S to take adavantage
> of some 16 bit ops.

I have an early version of the Turbo816 (it sez here 1.2M) that's a board about 2" by 5 1/2" in heat shrink, with a ribbon cable/connector to plug into the CPU socket. I *really* need to sit back down and hack on this, but I remember the Bios had a nice "break-in & hack" feature, kinda like OmniMon.

I never did get any of the software, tho...

I don't suppose Chuck Steinman is out there, and willing to drop some of that old software and firmware into PD, would he?

Mark "Clinging tenaciously to the trailing edge of Technology" Statzer

4490. FS : ATARI XE cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: megaqualle@aol.com
Message-ID: <19981126184709.03837.00001264@ng35.aol.com>
Source record: 57958

I want to sell the following carts for XE :

Ballblazer,Archon,Crossbow,Barnyard Blaster,Into the Eagles Nest,Typo Attack,Eastern Front,Millipede,Moon Patrol,Jungle Hunt,Realsports Football , Final Legacy , Airball , Necromancer , ROTJ-Deathstar Battle , Ace of Aces , Centipede , Super Breakout (+Paddles) , Desert falcon,Food Fight,One on One ,Hardball,Gato

Price : $5 each , all titles with box/manual

I also have some tapes : Escape from Traam,Starflite $1 each

Warhawk,Amaurote,The Last V8,Thrust,Pro Mountain Bike,Milk Race,Tutti Frutti,Spooky Castle,Solo flight,Periscope Up,One man and his droid ,Microrhythm , Little Devil,League Challenge,Henryï¿½s House,Chimera , Copy and Robbers,Cannibals,Bug Off,Bombfusion $2 each

4491. WTB Diamond OS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <73kt9j$3rl$1@news.storm.ca>
Source record: 57959

Someone must have a Diamond cart gathering dust. Esp interested in the v3.0 release with the programming docs.

David Paterson

4492. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: eparent <eparent@reply.here.net>
Message-ID: <365E06D2.ACAB68D0@reply.here.net>
Source record: 57960

Some MIOs have a db-9 for video next to the db-9 serial port. This is
the db-9 that he is refering to.

eparent

"John K. Picken" wrote:
>
> The DB-9 is the modem connection. You should also have a DB-15 for
> the printer and a 50 pin SCSI connector.
>
> On Wed, 25 Nov 1998, Jeffrey S. Jewell wrote:
>
> > One of my MIOs (with a dark purple graphic) has a db-9 connector under VIDEO,
> > the other (with a much lighter, pinkish graphic) does not have this connector.
> >
> > Is the db-9 the 80 column upgrade? If not, what is it?
> >
> > Thanks,
> > Jeff

4493. Re: Wanted: Action!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: eparent <eparent@reply.here.net>
Message-ID: <365E07CC.D428E3F1@reply.here.net>
Source record: 57961

B & C ComputerVisions at http://www.myatari.com/ has them, but they are
$59.

eparent

ALF wrote:
>
> I've been looking for a complete Action! set for some time now. Anybody
> know where I can find one? Thanks...
>
> ALF

4494. MIO video port? Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <365E1CE1.5253ECA9@ix.netcom.com>
Source record: 57962

What can I plug the MIO video adapter into? I'm gonna have to make a cable for this, aren't I?

Jeff

eparent wrote:

> Some MIOs have a db-9 for video next to the db-9 serial port. This is
> the db-9 that he is refering to.
>
> eparent
>
> "John K. Picken" wrote:
> >
> > The DB-9 is the modem connection. You should also have a DB-15 for
> > the printer and a 50 pin SCSI connector.
> >
> > On Wed, 25 Nov 1998, Jeffrey S. Jewell wrote:
> >
> > > One of my MIOs (with a dark purple graphic) has a db-9 connector under VIDEO,
> > > the other (with a much lighter, pinkish graphic) does not have this connector.
> > >
> > > Is the db-9 the 80 column upgrade? If not, what is it?
> > >
> > > Thanks,
> > > Jeff

4495. Information on power supplies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <365E23C6.745459E2@ix.netcom.com>
Source record: 57963

Is there an internet resource about the different varieties of Atari power supplies? I have no idea what makes me notice these things, but I've got 3 different versions of an ~2x2x3 inch power supply with both cords coming out the same side (one of these specifically says 400/800 computer system), 3 different variations of a supply about twice that large with one cord coming out either end, and one example of a lovely power supply in XL beige and brown.

Anyone else notice these things?

Jeff

4496. New 7800's?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: Jonathan Bos <jandtbos@ibm.net>
Message-ID: <365E41DF.9FF98E48@ibn.net>
Source record: 57964

Anyone know of a good source for NEW Atari 7800's?

Thanks in advance.
Jonathan

--
ATARI JAGUAR - The first and only REAL 64-bit game system.
Learn all about the ATARI JAGUAR: http://jaguar.holyoak.com
Buy a new ATARI JAGUAR at: http://www.vglq.com
Subscribe to the ATARI JAGUAR newsgroup: alt.atari-jaguar.discussion

4497. eastern front

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-26 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <24918-365E3C4D-1@newsd-224.iap.bryant.webtv.net>
Source record: 57965

does any one have a copy of eastern front 1943,and eastern front
1944,eastern front scenarios,and the sorce code to eastern front,or
where i could find these,thanks,
lance

4498. ZIP Drive & Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: "chris.davis" <chris_davis@atari.freeserve.co.uk>
Message-ID: <73msps$dn6$1@newsreader3.core.theplanet.net>
Source record: 57888

I am trying to connect a SCSI ZIP Drive to my Black Box, and get them to talk to each other. Apparently, MATHY VAN NISSELROY has succeeded. If you are out there, please help.
Chris Davis

4499. Re: eastern front

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <365EF7B0.6F4056C4@mitre.org>
Source record: 57889
Body handling: HTML body converted to readable text

Chris Crawford is the king of Atari Programming! :)

I know he also worked on a funky game called GOSSIP, and went on to do some really good (and not so good) PC games. I had the original APX Eastern Front Tape, but have since lost it :(

He also pioneered the Computer Game Developer Conference, and is one of the programmers that was always pushing the edge of game design. I know today that means "how many polygons can I push", but Mr. Crawford was looking for ways to do things no one did before. That's why I agree with Javier when he said doing sequels "wasn't his style"

BTW: If anyone *has* a copy of Excalibur, let me know how much you want for it :)

Thanks,
Steve

rojasdelap@yahoo.com wrote:

> In article ,
> rlaski@midwest.net (Ronald A. Laski, Jr.) wrote:
> > In article <24918-365E3C4D-1@newsd-224.iap.bryant.webtv.net>,
> > Video61@webtv.net says...
> > > does any one have a copy of eastern front 1943,and eastern front
> > > 1944,eastern front scenarios,and the sorce code to eastern front,or
> > > where i could find these,thanks,
> > > lance
> > >
> > > > loop="infinite">THANKS FOR YOUR
> > > TIME, LANCE
> > >
> > >
> > Did they make a sequel? (i have both the disk version as an .atr, and the
> > cart file is on one of the megadisk images) but i don't have the source
> > (much to my chagrin! :)
> >
> > --
> > Ron
> > rlaski@midwest.net
> >
>
> I have the original cart, as well the cart for the xe game machinne, i can
> send you one for free if you pay the post, i also can send you a copy of the
> manual. I don't think that Chris Crawford made a sequel of this game, i mean

> it wasn't his style, the games that i know he wrote were Eastern Front 1941,
> Excalibur, does anyone has a copy in atr of this game??? , Tanktics and
> Legionnaire, doni¿½t know if i spell it ok. He also wrote a couple of books. He
> was the best Atari Programmer ever.
>
> Javier.
>
> Pd: I live in Mexico City.
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4500. "The Star Raiders Academy" ANTIC article on the Star Raiders Tribute site

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <73n2a3jdq1@ultra.sonic.net>
Source record: 57890

http://zippy.sonoma.edu/kendrick/star-raiders/star-raiders-academy.html

Enjoy! Thanks to Clay Halliwell for providing a copy. :)

-bill!

4501. Re: eastern front

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <26504-365F0EE7-27@newsd-224.iap.bryant.webtv.net>
Source record: 57891

he wrote 1943,and someone else wrote 1944 and the scenario disk,thanks
for the offer on the cart,i already have it,yes i would love the sorce
code,
lance

4502. Re: eastern front

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <26503-365F0FFB-45@newsd-224.iap.bryant.webtv.net>
Source record: 57892

there are all sorts of military simulators for the 8-bit,but only one
with ease of use and simple control,long live eastern front,
lance

4503. Re: eastern front

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <26505-365F0F6C-8@newsd-224.iap.bryant.webtv.net>
Source record: 57893

i do have tanktics,new in the box yet,but it is on cassette,also i
have legeonaires left on floppies,new in the box also,
lance

4504. Re: "The Star Raiders Academy" ANTIC article on the Star Raiders Tribute site

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: NoSPAMmauricem@bigfoot.com
Message-ID: <_ZE72.15663$aF1.14582@typhoon-sf.snfc21.pbi.net>
Source record: 57894

In article <73n2a3jdq1@ultra.sonic.net>, nbs@sonic.net (William Kendrick) wrote:
>http://zippy.sonoma.edu/kendrick/star-raiders/star-raiders-academy.html
>
>Enjoy! Thanks to Clay Halliwell for providing a copy. :)

Cool. ANALOG published a detailed Star Raiders strategy guide, which, as I recall, was even more detailed that the Academy piece. I myself wrote a piece called "Defeating the Zylon Menace", but never submitted it to ANALOG because they published the other piece. I wish I still had the article...but I lost it somewhere in the intervening years.

sigh

4505. Re: eastern front

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <73n417$h5l$3@mohawk.hwcn.org>
Source record: 57895

I bought an Atari 400 just to play Eastern Front 1941. I got the APX tape version. It was a great game, but I noticed a problem that I was wondering if others experienced. There was a handicap option that one could use to make the game easier to play. However, it would also affect the score. Apparently, you were supposed to be able to turn the handicap off at any time, but I found once I turned it on, that it was set for the rest of the game......comments?

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

4506. Re: Information on power supplies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <365F2032.F172EA9D@ix.netcom.com>
Source record: 57896

Yeah, the FAQs got good stuff on specs and what models could be used with what, but I was more interested in, for instance, the four different variations I have of the 61982 (including a truly cool one in an XL colored case, anybody know what those were originally shipped with?), or the two different 17945s.

Not sure how this kind of stuff does me any good, but it's something Im curious about...

Jeff

James R. Gilbert wrote:

> Jeff. It doesn't hurt to mention the csa8 FAQ, by M. Current.
> It has a very complete list of power supplies and what
> the supplies are for.
> The FAQ can be obtained as told in the about weekly post
> 'Welcome to comp.sys.atari.8bit'.
> Russ

4507. PAL-NTSC Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <365F2335.EE05FEEE@agel.ucl.ac.be>
Source record: 57897

Hi everybody!

Looking there in the Net (and in the Web sites dediacted to Atari) I found very little information about the PAL-NTSC upgrade of Nir Dary. Does anyone knows how to contact him ? Does anyone know where to find precise infrmation in such upgrade ??

I live in Belgium where our TV use the PAL system. I have an 800XL from USA (with NTSC system). Is Nir device the correct device to solve my problem and use my Atari with PAL TVs ?

Thanks for the information.

Emmanuel F.

4508. Cart reader!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <365F2398.9B5488AB@agel.ucl.ac.be>
Source record: 57898

Hi!

Does anyone know if there exist some kind of device for reading
Atari 8-bits carts and
save them to disk (in ATR or XFD format) ?

Thanks.

Emmanuel F.

4509. FS SC1224 monitor and XE game system

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: mlunde@geocities.com
Message-ID: <365f3649.4001011@news.win.bright.net>
Source record: 57899

I want to sell my XE game system and a ST monitor SC1224. I am
interested in just getting them a good home. So, I am asking.

And this includes shipping as long as the shipping doesn't go over
this price. USA only.

$25 for the monitor
$25 for the XE game system.
-- has all original hardware and I think all the manuals
-- like the flight sim and bug hunt carts etc.

If interested email me at mlunde@geocities.com

Thanks

4510. Re: "The Star Raiders Academy" ANTIC article on the Star Raiders Tribute site

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <365f1efb.68748979@news.secoast.net>
Source record: 57900

On Fri, 27 Nov 1998 21:36:05 GMT, NoSPAMmauricem@bigfoot.com (Maurice Molyneaux) wrote:

>In article <73n2a3jdq1@ultra.sonic.net>, nbs@sonic.net (William Kendrick) wrote:
>>http://zippy.sonoma.edu/kendrick/star-raiders/star-raiders-academy.html
>>
>>Enjoy! Thanks to Clay Halliwell for providing a copy. :)
>
>Cool. ANALOG published a detailed Star Raiders strategy guide, which, as I
>recall, was even more detailed that the Academy piece. I myself wrote a piece
>called "Defeating the Zylon Menace", but never submitted it to ANALOG because
>they published the other piece. I wish I still had the article...but I lost
>it somewhere in the intervening years.
>
>*sigh*

Yea, I still have that ANALOG article, it was very thorough. I also have an article titled "Advanced Star Raider Tactics and Strategies" from BYTE magazine (1982). This is a very detailed article too, the author included graphs detailing hyperwarp and Ion engine use. If William Kendrick is interested, maybe I can scan this stuff and send it to him. I also kept some magazines that contain early reviews on the game, the very first issue of Electronic Games and a BYTE review both from 1981, these just gushed over the game. Maybe Bill would be interested in these from a nostalgic point of view.

I wrote a review a couple years back for Atari Classics back on CIS Atari 8 bit forum. I also started writing an article where I stole the military term HOTAS (hands on throttle and stick), I changed it to HOKAS- Hands on keyboard and stick. It was method of playing the game where one hand was resting on 3 keys (Target computer, Hyperwarp and Manual Target selector) and the other on the joystick. You could play almost the whole game like this without looking at the keyboard, just by position I could move to the Galaxy chart, Front view and the main ION engine settings that I used (5,6,7). Toggling the 'T' and 'M' gave me control of when and who the target computer tracks, it had a bad habit of switching views at worst the times, like when fighting Zylons in front and back.

Man, I used to be into that game.

Dave
---

dwebster@mediaone.net

4511. Re: eastern front

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <28254-365F490A-37@newsd-223.iap.bryant.webtv.net>
Source record: 57901

i always liked the cart version the best,it was refined and fine tooned
and all the rough edges removed,it just runs smooth,i never played the
cassette/floppy version much once th cart came out,
lance

4512. Re: Information on power supplies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: eparent <eparent@reply.here.net>
Message-ID: <365F6979.7CC4076D@reply.here.net>
Source record: 57902

Is the "cool" one you refer to rectangular and the top part of the case
is white and the bottom part is black/brown? I have two like that and
it came with my 800XL. I also have a third one like it, but both parts
of the case are black and instead of being labeled "Atari Power Supply"
on top it says "For use on Atari 600XL Atari 800XL" (3 lines).

eparent

"Jeffrey S. Jewell" wrote:
>
> Yeah, the FAQs got good stuff on specs and what models could be used
> with what, but I was more interested in, for instance, the four
> different variations I have of the 61982 (including a truly cool one in
> an XL colored case, anybody know what those were originally shipped
> with?), or the two different 17945s.

4513. Re: Emulator help please

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: "George T. Pasek Jr." <pasek001@tc.umn.edu>
Message-ID: <365F7B20.C2325CBB@tc.umn.edu>
Source record: 57903

I gave it another try, but still no-go. Got other projects that need
attention so I'll put this on the back burner for another day.

Thanks for the help
George

> The other Day "George T. Pasek Jr." <pasek001@tc.umn.edu> wrote:
>
> >I'm sure your right, but I too have a problem running programs on
> >WIN800_2_4. The full disk .atr's boot and run, but the .com and .exe
>
> >ones I have won't run using L. On my 800xl I use the DOS 2.5 "L"
> >command, D2:pacman.exe and it runs. If I do that on the emulator I
> get
> >a #146 error "Function not implemented in Handler". The FAQ says to
> put
> >it a hard disk and run it from there, H1:pacman.exe and this gives me
> a
> >#160 error "Drive number Error".
> >
> >I'm using the DOS_2.5 os and the ATARIXL.ROM.
>
> Right, have done exactly as you have and all is ok, not got the
> pacman.exe but quite a few others and they work fine.
>
> I'm also using exactly the same config.
>
> Lets just make sure that all is the same.
>
> You are setting the hard-disk option under the Atari heading to point
> H1: to where your exe's etc are, if you don't browse to where those
> files are so you can see them in the selector then probs will happen.
>
> From there its boot D1: up with DOS2.5 and then use the L command with
>
> H1:filename
>
> Apart from that BASIC is normally OFF and that should be the it.
>
> Only 2 possible problems I can think of. 1. your images are corrupt 2.
>
> Atari800win is corrupt
>
> I presume you have the latest DirectX installed (can't remember if it
> needs 5 or 6). You can send the images you have to me so I can test

> those on my system if you like?
> --
> Paul..
>
> Looking for a C64 game, util or Emulator?
>
> then read the FAQ at www.dellos.demon.co.uk
>
> ICQ No: 105793

4514. S: 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: peter@soemtron.handshake.de
Message-ID: <75dD-vP4zHB@peter.soemtron.handshake.de>
Source record: 57904

Howdy !

Da mein geliebter 130XE kaputt gegangen ist bin ich nunmehr auf der Suche
nach einem gut erhaltenen 130XE. Er sollte am besten eine Speicher-
aufrï¿½stung auf 320K haben, ist aber nicht notwendig.

Zubehï¿½r brauche ich nicht. Macht aber evtl. trotzdem Angebote.

hoffentlich bis bald

-thomas

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

4515. Re: Emulator help please

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <365ef685.6309907@news.demon.co.uk>
Source record: 57966

The other Day "George T. Pasek Jr." <pasek001@tc.umn.edu> wrote:

>I'm sure your right, but I too have a problem running programs on
>WIN800_2_4. The full disk .atr's boot and run, but the .com and .exe
>ones I have won't run using L. On my 800xl I use the DOS 2.5 "L"
>command, D2:pacman.exe and it runs. If I do that on the emulator I get
>a #146 error "Function not implemented in Handler". The FAQ says to put
>it a hard disk and run it from there, H1:pacman.exe and this gives me a
>#160 error "Drive number Error".
>
>I'm using the DOS_2.5 os and the ATARIXL.ROM.

Right, have done exactly as you have and all is ok, not got the
pacman.exe but quite a few others and they work fine.

I'm also using exactly the same config.

Lets just make sure that all is the same.

You are setting the hard-disk option under the Atari heading to point
H1: to where your exe's etc are, if you don't browse to where those
files are so you can see them in the selector then probs will happen.

From there its boot D1: up with DOS2.5 and then use the L command with

H1:filename

Apart from that BASIC is normally OFF and that should be the it.

Only 2 possible problems I can think of. 1. your images are corrupt 2.
Atari800win is corrupt

I presume you have the latest DirectX installed (can't remember if it
needs 5 or 6). You can send the images you have to me so I can test
those on my system if you like?
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4516. Re: Broken 800XL...and other woes

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <blo72.139$J5.4575147@news1.i1.net>
Source record: 57967

Trystan Negus (tnegus@matra.co.uk) wrote:
: 2) I heard from somewhere that if the Atari PSUs were plugged in, then
: they were very likely to overheat and melt/ignite/explode in a shower of
: fireworks (take your pick) unless they were actually connected to a
: switched-on computer or peripheral. Is this true? Do I really have to unplug
: my extension every time I leave the computer off for a while?

It never happened to me. I used to have those things plugged in all the
time.

John
jvogel@i1.net

4517. Re: FS : ATARI XE cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: javen367@aol.com
Message-ID: <19981126233910.19789.00001387@ng-cb1.aol.com>
Source record: 57968

I would like to buy Millipede and Crossbow from you. Let me know if they are still available.

Todd

4518. Re: UK Give Away: New Computer Express

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <912148279.15681.0.nnrp-11.9e98ea3a@news.demon.co.uk>
Source record: 57969
Cross-posted to:
alt.c64,comp.sys.amiga.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.sinclair

```
David wrote in message <73kofm$2tr$1@eros.clara.net>...
>
>Brian Watson wrote in message
><911995496.1073.0.nnrp-04.9e98ea3a@news.demon.co.uk>...
>>I have two boxes full of New Computer Express magazine to give away to
>>anyone who wants them (they were given to me).
>
>Should make it to the show Brian, someone will probably take them off you
>hands there....
>
>David
>
>(For non-comp.sys.sinclair readers ... I'm referring to the Northern SAM &
>Spectrum (and 8bit) Show - see www.persona.clara.net for a link to the
>official site....)

Sorry, I already have a queue of about a dozen applicants for them. I'm
going to try to sort out arrangements with the first to apply, if no luck
there move on to the second, usw.

However, I hope to make it to the NSSS regardless.

--
Brian

(cross-posted to dash the hopes of other would-be applicants :-) )
```

4519. Atari 800xl/misc for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: liberator@acsplus.com
Message-ID: <73lh2pcrb1@nnrp1.dejanews.com>
Source record: 57970

I have an Atari 800xl with 1050 disk drive, tape drive, some carts,
around 40-50 disks(various) many books and 2 controllers. All hookups
and cables are included.

I wish to take offers until 12-10-98
who ever has the highest offer will get it.
I'm in Indiana and the buyer will pay for s+h.

If you you have any questions of any kind, please feel free to email me.

E-Mail me at Liberator@acsplus.com

Thanks,
C.T.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4520. Re: Happy Drive - Looking

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10c83dcf645509e69896f2@news.midwest.net>
Source record: 57971

In article <73bjpr$8ka$1@news.xmission.com>, jeking@NOSPAM.COM says...
> Ronald A. Laski, Jr. <rlaski@midwest.net> wrote:
> > Where can I find a Happy 1050? and how much should i expect to pay for
> > one?
>
> I have one, and I want around $50.00 for it. Its in excellent condition.
>
>
I sent an email to you.. have you been out of town? :)
email me, i'm interested in its purchase!

--
Ron
rlaski@midwest.net

4521. Re: eastern front

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10c83f44a10a23219896f3@news.midwest.net>
Source record: 57972
Body handling: HTML body converted to readable text

In article <24918-365E3C4D-1@newsd-224.iap.bryant.webtv.net>,
Video61@webtv.net says...
> does any one have a copy of eastern front 1943,and eastern front
> 1944,eastern front scenarios,and the sorce code to eastern front,or
> where i could find these,thanks,
> lance
>
> loop="infinite">THANKS FOR YOUR
> TIME, LANCE
>
>
Did they make a sequel? (i have both the disk version as an .atr, and the
cart file is on one of the megadisk images) but i don't have the source
(much to my chagrin! :)

--
Ron
rlaski@midwest.net

4522. Before you hit "Reply"...

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <365E92F0.45D8754@mitre.org>
Source record: 57973

Just an observation, not a rant....

If you want to respond directly to a person's news posting-- let's say a response to a "For Sale" post, Please reply to that person via email, not through the newsgroup.

I don't know what the AOL newsreader looks like, but on Netscape, you have the option to reply:

to Sender Only ...or...
to Newsgroup

Besides, it protects your privacy :)

Thanks,
Steve

4523. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: Wes <wrh1@doc.ic.ac.uk>
Message-ID: <Pine.LNX.3.96.981127114022.7759A-100000@pinga.doc.ic.ac.uk>
Source record: 57974

Hi everyone!

Whoever would have thought getting a key in Atari Basic would be such a hassle... just to clarify a few things that have been said, and give some more details on how it works...

About PEEK(764) - this stores a kind of scan-code (NOT an ASCII value) for the last key pressed. 255 means there hasn't been a key pressed yet. After you press a key, that key's value remains in PEEK(764) until you press a different key, or you do POKE 764,255.

<vague_speculation>

I believe there is a conversion available from the scan-code into ASCII, but I need someone with 'mapping the Atari' to tell me what it is - it's something along the lines of:

SCAN=PEEK(764): ASCII=PEEK(PEEK(190)*256)+SCAN)

although that really is stretching the memory a lot, so the 190 is probably not correct!

</vague_speculation>

OPEN #1,4,0,"K:":GET #1,A:CLOSE #1 - this kind of thing physically stops and waits for a keypress, but it does have the advantage of returning you an ASCII character, which is a bit easier to deal with.

So, combining these, if you've got a loop running where you want to retrieve characters while you do something else, then this will work.

```
10 L=0
20 A=0
30 IF PEEK(764)<>255 THEN OPEN #1,4,0,"K:":GET #1,A:CLOSE #1:POKE
764,255
40 IF A=ASC("A") THEN PRINT "YOU PRESSED A!!"
45 IF A=ASC(" ") THEN GOTO 70
50 L=L+1:IF L>10 THEN L=0
60 PRINT L:GOTO 20
70 END
```

Basically, this will continuously count up to 10, mentioning whenever you press the 'A' key, and exiting when you press the space bar.

Hope that's helpful - lots of people have suggested lots of answers, so I hope this gives a bit of an overview on all of them. If you were, of course, to use Turbo Basic, then not only would you end up with a pretty quick basic system, with a good compiler, but you'd also get a GET$

command! :-) (Available from New Atari User's p.d. library, and probably elsewhere as well)

Oh, a quick snippet as well... I think you can do POKE 731,1 to get rid of the clicking noise when you press a key, which is useful if you're writing this in a game loop...

%%%%
Wes

4524. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <73m49k$h36$1@nets3.rz.RWTH-Aachen.DE>
Source record: 57975

Howdy Bob

>the MIO? It's a card that plugs into the MIO board and outputs 80 col video
thru
>a 9-pin connector on the main board. It uses the E: handler, I think. Has its
own
>memory and character set ROM on board.
>
>Bob

Man, if we had a thing like that for the BlackBox.......

CU Mathy van Nisselroy

BTW How is your 80 columns upgrade comming (You anounced it in the last AC
issue I received)

4525. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <73m4dl$h36$2@nets3.rz.RWTH-Aachen.DE>
Source record: 57976

Howdy Bob

>no, the SLCC thing was an internal hack for 80 columns.... was very cool -
>synched to the Atari screen as well as TTL output. very fast, not like the
>XEP80. you could write a full screen of data in one frame or so - about
1/30sec.
>
>had its own memory too.... 16K if I remember. used NO Atari memory.
>
>Bob

Damb, why didn't I hear of the SLCC sooner. You did a lot of NICE stuff.

CU Mathy van Nisselroy

BTW was it 1200XL only?

4526. Was:Re: Atari XL/XE Operating System Disassembly, Now: Base64

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <73m4se$h36$3@nets3.rz.RWTH-Aachen.DE>
Source record: 57977

Howdy John, Folks..

Anybody know if and where a Base64 converter for the ATARI 8 BIT exists?

For some reason, netscape doesn't wanna recognise this as anything other then text. Hey, wait a sec. What if I email this to myself? Let's try that one.

CU Mathy van Nisselroy

4527. Re: Was:Re: Atari XL/XE Operating System Disassembly, Now: Base64

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <73m55b$h36$4@nets3.rz.RWTH-Aachen.DE>
Source record: 57978

In article <73m4se$h36$3@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de says...
>
>Howdy John, Folks..
>
>Anybody know if and where a Base64 converter for the ATARI 8 BIT exists?
>
>For some reason, netscape doesn't wanna recognise this as anything other then
>text. Hey, wait a sec. What if I email this to myself? Let's try that one.
>
>CU Mathy van Nisselroy

Netscape automatically starts every quoted line with an arrow. One misplaced
finger, and I will have deleted a zillion arrow for nothing. Not a good idea.

CU Mathy van Nisselroy

4528. Re: US Doubler, hardware help needed.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <73m5h7$h36$5@nets3.rz.RWTH-Aachen.DE>
Source record: 57979

In article <365CADA3.2D412770@sisna.com>, bobkla19@sisna.com says...
>
>What you propose constitutes a breech or Copyright, The U.S. Doubler is
>covered by both our Countries Copyright Acts. While I do understand
>your interest in the project, perhaps seeing as I have the right to
>distribute the product you are willing to reach into an agreement on
>sales in Europe? I will be there one day within the near future to go
>over Copyright infringements with our perspective Governments. An
>agreement can be reached without exceptional cost to those concerned.
>
>Interest?
>
>bob

Oops, sorry. If I remember correctly, you put the ROM code somewhere (but I might be wrong). So I thought you also wouldn't be against it, if we'd built it into our 1050's. And for that you not only need the ROM code, but also the other chip, which I believe to be RAM.

Sorry.

CU Mathy van Nisselroy

PS I picked up my education (most of my student friends are 10 years younger then me) so I have barely enough to buy small stuff for my computer.

4529. FA: Ebay Complete Atari 400 System

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: Trask <trask1@home.com>
Message-ID: <365EC0DA.B2F05AA3@home.com>
Source record: 57980

Includes working 400, 410, 810, 820, power supplies, cables, manual (400 hookup), 4-player Asteroids, and Basic carts.
It's an "I don't have the house payment sale"
If interested:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=45069311

4530. Re: New 7800's?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: eparent <eparent@reply.here.net>
Message-ID: <365ED511.6C3A1808@reply.here.net>
Source record: 57981

For new try TeleGames at http://www.telegames.com/atari.htm.

eparent

Jonathan Bos wrote:
>
> Anyone know of a good source for NEW Atari 7800's?
>
> Thanks in advance.
> Jonathan
>
> --
> ATARI JAGUAR - The first and only REAL 64-bit game system.
> Learn all about the ATARI JAGUAR: http://jaguar.holyoak.com
> Buy a new ATARI JAGUAR at: http://www.vglq.com
> Subscribe to the ATARI JAGUAR newsgroup: alt.atari-jaguar.discussion

4531. Re: eastern front

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <5631-365ED0D5-4@newsd-222.iap.bryant.webtv.net>
Source record: 57982

in one of ataris old apx ctalogues its advertised,but i was never able
to lay my hands on them,
lance

4532. Re: MIO video port? Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <73ml64$4er$1@alexander.INS.CWRU.Edu>
Source record: 57983

Jeff.
Unless you have a VERY unusual MIO, that video port doesn't
do anything. It has no innards to it. It does nothing.
Russ

4533. Re: Information on power supplies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <73mlar$4rk$1@alexander.INS.CWRU.Edu>
Source record: 57984

Jeff. It doesn't hurt to mention the csa8 FAQ, by M. Current.
It has a very complete list of power supplies and what
the supplies are for.
The FAQ can be obtained as told in the about weekly post
'Welcome to comp.sys.atari.8bit'.
Russ

4534. Re: eastern front

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <73mq4n$e8d$1@nnrp1.dejanews.com>
Source record: 57985
Body handling: HTML body converted to readable text

```
In article ,
rlaski@midwest.net (Ronald A. Laski, Jr.) wrote:
> In article <24918-365E3C4D-1@newsd-224.iap.bryant.webtv.net>,
> Video61@webtv.net says...
> > does any one have a copy of eastern front 1943,and eastern front
> > 1944,eastern front scenarios,and the sorce code to eastern front,or
> > where i could find these,thanks,
> > lance
> >
> > > loop="infinite">THANKS FOR YOUR
> > TIME, LANCE
> >
> >
> Did they make a sequel? (i have both the disk version as an .atr, and the
> cart file is on one of the megadisk images) but i don't have the source
> (much to my chagrin! :)
>
> --
> Ron
> rlaski@midwest.net
>
```

I have the original cart, as well the cart for the xe game machinne, i can send you one for free if you pay the post, i also can send you a copy of the manual. I don't think that Chris Crawford made a sequel of this game, i mean it wasn't his style, the games that i know he wrote were Eastern Front 1941, Excalibur, does anyone has a copy in atr of this game??? , Tanktics and Legionnaire, don't know if i spell it ok. He also wrote a couple of books. He was the best Atari Programmer ever.

Javier.

Pd: I live in Mexico City.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4535. Re: Atari XL/XE Operating System Disassembly

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01be1a35$a6a56a80$d136e6d0@none>
Source record: 57986

Actually in the final production run of the 130XE, there
was a revised OS made. As far as I know, the only difference
is a revised diagnostics that has a keyboard test that matches
the XE keyboard and full 128K ram test.

That revised OS has been known to be incompatiable with a
program that is used by cable companies for marquee purposes.
I have one in my 1400XL and haven't had any problems yet.

--
****
Glenn Bruner Email: brunergs@pcisys.net
Visit my web page of images of rare Atari items
http://www.pcisys.net/~brunergs/Atari/
****

sloopy_m@my-dejanews.com wrote in article
<73g2g5uki1@nnrp1.dejanews.com>...
> hmm... i didnt know the xl and xe'os's were identical (i was more of a
> wirehead anywho.... i would be interested in them if you want to send
them to
> me...
>
> sloopy.
>
>
> In article <Pine.GSO.3.95.iB1.0.981123063641.27769A-100000@vtn1>,
> "John K. Picken" <yg473@victoria.tc.ca> wrote:
> > A while ago Rene and others asked me for these. Now that the 8-bit's
> > finally running again I got them out of the ATS files and checked
> > them out.
> >
> > The three attachments contain archives of my disassembly of the
> > XL/XE OS. Analysis and commenting is about 90% complete. Some of
> > the code that can be found in the 800 is commented and labeled
> > as it is in the Technical Reference Manual except that I converted
> > many labels to local.
> >
> > The .M65 files were tested yesterday and will assemble an exact
> > duplicate of the OS ROM--all 16k of it. To verify an assembly
> > it is easiest to move the OS to RAM at $4000-$4FFF and $5800-$7FFF
> > and then drop bit 7 in PORTB to enable the self test ROM. Bsave
> > $4000-$7FFF to a file, hack the header bytes if you want, and
> > then compare the file with an assembly.
> >

> > If you want to assemble without the self test ROM, remove the
> > file references to ST1.M65 and ST2.M65 and remember to re-set
> > the org before the floating point.
> >
> > The three versions attached all use ATASCII end of line and are
> > ready for use. The .M65 version is tokenized and usable with the
> > latest disk-based version of MAC/65 as well as with the cartridge.
> > The .LST version is the same code in "LISTed" format. Here, the
> > line numbers are the actual decimal addresses of the code they
> > assemble. The .SRC version is most useful for browsing with
> > TextPRO and would probably be the best bet for AMAC users.
> >
> > If the attachments don't work, let me know and I can e-mail you
> > in UUE format.
> >
> > Rene: Really apologize that this took so long.
> >
> >
>
> ----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

>

4536. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-27 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01be1a36$113e3c00$d136e6d0@none>
Source record: 57987

Here is the address to the umich archive WWW access:

http://www.umich.edu/~archive/atari/8bit/

enjoy!

Sixosix wrote in article <3636a4cf.7432487@news1.ibm.net>...
> On 23 Oct 1998 10:51:04 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
> Van Nisselroy) wrote:
>
> >Howdy folks
> >
> >What is this?
> >A couple a days ago, I download SIX files (most, if not all, demo's from

> >Eastern Europe) and ALL are in ATR format. Common folks, this is ATARI
8bit
> >land!!!!
> >
> >Yes, I could use an ATR to DCM converter. But why not let the
PC/EMulator
> >users run a DCM to ATR converter. PC's are way faster and better at
jobs like
> >these. (and you guys and gals using ATR's are already using a PC. I on
the
> >other hand, love my ATARI more every second I use a PC!!)
> >
> >CU Mathy Van Nisselroy
> >
> >
> Hi, I know your frustration. Go to the Michigan archive, I am sorry I
> do not have the address, but the archive there has Atari 8-bit .EXE's.
>
> Peace!
> Sixosix
>

4537. Re: eastern front

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <73odmb$9nm$1@news.alphalink.com.au>
Source record: 57905

I have the source code of Chris Crawford's Eastern front plus the
manual.

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

4538. Atari 800XL connection to Commodore 1702

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: gar_bar@op9.com
Message-ID: <FE6B556FEADC8C73.DCB97F5D038F561C.3F647EFF5AF19D95@library-proxy.airnews.net>
Source record: 57906

Does anyone know where I can purchase a cable to connect these to
items? I have the ability to build one, but i would rather purchase
one at the moment.

TIA

Gary Barrentine (scorp69)
gar_bar@op9.com
http://user.op9.com/gar_bar

4539. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <KyL72.1677$CY1.6954711@news.itd.umich.edu>
Source record: 57907
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 548 Nov 22 14:08 ./8bit/00.CHANGES.98.11.17
-rw-r--r-- kendric 199497 Nov 22 14:12 ./8bit/atari8.qif
-rw-r--r-- kendric 485 Nov 22 14:09 ./8bit/00.CHANGES
-rw-r----- kendric 259 Nov 22 14:06 ./8bit/Games/Cheats/star-raiders-academy.blurb
-rw-r----- kendric 12776 Nov 22 14:06 ./8bit/Games/Cheats/star-raiders-academy.txt
-rw-r--r-- kendric 654 Nov 23 04:02 ./8bit/00.CHANGES
-rw-r----- kendric 342 Nov 23 04:00 ./8bit/Emulators/Peripherals/femul-1.4.blurb
-rw-r----- kendric 19164 Nov 23 04:00 ./8bit/Emulators/Peripherals/femul-1.4.c
-rw-r----- kendric 1082 Nov 23 04:00 ./8bit/Emulators/Peripherals/femul-1.4.txt
-rw-r--r-- kendric 199662 Nov 23 04:03 ./8bit/atari8.qif
-rw-r--r-- kendric 444 Nov 27 00:31 ./8bit/00.CHANGES
-rw-r--r-- kendric 654 Nov 27 00:31 ./8bit/00.CHANGES.98.11.22
-rw-r----- 32766 459 Nov 27 00:28 ./8bit/Magazines/Zmag/z860304.blurb
-rw-r----- 32766 254 Nov 27 00:28 ./8bit/Magazines/Zmag/z860319.blurb
-rw-r----- 32766 265 Nov 27 00:28 ./8bit/Magazines/Zmag/z860527.blurb
-rw-r----- 32766 69 Nov 27 00:28 ./8bit/Magazines/Zmag/z860615.blurb
-rw-r----- 32766 238 Nov 27 00:28 ./8bit/Magazines/Zmag/z860618.blurb
-rw-r----- 32766 170 Nov 27 00:28 ./8bit/Magazines/Zmag/z860625.blurb
-rw-r----- 32766 379 Nov 27 00:28 ./8bit/Magazines/Zmag/z860627.blurb
-rw-r----- 32766 198 Nov 27 00:28 ./8bit/Magazines/Zmag/z860702.blurb
-rw-r----- 32766 162 Nov 27 00:28 ./8bit/Magazines/Zmag/z860711.blurb
-rw-r----- 32766 189 Nov 27 00:28 ./8bit/Magazines/Zmag/z860715.blurb
-rw-r----- 32766 265 Nov 27 00:28 ./8bit/Magazines/Zmag/z860719.blurb
-rw-r----- 32766 309 Nov 27 00:28 ./8bit/Magazines/Zmag/z860722.blurb
-rw-r----- 32766 189 Nov 27 00:28 ./8bit/Magazines/Zmag/z860726.blurb
-rw-r----- 32766 154 Nov 27 00:28 ./8bit/Magazines/Zmag/z860802.blurb
-rw-r----- 32766 238 Nov 27 00:28 ./8bit/Magazines/Zmag/z860816.blurb
-rw-r----- 32766 228 Nov 27 00:28 ./8bit/Magazines/Zmag/z860819.blurb
-rw-r----- 32766 370 Nov 27 00:28 ./8bit/Magazines/Zmag/z860830.blurb
-rw-r----- 32766 113 Nov 27 00:28 ./8bit/Magazines/Zmag/z860927.blurb
-rw-r----- 32766 141 Nov 27 00:28 ./8bit/Magazines/Zmag/z861011.blurb
-rw-r----- 32766 275 Nov 27 00:28 ./8bit/Magazines/Zmag/z861025.blurb
-rw-r----- 32766 316 Nov 27 00:28 ./8bit/Magazines/Zmag/z861101.blurb
-rw-r----- 32766 365 Nov 27 00:28 ./8bit/Magazines/Zmag/z861111.blurb
-rw-r--r-- kendric 204515 Nov 27 00:33 ./8bit/atari8.qif
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

4540. Re: New 7800's?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981128012044.18171.00000941@ng21.aol.com>
Source record: 57908

Try B&C Atari Sales: 530-295-9270 or www.myatari.com

Or

Best Electronics: 408-243-6950 or www.best-electronics-ca.com

They should both have 7800's new in the box for sale.

Curt

Curt Vendel
webmaster@atari-history.com

The Atari Historical Society
"Your #1 Internet Source for Atari History and Information"
http://www.atari-history.com

4541. Wanted: Atari 400 w/accessories

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: Todd <goldschlager23@yahoo.com>
Message-ID: <365FB559.F723E951@yahoo.com>
Source record: 57909

To anyone:

I am looking (or should I say have been looking for some time) for an
Atari 400 system, complete with a power supply and the BASIC cartridge.
I am seeking the 410 tape drive as well and some game controllers.

If anyone has a clue where I could find these or if you have one you
want to sell, e-mail me at CLINETO@YAHOO.COM.

Thanks,

Todd

4542. Trade comp stuff for Lynx stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: liberator@acsplus.com
Message-ID: <73ofcn$o0d$1@nnrp1.dejanews.com>
Source record: 57910

I have 800 systems, carts, books, and so on, and I'm looking
to trade either something from there or 5200 games for
Lynx games, accessories...and so on!

Please email me at Liberator@acsplus.com!
Thanks!
C.T.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4543. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: brix@NOSPAMplush.de
Message-ID: <MPG.10c966e6b6838de998977e@news.uni-x.net>
Source record: 57911

In article <Pine.LNX.3.96.981127114022.7759A-100000@pinga.doc.ic.ac.uk>, Wes (wrh1@doc.ic.ac.uk) says...
> Hi everyone!
>
> Whoever would have thought getting a key in Atari Basic would be such a
> hassle... just to clarify a few things that have been said, and give
> some more details on how it works...

Well, each sytem has it's disadvantage. For example locating the cursor for the next Print instruction needs 2 pokes on C-64's Basic, while on Amstrad CPC you have the LOCATE X,Y instruction and Pascal-language has the GOTOXY instruction.
Just curious - is there a LOCATE instruction in Atari Basic? I think I remember something like this.
What I always liked was that the Atari had LOTS of colours.

Some questions to the Atari-Crowd (I always like to learn about Atari 8 bitters):

How is the Screen built in Textmode? On C-64 we have a $0400 byte area,located at Adress $0400-$07f8, called the Screenram, where we have Screencodes representing the characters displayed.
Where are the bytes that toggle Background and border Color?
Setting the Border and Background color on C-64 can be archieved by just storing the Palette-Value into $d020 and $d021:

```
lda #$02 (color 2 = red)
sta $d020 (store into Border-color VIC-Register)
sta $d021 (store into Backgr.-color VIC Register)
```

Is there a register that tells you the y-position of the Rasterline?
On C-64 we can wait for a rasterline (e.g. $80) by simply comparing with $d012:

```
LDA #$80
.loop CMP $d012
BNE loop
```

Lots of questions...

```
> 30 IF PEEK(764)<>255 THEN OPEN #1,4,0,"K:":GET #1,A:CLOSE #1:POKE
> 764,255
```

Looks way better to me.

> Oh, a quick snippet as well... I think you can do POKE 731,1 to get rid
> of the clicking noise when you press a key, which is useful if you're
> writing this in a game loop...

This click always caused a special type of mood when typing on Ataris.. I liked it, although I think all-time Atari users get annoyed by it after a certain period of time. :)

-Wanja (Brix)-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

4544. Pooldisk Too - over 5000 public domain/PD disks and more on a Double CD for $20

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <3660219a.20149764@news.wxs.nl>
Source record: 57912

In October 1995, we released the Pooldisk CD. It contained
over 2300 disk image files in the ATR format. The disks were also on
the CD in the XFD format. The Pooldisk Too is a double CD. Some
people helped us obtain more disks, and so we were able to fill an
entire CD with ATR image files. We had to drop support for the XFD
format due to the space limitations. This is only a problem if you
are using a program that supports nothing but XFD files.
You would need to use one of the converters that is on the CD.
On the CD you will find disks from these well known sources:
ABBUC 871 ACE 341 Analog 53
Antic 104 Belgium 88 Bellcom 967
BRE 60 C & T 113 Colonia 61
CSM 56 Demos 45 Flop 26
Futura 46 Haps 820 Internet 35
strange Invasion 16 KE-soft 24 LACE 128
Manosky 40 Mega magazine 16 Misc 289
PAGE 6 29 PD mag 66 Pokey 125
SAG 221 SCAT 209 SEX 37
SPACE 100 STack 86 Thunderdome BBS 330
Top mag 85 Twaug 58 Umich (1995) 454

The directories below contain less than 25 disks:
Atari Classics, AMC, Atari Dos, Bpaug, Brace, Bradford, DOS, Elfin,
Hac, HTT, Ol'hacker, PAC, PACE, R-Atari, Starbase.

Several commercial titles from A New Generation software were put on
the CD by permission of ANG with a restriction from copying them.
The mega magazines and the Pokey material have the same restriction.

This all adds up to well over 6000 ATR files. Now since some
libraries are (almost) completely on the CD, some disks are bound to
be duplicated across libraries. We included them anyway, just so you
have the libraries as complete as currently possible. I think it is
reasonable to assume that there are over 5000 different ATR files on
the CD.

The second CD contains various utilities and fun stuff for use on a PC
or platform other than the Classic Atari, but very much related to it.
You will find over 100 Internet sites, varying from simple home pages
to elaborate sites. You will also find about a year's worth of
messages from the Use net newsgroups rec.games.video.atari and
comp.sys.atari.8bit, and messages from the abbucnet and assembler
SIGs. These are in the QWK format, so that they can be read with a
QWK offline reader. Furthermore you will find information related to

the Jaguar. Some stuff for use on an Amiga, Atari ST and the Apple Macintosh. The text of the well known book Mapping The Atari by Ian Chadwick is on the CD, by his permission, with the restriction that it is not copied.
We have collected various avi and movie files, and put them on this CD too. These are huge, so no more download time, and fun to watch.
Various utilities and emulators for the PC can be found on the CD. These emulators also make use of the files in the ATR file format. The current versions of SIO2PC and APE can be found here, and emulators like Atari800Win, XL-it!, Xformer, Rainbow, Pokey, and ACE. Converters like Imagic and Diskcomm and XFD converters.
About 1000 pictures of various Atari equipment, collectibles, cassette covers, flyers, schematic diagrams, and the occasional Atari lover.
Lots of text files with information and documentation. There are lots of XL files that we did not put in ATR image files. One reason is that we did not have the time to do it. Another one is that the files are subdivided into sub-directories and putting them into ATR files would result in lots of ATR's with a small number of files, or ATR's with multiple unrelated files. The Umich archives from 1998 are therefore also on the second CD, not in ATR files. We did convert the archives to uncompressed format though.
Finally, the second CD contains a 20 megabyte directory listing of all the ATR files that are on disk one, so if you are looking for a specific file, you can search this listing to find the ATR disk the file is on.

You can order this double CD by sending a check or money order drawn on an US bank for US $20 to me:

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands

Include a note telling us the shipping address. The US $20 includes shipping by airmail. If you live in Germany, you can also order the CD from the ABBUC user group. Take a look at this URL:
http://www.atari-computer.de/abbuc/

For more information on the Pooldisk Too, take a look at this URL:
http://www.xs4all.nl/~stack/atarixle.html

If you have any questions, you can send me E-mail at ernest@wxs.nl

Keep those XL's/XE's humming!

4545. Re: Cart reader!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981128083810.28144A-100000@vtn1>
Source record: 57913

Are you talking about Atari game cartridges or things like OSS MAC/65?
There's a big difference in that the OSS type allow access to DOS and
can easily be saved to files. Boot cartridges are another story.

Saving an OSS-type is easy; using the saved file is not as you have
to implement some kind of software emulation of the bank switching.

On Fri, 27 Nov 1998, Emmanuel Fernandes wrote:

> Hi!
>
> Does anyone know if there exist some kind of device for reading
> Atari 8-bits carts and
> save them to disk (in ATR or XFD format) ?
>
> Thanks.
>
> Emmanuel F.
>
>
>
>

4546. Re: Atari 800XL connection to Commodore 1702

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981128084323.28144B-100000@vtn1>
Source record: 57914

If you can't find one there is another option: Radio Shack used to
sell a DIN-to-RCA jack adapter that would plug into the monitor
port and give you four RCA plugs (Comp, Chroma, Luma, and Audio).

I don't know if they still have them so I guard the ones I have
rather jealously.

On Sat, 28 Nov 1998 gar_bar@op9.com wrote:

> Does anyone know where I can purchase a cable to connect these to
> items? I have the ability to build one, but i would rather purchase
> one at the moment.
>
> TIA
>
> Gary Barrentine (scorp69)
> gar_bar@op9.com
> http://user.op9.com/gar_bar
>
>

4547. FS/FT: 8-Bit Carts.

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <73pig3$e7f$1@ramp2.tir.com>
Source record: 57915

```
Atari BASIC Cart. w/ orig. Box $3.00
Atari E.T. Phone Home Cart. (unopened) $5.00
Atari Super Breakout Cart. $3.00
Atari Eastern Front (1941 Cart.) $3.00
Atari Star Raiders w/ orig. Box & manual $5.00

Add $3.00 for shipping within the U.S.

I will consider trades for other working carts. PLMK what you have.
```

4548. Re: eastern front

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36603F96.4ABC9D01@arn.net>
Source record: 57916

Hello,

Does anybody have the manual in .TXT format? To me, Eastern Front is
the best war scenerio game ever made for Atari but I have no idea how to
play it fully (not the cart version, the disk version).

Laters,

antbaker@arn.net

Lance Ringquist wrote:
>
> i always liked the cart version the best,it was refined and fine tooned
> and all the rough edges removed,it just runs smooth,i never played the
> cassette/floppy version much once th cart came out,
> lance
>
> --
> THANKS FOR YOUR TIME, LANCE Video 61 & Atari Sales 22735 Congo ST NE
> Stacy MN 55079

4549. wild.STAR project - 8-bit participation

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <73pqm5$4kd@news2.tds.net>
Source record: 57917

I've started an awards system, but so far I've only receieved
nominations from STers. Stop on by and make some nominations for the
8-bit machines. There are currently three categories:

code.STAR - Awarded to Individuals, Groups, Organizations or
Companies whose programming efforts, both historical and
current, have impacted positively on the Atari
community.

service.STAR -Awarded to Individuals, Groups, Organizations or
companies whose non-programming efforts have contributed
to the knowledge, perpetuation or Espirit de Corps of
the Atari community.

site.STAR - Awarded to Individuals, Groups, Organizations or
Companies shown to be willing to invest time and effort
to provide a valuable web-based resource to members of
the Atari Community.

Please stop by and make an effort to recognize the people that help
the Atari world thrive.

http://personalpages.tds.net/~tross3/wildstar/index.htm

Thanks,

Terry Ross
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

4550. Re: Pooldisk Too - over 5000 public domain/PD disks and more on a Double CD for $20

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <73psnd$ql9@bgtnsc01.worldnet.att.net>
Source record: 57918

Is this thing legit? have any of you ordered this?? if so, I'll probably
order one as well..

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Ernest R. Schreurs wrote in message <3660219a.20149764@news.wxs.nl>...
>In October 1995, we released the Pooldisk CD. It contained
>over 2300 disk image files in the ATR format. The disks were also on
>the CD in the XFD format. The Pooldisk Too is a double CD. Some
>people helped us obtain more disks, and so we were able to fill an
>entire CD with ATR image files. We had to drop support for the XFD
>format due to the space limitations. This is only a problem if you
>are using a program that supports nothing but XFD files.
>You would need to use one of the converters that is on the CD.
>On the CD you will find disks from these well known sources:
>ABBUC 871 ACE 341 Analog 53
>Antic 104 Belgium 88 Bellcom 967
>BRE 60 C & T 113 Colonia 61
>CSM 56 Demos 45 Flop 26
>Futura 46 Haps 820 Internet 35
>strange Invasion 16 KE-soft 24 LACE 128
>Manosky 40 Mega magazine 16 Misc 289
>PAGE 6 29 PD mag 66 Pokey 125
>SAG 221 SCAT 209 SEX 37
>SPACE 100 STack 86 Thunderdome BBS 330
>Top mag 85 Twaug 58 Umich (1995) 454
>
>The directories below contain less than 25 disks:
>Atari Classics, AMC, Atari Dos, Bpaug, Brace, Bradford, DOS, Elfin,
>Hac, HTT, Ol'hacker, PAC, PACE, R-Atari, Starbase.
>
>Several commercial titles from A New Generation software were put on
>the CD by permission of ANG with a restriction from copying them.
>The mega magazines and the Pokey material have the same restriction.
>
>This all adds up to well over 6000 ATR files. Now since some
>libraries are (almost) completely on the CD, some disks are bound to

>be duplicated across libraries. We included them anyway, just so you
>have the libraries as complete as currently possible. I think it is
>reasonable to assume that there are over 5000 different ATR files on
>the CD.
>
>The second CD contains various utilities and fun stuff for use on a PC
>or platform other than the Classic Atari, but very much related to it.
>You will find over 100 Internet sites, varying from simple home pages
>to elaborate sites. You will also find about a year's worth of
>messages from the Use net newsgroups rec.games.video.atari and
>comp.sys.atari.8bit, and messages from the abbucnet and assembler
>SIGs. These are in the QWK format, so that they can be read with a
>QWK offline reader. Furthermore you will find information related to
>the Jaguar. Some stuff for use on an Amiga, Atari ST and the Apple
>Macintosh. The text of the well known book Mapping The Atari by
>Ian Chadwick is on the CD, by his permission, with the restriction
>that it is not copied.
>We have collected various avi and movie files, and put them on this CD
>too. These are huge, so no more download time, and fun to watch.
>Various utilities and emulators for the PC can be found on the CD.
>These emulators also make use of the files in the ATR file format.
>The current versions of SIO2PC and APE can be found here, and
>emulators like Atari800Win, XL-it!, Xformer, Rainbow, Pokey, and ACE.
>Converters like Imagic and Diskcomm and XFD converters.
>About 1000 pictures of various Atari equipment, collectibles, cassette
>covers, flyers, schematic diagrams, and the occasional Atari lover.
>Lots of text files with information and documentation. There are lots
>of XL files that we did not put in ATR image files. One reason is
>that we did not have the time to do it. Another one is that the files
>are subdivided into sub-directories and putting them into ATR files
>would result in lots of ATR's with a small number of files, or ATR's
>with multiple unrelated files. The Umich archives from 1998 are
>therefore also on the second CD, not in ATR files. We did
>convert the archives to uncompressed format though.
>Finally, the second CD contains a 20 megabyte directory listing of
>all the ATR files that are on disk one, so if you are looking for a
>specific file, you can search this listing to find the ATR disk
>the file is on.
>
>You can order this double CD by sending a check or money order
>drawn on an US bank for US $20 to me:
>
>Ernest R. Schreurs
>Kempenlandstraat 8
>5211 VN Den Bosch
>The Netherlands
>
>Include a note telling us the shipping address. The US $20 includes
>shipping by airmail. If you live in Germany, you can also order the
>CD from the ABBUC user group. Take a look at this URL:

>http://www.atari-computer.de/abbuc/
>
>For more information on the Pooldisk Too, take a look at this URL:
>http://www.xs4all.nl/~stack/atarixle.html
>
>If you have any questions, you can send me E-mail at ernest@wxs.nl
>
>Keep those XL's/XE's humming!
>

4551. Re: Computor want boot up

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: dcjaocbs@2fords.net
Message-ID: <36607a0e.15730677@news.2fords.net>
Source record: 57919

What does this have to do with Atari computers?

On Sun, 01 Nov 1998 01:28:08 GMT, Malik Mateen
<malikmlk@bellsouth.net> wrotd:

>My system want boot up. I had someone to tell to make a system copy with my other
>computor but the comptuer ask for A: drive prompt I was given sys.com c/ The
>computor did not receive the prompt. CAN YOU HELP

4552. Re: Pooldisk Too - over 5000 public domain/PD disks and more on a Double CD for $20

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: Kevin Steinhaus <kevins@hutchtel.net>
Message-ID: <73pu4m$4ud$1@news3.mr.net>
Source record: 57920

I ordered the Pool Disk I back in 1995 and feel that any Atari fan should have one. I will be ordering the Pool Disk to this week....If it's half as good as the first it'll still be worth the money.

Kevin

Gareee wrote in message <73psnd$ql9@bgtnsc01.worldnet.att.net>...
>Is this thing legit? have any of you ordered this?? if so, I'll probably
>order one as well..
>
<snipped>

4553. Re: JAM arrived (finally)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dj7njo.197gb921utvls8N@hd18.holton.k12.ks.us>
Source record: 57921

William Kendrick <nbs@sonic.net> wrote:

> One thing I wonder, and perhaps someone here can answer... would there be
> anyway I could switch between PSX and Atari 8-bit without rewiring
> every time?
>
> Hmm.. I didn't think so. ;)

Bill, glad to see you back!!

Easiest way, get a RCA cable splitter, and plug the PSX and Atari into the splitter. Problem is that you can't have them both on at the same time.

You could go to Radio Shack, buy a switch, experimenter's box, and some RCA jacks, and build your own switcher. You could add more inputs, so you could hook up other video games!!

Now that I think about it, there was an Antic or Analog article on using the Atari to control a Laser Disc player. In that article, they build an automatic switcher to change the input to their monitor from the Atari and the Laser Disc player.

Later...

--
Ryan 'Gozar' Collins
rlcolli@ibm.net

4554. Re: S: Atari Portfolio (auch kaputt)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: Thomas Trueten <thomas_trueten@cyberjunkie.com>
Message-ID: <365FE9AC.27F107BC@cyberjunkie.com>
Source record: 57922
Cross-posted to: comp.sys.handhelds,comp.sys.palmtops,comp.sys.atari.8bit,de.markt.comp.misc,de.markt.comp.hardware,de.markt.misc,fido.ger.flea,oecher.flohmarkt,fido.ger.atari

Jon Melbo wrote:

>
> Hallo. Ich weiï¿½ nicht, wo man Portfolios findet. Ich bin interessiert,
> an, ein Portfolio zu erhalten selbst, wenn der Preis niedrig genug
> ist.
>
> [Hello. I do not know where to find Portfolios. I am interested in
> getting a Portfolio myself if the price is low enough.]

Pentagon GmbH
Heerbrink 4
31079 Almstedt
050/6090-6666

Verkaufen das Ding komplett mit RAM Karten, PC-Interface, Netzteil usw.

Die Firma inseriert immer in c't, ich habe nichts mit denen zu tun.

--
Bonan tagon,
Thomas Trueten

PGP-encrypted Mails welcome, Key on Request (subj: get pgpkey)
PGP Fingerprint: AB 7F 05 74 1A 3C 9D BA 0B 44 C3 BF BC D6 52 94

4555. Re: Pooldisk Too - over 5000 public domain/PD disks and more on a Double CD for $20

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3660A3E5.D3181804@erols.com>
Source record: 57923

Gareee wrote:
>
> Is this thing legit? have any of you ordered this?? if so, I'll probably
> order one as well..
>
> Gary Tabar Jr,
> @ Da Mouzzz...
> EMAIL: gareeeNOSPAM@worldnet.att.net
> INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
> HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
> Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
> http://www.fortunecity.com/tattooine/ellison/86/index.html

Legit? Hey, Pool Disk One has enough software to keep filling up my
club's newsletters for the next ten years. We're very happy with it.
Pool Disk Too will have all that and a ton more! The Schreurs brothers
have done a fantastic job. Our order is in!

4556. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-28 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3660B24F.91F23CE2@arn.net>
Source record: 57924

Hello,

I noticed that you had a BBS, is it telnetable?

Laters,

antbaker@arn.net

DarkChyld [Ronald J. Hall] wrote:
>
> On 27 Nov 1998 22:17:43 , Bishop wrote:
>
> <snip>
>
> ->I wrote a review a couple years back for Atari Classics back on CIS
> ->Atari 8 bit forum. I also started writing an article where I stole
> ->the military term HOTAS (hands on throttle and stick), I changed it to
> ->HOKAS- Hands on keyboard and stick. It was method of playing the
> ->game where one hand was resting on 3 keys (Target computer, Hyperwarp
> ->and Manual Target selector) and the other on the joystick. You could
> ->play almost the whole game like this without looking at the keyboard,
> ->just by position I could move to the Galaxy chart, Front view and the
> ->main ION engine settings that I used (5,6,7). Toggling the 'T' and
> ->'M' gave me control of when and who the target computer tracks, it
> ->had a bad habit of switching views at worst the times, like when
> ->fighting Zylons in front and back.
> ->
> ->Man, I used to be into that game.
> ->
> ->Dave
>
> I'm still into it, whether its on my 800XL, my sons' STe, or even on my
> Falcon 030...somethings are truly timeless... ;-)
>
>
> ____
> / / SysOp Of The DarkForce! BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/
>

4557. Re: Pooldisk Too - over 5000 public domain/PD disks and more on a Double CD for $20

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.LNX.3.95.981129081841.19783C-100000@moose.erie.net>
Source record: 57838

On Sat, 28 Nov 1998, Kevin Steinhaus wrote:

> I ordered the Pool Disk I back in 1995 and feel that any Atari fan should
> have one. I will be ordering the Pool Disk to this week....If it's half as
> good as the first it'll still be worth the money.

Actually, it's twice as good! Two disks instead of one. :) I
just received it. Bo and Ernest have outdone themselves. This was
defnitely worth waiting for! They ship promptly and they can now accept
checks in U.S. dollars.

4558. Re: eastern front

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10cb060f927eaa909896f4@news.midwest.net>
Source record: 57839

In article <73odmb$9nm$1@news.alphalink.com.au>, leaver@alphalink.com.au says...
> I have the source code of Chris Crawford's Eastern front plus the
> manual.
>
> David Leaver 10 Goodparla St,
> e-mail leaver@netinfo.com.au Hawker, ACT 2614
> leaver@alphalink.com.au Australia
>
Do you have a method for transferring it to the pc as an .atr or .xfd file? Could you be enticed into scanning the manual? (or even selling it?) I'd really love to have a copy (as would several others here) :)

--
Ron
rlaski@midwest.net

4559. Re: Pooldisk Too - over 5000 public domain/PD disks and more on a Double CD for $20

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <73rm65$j1f@bgtnsc02.worldnet.att.net>
Source record: 57840

thanks for all the tips!! I'll be sending out my cash this week!! Talk about
a nice christmas present!!

I'm hopeing that christmas demo with the christmas tree and the falling snow
is on it somewhere..

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Steven J. Tucker wrote in message <73quhr$842@freenet-news.carleton.ca>...
>
>"Gareee" (gareee@worldnet.att.net) writes:
>> Is this thing legit? have any of you ordered this?? if so, I'll probably
>> order one as well..
>
>I already HAVE one :) Sweet. Get one.
>
>Steve
>--
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
> * * * Ape Homepage: http://www.nacs.net/~classics * *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
Lines !!

4560. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <73rm9l$jee@bgtnsc02.worldnet.att.net>
Source record: 57841

DarkChyld [Ronald J. Hall] wrote in message

> I'm still into it, whether its on my 800XL, my sons' STe, or even on my
> Falcon 030...somethings are truly timeless... ;-)

what all versions of star raiders are there?? which is considered the "best"
version??

Be nice to have one with better graphics then the 800 version....

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4561. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_912348109@rtfm.mit.edu>
Source record: 57842
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 21, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

4562. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <73rqs1$s95$2@news.campus.mci.net>
Source record: 57843

On 28 Nov 1998 20:32:47 , Anthony Baker wrote:
->Hello,
->
->I noticed that you had a BBS, is it telnetable?
->
->Laters,
->
->antbaker@arn.net

<sigh> Well, I wish it was! I've been thinking about ways to get it on the 'Net but... ;-)

The BBS software itself does not support it, so thats out. I refuse to use anything non-Atari, so thats out. I've been thinking about picking up a TT with its multiple serial ports, then if I could get an ISP to cooperate, use Mint, grab a permanent IP address, and let users logon to there, then use something like CU to call the BBS... Of course this means I'd have to pickup the TT/monitor/2 more modems/2 more phone lines... ;-)

Still, I'd just love to do it!!! <grin>

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

4563. FS:Atari goodies

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: 8.bits.no-spam@ehrich.com
Message-ID: <36616FCD.A2D61EA5@ehrich.com>
Source record: 57844
Cross-posted to: comp.sys.atari.8bit,alt.atari

Lots of Atari 400/800 and Video games for sale on my Atari pages of my
web site listed below:

--
http://www.voicenet.com/~generic

Video Games - PC MAC & 8-Bit Computer HW & SW

BRAIN TEASERS - RIDDLES - HTML Color Chart

4564. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <73rr42$s95$3@news.campus.mci.net>
Source record: 57845

On 29 Nov 1998 14:38:45 , "Gareee" wrote:

->what all versions of star raiders are there?? which is considered the "best"
->version??
->
->Be nice to have one with better graphics then the 800 version....
->
->Gary Tabar Jr,

Hmm...somebody help me out here, but aren't there versions for the:

2600 (consoles)
800XL (8-bit)
ST (16-bit, but runs on Falcon, HD)

This is open to debate, but IMHO...the ST version has better graphics,
works on the Falcon, and runs from a HD. However, I feel (along with a
lot of others) that gameplay on the 8-Bit version is superior... ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________________\/
```

4565. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <366173f5.4756983@news.secoast.net>
Source record: 57846

On 29 Nov 1998 14:38:45 GMT, "Gareee" <gareee@worldnet.att.net> wrote:

>
>DarkChyld [Ronald J. Hall] wrote in message
>
>> I'm still into it, whether its on my 800XL, my sons' STe, or even on my
>> Falcon 030...somethings are truly timeless... ;-)
>
>
>what all versions of star raiders are there?? which is considered the "best"
>version??
>
>Be nice to have one with better graphics then the 800 version....
>
>Gary Tabar Jr,
>@ Da Mouzzz...
>EMAIL: gareeeNOSPAM@worldnet.att.net
>INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
>HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
>Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
>http://www.fortunecity.com/tattooine/ellison/86/index.html
>

In order of appearance (I think)

* Original 8 bit version for the 400/800/XL/XE series computers-
The first and still the best version in terms of gameplay and
challenge.

* 2600 VCS version with separate keypad controller-
Simpler version graphically and gameplay wise because of the limited
VCS hardware.

* 5200 Version-
Basically the 8bit version, with some very minor graphic enhancements
(you could see the ship type in the long range scan, the original just
showed a blip)

* Star Raiders II for the 8bit computers-
More of a sequel than an update, it was an interesting game with
somewhat better graphics, but still not as exciting or challenging as
the original..

* Star Raiders ST-
This version had beautiful graphics, but that was about it. Gameplay
was very poor, downright boring, and the sound effects were awful.

Again, no contest when compared to the original.

* Star Rangers for the PC-
I'm including this even though it's not a true version or sequel. Interactive Magic's Bill Steally (Microprose ex president) said Star Raiders was one his all time favorite games and an inspiration to get into the industry. Star Rangers was his 'Ode to Star Raiders', and actually is pretty faithful to the original game concept. It didn't do well in the saturated PC market, but if you were a SR fan it wasn't bad. You can pick it up in the bargain bins for about $5 now.

Vaporware versions-
Star Raiders 2000 and Battlesphere for the Jaguar

I think if you polled any Star Raiders fan who has played all of these and asked which was his/her favorite, I think the response would be pretty unanimous that the original was and still is the best version ever.

Dave

---

dwebster@mediaone.net

4566. Andromán by Androbot

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Rick Rowland <see3peoh@ix.netcom.com>
Message-ID: <366184E4.E8AAB9FA@ix.netcom.com>
Source record: 57847

Looking for any information on game/robot build in the early eighties
called Andromán by Androbot. Interested in what the game was/did.
For pictures of this robot visit:
http://www.geocities.com/SiliconValley/Heights/8970/index.html
Also, Atari always made the best game! So, what would you do if you
wrote at a Atari game for a remote control robot.
Thank you
Rick Rowland
http://www.smallrobot.com

4567. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3663607a.11873033@news.demon.co.uk>
Source record: 57848

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>what all versions of star raiders are there?? which is considered the "best"
>version??

Its just got to be the Atari 8bit version, other versions or alleged
follow ups paled in comparison to the original!

Ugh, that Last Starfighter oops Star raiders 2 was mediocre and the ST
version was shallow.
>
>Be nice to have one with better graphics then the 800 version....

Cast thee out Satan!!!! :)

Next you will be wanting an updated Bounty Bob ;)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4568. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <96B7F705D27D4802.435511F9733604F2.CB6A7FDAC43E8A7B@library-proxy.airnews.net>
Source record: 57849

BobKlaas <bobkla19@sisna.com> wrote:
> He is not HIDING!, just wants to be left alone until he feels his
> projects can be completed! As far as Litigation is concerned anyone can
> file suit against anyone at anytime, reguires a Lawyer and the legal
> process.

Hmm...according to Merriam-Webster...

hiding:

1) to remain out of sight
2) to seek protection or evade responsibility

Gee, that sounds like HIDING to me.

> I can sue you in your state for nothing provided I can present a case no
> one wants to do this because it costs them out of pocket money. Money
> talks as the old saying goes B.S walks! Now if you have a $100.00 item
> and it is going to cost you $2,000.00 and time and to recoup $100.00
> where are you going to go? Complain on the internet! See it is much
> cheaper to do this than pursue the actual costs legaly.

This sounds more like legitimate grounds for contacting one or more attorney generals than any sort of civil nonsense. Really, what's the difference here between Hohman and Ortman? Both have taken money, and not delivered on product...

Jason

4569. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <73s5l3$oes@bgtnsc01.worldnet.att.net>
Source record: 57850

I saw star rangers, at the local toys r us.. is it worth getting, and will
it work on win 95?? I really hate those older titles, when you buy them, and
find out they just won't run on 95 or 98...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Bishop wrote in message <366173f5.4756983@news.secoast.net>...
>On 29 Nov 1998 14:38:45 GMT, "Gareee" <gareee@worldnet.att.net> wrote:
>
>>
>>DarkChyld [Ronald J. Hall] wrote in message
>>
>>> I'm still into it, whether its on my 800XL, my sons' STe, or even on my
>>> Falcon 030...somethings are truly timeless... ;-)
>>
>>
>>what all versions of star raiders are there?? which is considered the
"best"
>>version??
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>>Be nice to have one with better graphics then the 800 version....
>>
>>Gary Tabar Jr,
>>@ Da Mouzzz...
>>EMAIL: gareeeNOSPAM@worldnet.att.net
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>>HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
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>In order of appearance (I think)
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>* Original 8 bit version for the 400/800/XL/XE series computers-
>The first and still the best version in terms of gameplay and
>challenge.
>
>* 2600 VCS version with separate keypad controller-
>Simpler version graphically and gameplay wise because of the limited

>VCS hardware.
>
>* 5200 Version-
>Basically the 8bit version, with some very minor graphic enhancements
>(you could see the ship type in the long range scan, the original just
>showed a blip)
>
>* Star Raiders II for the 8bit computers-
>More of a sequel than an update, it was an interesting game with
>somewhat better graphics, but still not as exciting or challenging as
>the original..
>
>* Star Raiders ST-
>This version had beautiful graphics, but that was about it. Gameplay
>was very poor, downright boring, and the sound effects were awful.
>Again, no contest when compared to the original.
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>* Star Rangers for the PC-
>I'm including this even though it's not a true version or sequel.
>Interactive Magic's Bill Steally (Microprose ex president) said Star
>Raiders was one his all time favorite games and an inspiration to get
>into the industry. Star Rangers was his 'Ode to Star Raiders', and
>actually is pretty faithful to the original game concept. It didn't
>do well in the saturated PC market, but if you were a SR fan it wasn't
>bad. You can pick it up in the bargain bins for about $5 now.
>
>Vaporware versions-
>Star Raiders 2000 and Battlesphere for the Jaguar
>
>I think if you polled any Star Raiders fan who has played all of these
>and asked which was his/her favorite, I think the response would be
>pretty unanimous that the original was and still is the best version
>ever.
>
>Dave
>
>
>
>-----
>
>dwebster@mediaone.net

4570. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <73s5q2$p6g@bgtnsc01.worldnet.att.net>
Source record: 57851

Paul Irvine wrote in message <3663607a.11873033@news.demon.co.uk>...
>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>
>>what all versions of star raiders are there?? which is considered the
"best"
>>version??
>
>Its just got to be the Atari 8bit version, other versions or alleged
>follow ups paled in comparison to the original!
>
>Ugh, that Last Starfighter oops Star raiders 2 was mediocre and the ST
>version was shallow.
>>
>>Be nice to have one with better graphics then the 800 version....
>
>Cast thee out Satan!!!! :)
>
>Next you will be wanting an updated Bounty Bob ;)
>--
>Paul..

Yep, I DO!! and I want him 3D, like Montezuma's revenge 3D!! ;))

Actually saw that as low as $20 yesterday, but had to get tomb raider III
instead...

I would like to see a 90's version of star raiders, similar to the
battlezone release earlier this year.. centepede looks interesting, but I
think they might have missed the ball on the new asteroids.. it should have
been a full 3d game, like the asteroid sequence in empire strikes back...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4571. Ok I'll bite..

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <73s5un$ptm@bgtnsc01.worldnet.att.net>
Source record: 57852

I know I've seen this question posted before, BUT..

What's the latest hardware/software needed to transfer the old atari disks n
such from an atari to a pc??

what's the total cost, and who do I need to contact??

Santa might "buy" this for me...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
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Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4572. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3661A00B.C4A22676@arn.net>
Source record: 57853

Hello,

Wasn't there a Star Raiders for ST? Does anyone have any screen shots
on any web pages or any info. on it? Also too, I remember an old ANTIC
article that had STrek source code. I tried to convert that to my 8-bit
a few years ago but dropped the project.

Anybody have any info on THAT game (in other words, did any one type it
up and play it?)?

Laters,

antbaker@arn.net

Gareee wrote:
>
> DarkChyld [Ronald J. Hall] wrote in message
>
> > I'm still into it, whether its on my 800XL, my sons' STe, or even on my
> > Falcon 030...somethings are truly timeless... ;-)
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> what all versions of star raiders are there?? which is considered the "best"
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> http://www.fortunecity.com/tattooine/ellison/86/index.html

4573. BOB PUFF

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: "chris.davis" <chris_davis@atari.freeserve.co.uk>
Message-ID: <73s7dcgns1@newsreader4.core.theplanet.net>
Source record: 57854

Can anyone help me with an e-mail address for Bob Puff. His old Compuserve number doesn't work anymore. Thanks in advance.

Chris Davis

4574. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3661A149.48F4EB5D@arn.net>
Source record: 57855

The original for 8-bit was the best and revolutionized the gaming world
(think about it, all first person, 3D, and flight game run on the basic
concept of SR). If you think about it, you can see it in even todays
games (look at Decent...it's like a re-vamped SR).

Something interesting that I noticed when I remembered my old 8-bit
games. Wasn't SRII re-named The Last Star Fighter based off the movie?

Reason why I was wondering is because I have the "SRII" game but it's
named "The Last Star Fighter".

Laters,

antbaker@arn.net

Bishop wrote:
>
> On 29 Nov 1998 14:38:45 GMT, "Gareee" <gareee@worldnet.att.net> wrote:
>
> >
> >DarkChyld [Ronald J. Hall] wrote in message
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> * Star Raiders ST-
> This version had beautiful graphics, but that was about it. Gameplay
> was very poor, downright boring, and the sound effects were awful.
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> Interactive Magic's Bill Steally (Microprose ex president) said Star
> Raiders was one his all time favorite games and an inspiration to get
> into the industry. Star Rangers was his 'Ode to Star Raiders', and
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> do well in the saturated PC market, but if you were a SR fan it wasn't
> bad. You can pick it up in the bargain bins for about $5 now.
>
> Vaporware versions-
> Star Raiders 2000 and Battlesphere for the Jaguar
>
> I think if you polled any Star Raiders fan who has played all of these
> and asked which was his/her favorite, I think the response would be
> pretty unanimous that the original was and still is the best version
> ever.
>
> Dave
>
> -----
>
> dwebster@mediaone.net

4575. Re: External Memory upgrade & MIO

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <D3060F7D6EFE9EDF.888F0D3EFF2FBFCB.E4FE437050D36115@library-proxy.airnews.net>
Source record: 57856

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
> Howdy folks

> Does anybody know how the 1090XL was supposed to access its cards, especially
> the RAM cards? Would it switch out any internal RAMbanks (extended RAM, not
> MAIN memory). I do have the textfiles that were written while the 1090XL was
> still under development.

> CU Mathy van Nisselroy

I got the ROM image for the 1090 SALT cartridge and disassembled it. It
looks like it uses $D1FE to bank select a window that starts at $4000.
I'm not sure how big the window is.

As soon as I slap my emulator code around some more, I should have a better
about how it works.

Jason

4576. Re: Ok I'll bite..

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3664a8fc.30437869@news.demon.co.uk>
Source record: 57857

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>I know I've seen this question posted before, BUT..
>
>What's the latest hardware/software needed to transfer the old atari disks n
>such from an atari to a pc??
>
>what's the total cost, and who do I need to contact??
>
>Santa might "buy" this for me...

Easy, Steve Tuckers APE + Cables...

Build them yourself to save cash or buy them with the registration of
APE.

<cue Steve to post the address as I have not got it bookmarked>
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4577. The Creative Atari (book) FA@ebay

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: "m.j.beau" <mjzbeau@texas.net>
Message-ID: <3661AC4A.630D@texas.net>
Source record: 57858
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I have a book entitled "The Creative Atari" FA@ebay :

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=45587340

Opening bid is 0.01

Here is the chapter outline of the book :

Contents

Preface v
The Atari Machine 9

Part I. Atari Graphics Tutorial

How a TV works 13
Character Generation 15
Dot Graphics Line 17
ANTIC and CTIA 19
More Memory Secrets 21
Examining The Display List 23
Modifying Display Memory 24
Display List Opcodes 26
Notes & Discussion 27
Basic and Color 30
Display List Interrupts 33
Player-Missile Graphics 39
Character Sets 46

Part II. Graphics Tips

Design Philosophy and GTIA Demos 55
Graphics Seven Plus 59
Player-Missile Design Aid 64
Animath 67
Greater Graphics Control 71
The Atari Graphics Composer 73
Artifacting With Graphics 7-Plus 74

Part III. Hardware and Software

Bits & Bytes 81
Physical Types of Memory 83
Atari Music Composer 85
Compuserve 86
Build Your Own Light Pen 89
Atari Silencer 93

Basic A+ 95
Monkey Wrench 97
String Arrays 98
Talk Is Getting Cheaper 99
Axlon RAMDisk 103
Joytricks 105
New RAMS for Old 109
K-DOS 111
Keyboard for the Atari 400 112
The Mosaic 64K RAM Card 114
Atari 1200 116
Letter Quality Alternative 117
Atari Word Processors 119
Atari Text Editor Program 122
VisiCalc 123
Atari Resources 125
Questions & Answers 126
Atari Languages 129
Getting Along Without TAB 132
Telecommunications & Memory Locations 133
The Upstart Atari 135
Self Modifying Programs 138
Super Text Mode 141
Neater Numerical Tables 147
Interfacing Your Atari 149
Atari Strings and Text Handling 152
An Atari Library of Sound 153
Original Adventure in 32K 156
From Burn-Out to Born Again 163
Speedread + ... 165
Eastern Front 166
Missile Command & Asteroids 168
Star Raiders 170
Basketball 171
Warlocks Revenge & Kayos 171
Gamma Hockey 172
The Wizard and the Princess 173
Graphics Adventures on the Atari 175
Cypher Bowl & Krazy Antics 178
Not Just Fun In Games 180
Deluxe Invaders & K-Razy Shootout 183
Dog Daze & Caverns of Mars 184
Canyon Climber 186
Clowns & Balloons 186
Pool 187
Nautilus 188
Shamus 189
Miner 2049'er 189

Part IV. Disk Drive Tutorial

Atari DOS 193
Atari Diskfile Tutorial - Part I 196
Atari Diskfile Tutorial - Part II 198
Atari Diskfile Tutorial - Part III 200
Using Disks With Atari Basic 204

Part V. User Programs

Mazemaster 209
Monster Combat 215
Scurry 225
Collision 228
Air Defense 230

Appendix

Atari Memory Addresses 237

It looks like a very informative book, I hope somebody will enjoy it.

4578. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <73sb07$6qc@dailyplanet.wam.umd.edu>
Source record: 57859

Anthony Baker (antbaker@arn.net) wrote:

: Something interesting that I noticed when I remembered my old 8-bit
: games. Wasn't SRII re-named The Last Star Fighter based off the movie?

: Reason why I was wondering is because I have the "SRII" game but it's
: named "The Last Star Fighter".

The Last Star Fighter was one of those loose ends from the old Atari (pre-Tramiel) that never saw the light of day (except as a bootleg, of course). I remember that Atari felt the "Star Raiders" name would be a stronger selling point for the game, so they made some tweaks and added few other things to make it easier to play (in LSF, you had to go to a star to regain your energy -- very dangerous if you stayed around too long!).

SRII is certainly flashier than its predecessor, and had better graphics and cool explosions, etc., but it lacked some of the spark and required strategy thinking that made the original fun and challenging.

4579. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3661be24.23754251@news.secoast.net>
Source record: 57860

On Sun, 29 Nov 1998 13:27:07 -0600, Anthony Baker <antbaker@arn.net>
wrote:

>Hello,
>
>Wasn't there a Star Raiders for ST? Does anyone have any screen shots
>on any web pages or any info. on it? Also too, I remember an old ANTIC
>article that had STrek source code. I tried to convert that to my 8-bit
>a few years ago but dropped the project.
>
>Anybody have any info on THAT game (in other words, did any one type it
>up and play it?)?
>
>Laters,
>
>antbaker@arn.net
>

Yea, there was an ST version of Star Raiders. Graphically it was
beautiful, the cockpit was great looking. But that's where it ends,
the rest of the game was a dog. The sound effects were pathetic,
there was none of the strategic planning and thinking required to win
like the original, no excitement at all in the gameplay. Very
dissapointing, I was really excited when I heard Atari was creating a
version for the ST, too bad it was so lame.

I have a BASIC version of Star Trek that I picked up from one of the
FTP sites, I don't know if it's the same one you're asking about, but
it's pretty faithful to the original mainframe version.

Dave
-----

dwebster@mediaone.net

4580. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3661c0de.24452049@news.secoast.net>
Source record: 57861

On 29 Nov 1998 19:00:51 GMT, "Gareee" <gareee@worldnet.att.net> wrote:

>I saw star rangers, at the local toys r us.. is it worth getting, and will
>it work on win 95?? I really hate those older titles, when you buy them, and
>find out they just won't run on 95 or 98...
>
>Gary Tabar Jr,
>@ Da Mouzzz...
>EMAIL: gareeeNOSPAM@worldnet.att.net
>INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
>HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
>Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
>http://www.fortunecity.com/tattooine/ellison/86/index.html

Star Rangers is a DOS game and a couple of years old, but I've been running it under Win95 with no problems. Like I said, it's worth getting if you were a big fan of the original (like I am), especially now that you can find it for under $10.

It does have some improvements, you have a wingman to help you out, friendly ships and starbases to protect (of course), and the Taureg's (the bad guys) have capitol ships to destroy. Your ship has a variety of missiles, including tactical nukes for taking out the Taureg Basestar.

It has a pretty cool HUD for tracking targets. Like the original, you have a Quadrant map, and you can warp anywhere there is trouble. And like SR, you have to pilot your ship through warp space, which look like 'wormholes' you steer through. You must manage energy consumption, and of course, when your ship is damaged, docking at your local friendly starbase to get repairs.

The SVGA graphics are decent for the time it was released (1995), but the sound effects are pretty weak. There are 17 missions, but they are dynamic, each time you play them the number and placement of ships will be different.

Actually I would say that of all the clones and sequels I mentioned earlier, Star Rangers is probably the best of the bunch in terms of trying to capture the spirit and challenge of the original.

Dave
---

dwebster@mediaone.net

4581. Anybody need a 410 recorder or 400 parts?

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <73sl97$u5o$1@nnrp1.dejanews.com>
Source record: 57862

Hi people.
Anybody need a 410? I have 2 that have loose belts. I also have a 400 in parts with all but the power board. Well the power board is bad.

I would like to trade for a 48k board for my 400. I have a 32k board but I'm greedy :) Or educational games.

Let me know
Thanks
Mark

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4582. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <73sjiv$t8t@bgtnsc02.worldnet.att.net>
Source record: 57863

Hmm maybe the $5 at tru is worth it then....

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Bishop wrote in message <3661c0de.24452049@news.secoast.net>...
>On 29 Nov 1998 19:00:51 GMT, "Gareee" <gareee@worldnet.att.net> wrote:
>
>>I saw star rangers, at the local toys r us.. is it worth getting, and will
>>it work on win 95?? I really hate those older titles, when you buy them,
and
>>find out they just won't run on 95 or 98...
>>
>>Gary Tabar Jr,
>>@ Da Mouzzz...
>>EMAIL: gareeeNOSPAM@worldnet.att.net
>>INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
>>HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
>>Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
>>http://www.fortunecity.com/tattooine/ellison/86/index.html
>
>
>Star Rangers is a DOS game and a couple of years old, but I've been
>running it under Win95 with no problems. Like I said, it's worth
>getting if you were a big fan of the original (like I am), especially
>now that you can find it for under $10.
>
>It does have some improvements, you have a wingman to help you out,
>friendly ships and starbases to protect (of course), and the Taureg's
>(the bad guys) have capitol ships to destroy. Your ship has a variety
>of missiles, including tactical nukes for taking out the Taureg
>Basestar.
>
>It has a pretty cool HUD for tracking targets. Like the original, you
>have a Quadrant map, and you can warp anywhere there is trouble. And
>like SR, you have to pilot your ship through warp space, which look
>like 'wormholes' you steer through. You must manage energy
>consumption, and of course, when your ship is damaged, docking at your
>local friendly starbase to get repairs.
>

>The SVGA graphics are decent for the time it was released (1995), but
>the sound effects are pretty weak. There are 17 missions, but they
>are dynamic, each time you play them the number and placement of ships
>will be different.
>
>Actually I would say that of all the clones and sequels I mentioned
>earlier, Star Rangers is probably the best of the bunch in terms of
>trying to capture the spirit and challenge of the original.
>
>Dave
>-----
>
>dwebster@mediaone.net

4583. Re: Ok I'll bite..

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <73sjkh$89@bgtnsc02.worldnet.att.net>
Source record: 57864

guess now I have to look up ape.. ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <3664a8fc.30437869@news.demon.co.uk>...
>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>>I know I've seen this question posted before, BUT..
>>
>>What's the latest hardware/software needed to transfer the old atari disks
n
>>such from an atari to a pc??
>>
>>what's the total cost, and who do I need to contact??
>>
>>Santa might "buy" this for me...
>
>Easy, Steve Tuckers APE + Cables...
>
>Build them yourself to save cash or buy them with the registration of
>APE.
>
><cue Steve to post the address as I have not got it bookmarked>
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

4584. Re: BOB PUFF

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3661D4F6.D01BAF82@erols.com>
Source record: 57865

Chris, got an ABBUC mailing yesterday that has Bob's new e-mail address
(nleaudio@nleaudio.com) AND his website URL (http://www.nleaudio.com).
Sorry I didn't have it when I wrote to you.

Alan

chris.davis wrote:
>
> Can anyone help me with an e-mail address for Bob Puff. His old Compuserve
> number doesn't work anymore. Thanks in advance.
>
> Chris Davis

4585. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Richard Cortese <ricortes@worldnet.att.net>
Message-ID: <3661E0AE.7031@worldnet.att.net>
Source record: 57866

Jason Duerstock wrote:

> This sounds more like legitimate grounds for contacting one or more attorney
> generals than any sort of civil nonsense. Really, what's the difference here
> between Hohman and Ortman? Both have taken money, and not delivered on
> product...
>
> Jason

I shouldn't even be here, but...

No, bad idea. Mike isn't a con man at all, took a chance & circumstances beyond his control took over.

For one thing, just look at the ICD product line he bought. The big sellers were MIO, US Doubler, SDX, PR:Connection. IIRC, what happened was about the same time Mike purchased the rights to these products, the SIO2PC cable came out making 90% of the ICD stuff less then cost effective. Just read the message base, whenever someone talks about storage, 90% of the time the answer is "sio2pc". As far as the PR:Connection, it used a proprietary Rockwell CPU so the idea of doing another production run in the quatities required is out of the question, not to mention a lot of functionallity is provided by APE.

This kind of broke his balls. Would have knocked the wind out of my sails too. Everything he could do, like the carts, SDX upgrade, Action!, etcetera. he did. He just got exhausted by the effort while he was trying to integrate everything into a product people would want & didn't have a safety net for when he hit the wall.

4586. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3667d968.42835452@news.demon.co.uk>
Source record: 57867

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>>Next you will be wanting an updated Bounty Bob ;)
>>--
>>Paul..
>
>Yep, I DO!! and I want him 3D, like Montezuma's revenge 3D!! ;))

Gareee....You worry me kind sir...
>
>Actually saw that as low as $20 yesterday, but had to get tomb raider III
>instead...

Please take 10 secs to wonder WHY it's 20 bucks..and then DON'T wonder
why you purchased TR3...
>
>I would like to see a 90's version of star raiders, similar to the
>battlezone release earlier this year.. centepede looks interesting, but I
>think they might have missed the ball on the new asteroids.. it should have
>been a full 3d game, like the asteroid sequence in empire strikes back...

Alternately, I want someone to post some Atari bits that *HAVE* been
converted to a BETTER game on another platform.

More than 3 wins the best imagination prize in the world :))
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4587. Re: Ok I'll bite..

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3668db2f.43290987@news.demon.co.uk>
Source record: 57868

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>guess now I have to look up ape.. ;))
>
>Gary Tabar Jr,

Kinda worrying comment from someone with links to the Disney Animal
Kingdom :)))
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4588. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Ken Siders <ksiders@columbus.nospam.rr.com>
Message-ID: <hwm82.3091$B_3.3500773@storm.twcol.com>
Source record: 57869

Wes wrote in message ...
>Hi everyone!
>
>Whoever would have thought getting a key in Atari Basic would be such a
>hassle... just to clarify a few things that have been said, and give
>some more details on how it works...
>
>About PEEK(764) - this stores a kind of scan-code (NOT an ASCII value)
>for the last key pressed. 255 means there hasn't been a key pressed yet.
>After you press a key, that key's value remains in PEEK(764) until you
>press a different key, or you do POKE 764,255.
>
><vague_speculation>

Yes
>
>I believe there is a conversion available from the scan-code into ASCII,
>but I need someone with 'mapping the Atari' to tell me what it is - it's
>something along the lines of:
>
>SCAN=PEEK(764): ASCII=PEEK(PEEK(190)*256)+SCAN)

On XL or XEs only it would be ASCII=PEEK(PEEK(121)+256* PEEK(122)+SCAN)
The 400/800 don't have a pointer, but the table is at a fixed location in
ROM and works
similiar to the XL/XE's -- don't know the address offhand.
Location 53769 can be used instead of 764 if you don't want to put up with
key repeat
delays.

Values 128 and above returned have a special meaning (special keys or not
used)
(These are for the XL/XEs -- 400/800s don't have all of these. Some are not
used in the
default table). Values returned take control and shift into account but not
Caps lock in inverse.

Special values that can be returned:
128 is invalid keypress
129 toggle inverse video (used by inverse key)
130 toggle upper lowercase (used by CAPS key)
131 CAPS lock on (used by CAPS key with SHIFT)
132 CTRL lock on (used by CAPS key with CTRL)
133 EOF (used by CTRL-3)
137 Key click toggle

138-144 1200XL F1-F4
142 Cursor Home
143 Cursor to bottom left
144 Cursor to left margin
145 Cursor to right margin

>although that really is stretching the memory a lot, so the 190 is
>probably not correct!
>
></vague_speculation>
>
>OPEN #1,4,0,"K:":GET #1,A:CLOSE #1 - this kind of thing physically
>stops and waits for a keypress, but it does have the advantage of
>returning you an ASCII character, which is a bit easier to deal with.
>
>So, combining these, if you've got a loop running where you want to
>retrieve characters while you do something else, then this will work.
>
>10 L=0
>20 A=0
>30 IF PEEK(764)<>255 THEN OPEN #1,4,0,"K:":GET #1,A:CLOSE #1:POKE
>764,255
>40 IF A=ASC("A") THEN PRINT "YOU PRESSED A!!"
>45 IF A=ASC(" ") THEN GOTO 70
>50 L=L+1:IF L>10 THEN L=0
>60 PRINT L:GOTO 20
>70 END
>
>Basically, this will continuously count up to 10, mentioning whenever
>you press the 'A' key, and exiting when you press the space bar.
>
>Hope that's helpful - lots of people have suggested lots of answers, so
>I hope this gives a bit of an overview on all of them. If you were, of
>course, to use Turbo Basic, then not only would you end up with a pretty
>quick basic system, with a good compiler, but you'd also get a GET$
>command! :-) (Available from New Atari User's p.d. library, and probably
>elsewhere as well)
>
>Oh, a quick snippet as well... I think you can do POKE 731,1 to get rid
>of the clicking noise when you press a key, which is useful if you're
>writing this in a game loop...
Just a note that this won't work on 400's and 800's.
>
>%%%%
>Wes
>

---Ken

4589. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Richard Cortese <ricortes@worldnet.att.net>
Message-ID: <3661FE31.51DD@worldnet.att.net>
Source record: 57870

Jon Melbo wrote:

> Okay just a few quick of thoughts:
>
> 1. I have no vendetta for Mike.
> 2. I never got burned on any money.
> 3. Anybody can make poor business decisions, or get bad luck.
> 4. All that being said, it is still somewhat unfair to categorize
> people pre-paying for a product or products as if they were in reality
> offering venture capital. There is a whole different set of rules and
> ethics between the two concepts.
>
> Ok nuff' said.

OK, but I think one of the things Bob Klass challenged was the amount anybody lost to Mike. For instance, if Jason says I ordered xyx for $$$, then we can get a handle on it. I know $1 is as bad as $1,000 but at least we can get some handle on exactly what happened.

If he ordered an Action! cart he didn't get, I will send him my spare to make him happy<ier>. I still have a bunch of sio2pc cables laying around from when I was prototyping them, I will send him one or two of those.

Do you see what I am trying to get at? Resolution so we can move on. Why hold a grudge? There is no reason to fight amongst a fan base, which is one of the major reasons why I left this damn group after my sio2pc/APE cable work.

Giving full credit to Nick for his original work, I would argue that my 1489/75188/14C89 cable designs are by any measure some of the most successful designs for the Atari in terms of number of devices or even dollar amount sold, but the pettiness in this newsgroup caused me to take a multiple year hiatus from it. I do this for fun & a lot of the clowns in here just suck the fun right out of it.

I am really too busy in real life to get back into soldering, but I think I can pretty much put in a few minutes to get things set right.

It never ceases to amaze me how people will hold grudges forever, but will not spend 2 mintutes getting them resolved.

4590. Re: PAL-NTSC Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <36622C1F.F39DE493@postoffice.pacbell.net>
Source record: 57871

No, the PAL upgrade that Nir did was to convert out NTSC machine to run 50hz
PAL software - it did not make our machines into PAL systems. Sorry....

Nir is on this group - scan the messages.

Bob

Emmanuel Fernandes wrote:

> Hi everybody!
>
> Looking there in the Net (and in the Web sites dediacted to Atari) I
> found very little information about the PAL-NTSC upgrade of Nir Dary.
> Does anyone knows how to contact him ? Does anyone know where to find
> precise infrmation in such upgrade ??
>
> I live in Belgium where our TV use the PAL system. I have an 800XL
> from USA (with NTSC system). Is Nir device the correct device to solve
> my problem and use my Atari with PAL TVs ?
>
> Thanks for the information.
>
> Emmanuel F.

4591. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <73q61dqdv3@news.campus.mci.net>
Source record: 57925

On 27 Nov 1998 22:17:43 , Bishop wrote:

<snip>

->I wrote a review a couple years back for Atari Classics back on CIS
->Atari 8 bit forum. I also started writing an article where I stole
->the military term HOTAS (hands on throttle and stick), I changed it to
->HOKAS- Hands on keyboard and stick. It was method of playing the
->game where one hand was resting on 3 keys (Target computer, Hyperwarp
->and Manual Target selector) and the other on the joystick. You could
->play almost the whole game like this without looking at the keyboard,
->just by position I could move to the Galaxy chart, Front view and the
->main ION engine settings that I used (5,6,7). Toggling the 'T' and
->'M' gave me control of when and who the target computer tracks, it
->had a bad habit of switching views at worst the times, like when
->fighting Zylons in front and back.
->
->Man, I used to be into that game.
->
->Dave

I'm still into it, whether its on my 800XL, my sons' STe, or even on my
Falcon 030...somethings are truly timeless... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

4592. Re: eastern front

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3660a48c.114426607@news.pressenter.com>
Source record: 57926

On Fri, 27 Nov 1998 18:13:53 GMT, rojasdelap@yahoo.com wrote:

> I have the original cart, as well the cart for the xe game machinne, i can
>send you one for free if you pay the post, i also can send you a copy of the
>manual. I don't think that Chris Crawford made a sequel of this game, i mean
>it wasn't his style, the games that i know he wrote were Eastern Front 1941,
>Excalibur, does anyone has a copy in atr of this game??? , Tanktics and
>Legionnaire, donï¿½t know if i spell it ok. He also wrote a couple of books. He
>was the best Atari Programmer ever.

That's a rather strong assertion about him being the best programmer
of the Atari ever. He was good, and had great understanding of user
interfaces. De Re Atari is a nice Atari8 programming bible.

4593. Re: Was:Re: Atari XL/XE Operating System Disassembly, Now: Base64

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3661bb26.120213725@news.pressenter.com>
Source record: 57927

On 27 Nov 1998 12:10:54 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

>Howdy John, Folks..
>
>Anybody know if and where a Base64 converter for the ATARI 8 BIT exists?
>
>For some reason, netscape doesn't wanna recognise this as anything other then
>text. Hey, wait a sec. What if I email this to myself? Let's try that one.
>
>CU Mathy van Nisselroy

I didn't know there was a version of netscape on the Atari8.... hehe.
Anyway, try using Agent for your news with the PC.

4594. Re: Wanted: Atari 400 w/accessories

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981128231319.07626.00001334@ng-cr1.aol.com>
Source record: 57928

Todd,

If noone offers you one on the newsgroups, you can buy one from B&C Atari Sales 530-295-9270 www.myatari.com or Best Electronics 408-243-6950 www.best-electronics-ca.com

Curt

Curt Vendel
webmaster@atari-history.com

The Atari Historical Society
"Your #1 Internet Source for Atari History and Information"
http://www.atari-history.com

4595. help RUINED DISKS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: The Cat #29 <potvin@gwis.com>
Message-ID: <3660D9B6.668C@gwis.com>
Source record: 57929

hey, my disk is ruined and i lost 4 games i love!!!!! and i can't
recover them
does anyone know where i can get these .atr's??? i don't know how to
convert so i need the .atr so it will run with my win95 emulater

games
-----
wingwars
pyramid run
crisis mountain
gateway to apshai

ANYWHERE I CAN GET THEM PLEASE???? MAIL ME!!!!!!
potvin@gwis.com

thank you!!!

4596. Re: atari 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <3660F1E6.B57E4F40@holyoak.com>
Source record: 57930

You can find those just about anywhere these days - including a lot of grocery stores. Just a generic "game adapter" will do the trick (it certainly does not have to say Atari on it, in case that's what you're thinking...)

- Trevor Holyoak

4597. Re: Connecting Atari Joysticks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <3660F28B.B78FDD56@holyoak.com>
Source record: 57931

I saw a web site a year or so ago where I guy was making several
different version of adapters to fit controllers of many different game
systems. He said an Atari one was coming soon, but when I checked back
later, his web site was gone.

I'd love a copy of your schematics, if you're offering them.

Thanks,
Trevor Holyoak

4598. Re: "The Star Raiders Academy" ANTIC article on the Star Raiders Tribute site

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <73qqm0$7d1$1@ultra.sonic.net>
Source record: 57932

Bishop (dwebster@mediaone.net) wrote:
<snip>
:
: Yea, I still have that ANALOG article, it was very thorough. I also
: have an article titled "Advanced Star Raider Tactics and Strategies"
: from BYTE magazine (1982). This is a very detailed article too, the
: author included graphs detailing hyperwarp and Ion engine use. If
: William Kendrick is interested, maybe I can scan this stuff and send
: it to him. I also kept some magazines that contain early reviews on
<snip>

Yes yes yes! TXT or GIF/JPG would be best for the scans! :) Thanks!

-bill!
nbs@sonic.net

4599. Re: Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <73qs7u$7d1$2@ultra.sonic.net>
Source record: 57933

Brix (brix@NOSPAMplush.de) wrote:
<snip>
: Just curious - is there a LOCATE instruction in Atari Basic? I think I remember something
: like this.

POSITION X,Y

Moves the cursor to X,Y (be it the text cursor in the normal text screen, or
the invisible cursor in the many graphics modes).

While:

LOCATE X,Y,C

Moves the cursor to X,Y and grabs the ASCII character value or palette
color entry (0-9) at that location and places it in the variable C.

: Some questions to the Atari-Crowd (I always like to learn about Atari 8 bitters):
:
: How is the Screen built in Textmode? On C-64 we have a $0400 byte area,located at Adress
: $0400-$07f8, called the Screenram, where we have Screencodes representing the characters
: displayed.

Similarly, so far. The location of screen RAM can depend on what's already
in memory, so you need to look it up:

SCREEN = PEEK(88) + PEEK(89) * 256

or, in TurboBASIC:

SCREEN = DPEEK(88)

: Where are the bytes that toggle Background and border Color?

Well, in BASIC, you can simply use the "SETCOLOR" command.

SETCOLOR 2,HUE,LUM - Change the background hue and brightness,
and text hue (lame, I know :)).
SETCOLOR 1,XYZ,LUM - Change the text brightness.
SETCOLOR 4,HUE,LUM - Change the border hue and brightness.

Hue values are from 0 (black/white), through 15 (yellow). It goes in more
or less a rainbow fashion:

1 yellow
4 redish
8 blue
12 green
15 yellowish

Lum. values are from 0 (darkest) to 15 (lightest). 0 and 1 are the same,
2 and 3 are the same, and so on.

You can POKE these into memory:

POKE 708 + PALETTE, HUE * 16 + LUM

So to set the border to white, you'd go:

POKE 712, 255

: > 30 IF PEEK(764)<>255 THEN OPEN #1,4,0,"K:":GET #1,A:CLOSE #1:POKE
: > 764,255
:
: Looks way better to me.

I'd suggest dedicating a channel at the beginning of the program, rather
than opening and closing it EVERY TIME. :)

-bill!
nbs@sonic.net
http://www.newbreedsoftware.com/

4600. Re: Connecting Atari Joysticks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <73qspj$7d1$3@ultra.sonic.net>
Source record: 57934

Emmanuel Fernandes (manu@ifdh2.sc.ucl.ac.be) wrote:
: Does anyone know if there exists somewhere in the Net any electronic
: devices which give you the possibility of connecting standard Atari
: Joysticks to the game port of the PC ?

I'm sure there's something like this, as the joystick driver I installed on
my PC (running Linux) has a "Sega-style" driver library... Those are just
pumped-up 2600 controllers, really. (You can use many sega controllers on
the 8-bit... usually vanilla are best.. ie, no turbo, max 3 buttons, etc.)

-bill!
nbs@sonic.net
http://www.newbreedsoftware.com/xlsearch/ <- Atari 8-bit Search Engine!

4601. Re: Pooldisk Too - over 5000 public domain/PD disks and more on a Double CD for $20

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <73quhr$842@freenet-news.carleton.ca>
Source record: 57935

"Gareee" (gareee@worldnet.att.net) writes:
> Is this thing legit? have any of you ordered this?? if so, I'll probably
> order one as well..

I already HAVE one :) Sweet. Get one.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4602. WTB:Bounty Bob Strikes Back Cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <36610794.2402@ccnet.com>
Source record: 57936

```
Jay Colen wrote:
>
> Let me know if you have a Bounty Bob Strikes Back Cart for sale.
> --
> 4Jays Classic Video Games and Old Computers
> Buy/Sell/Trade/Service/Parts
> Atari 2600/5200/7800,Colecovision,Intellivision,
> Odyssey 2,Fairchild,Pongs,Handhelds,Etc
> Commodore 64/128/Amiga and Atari 8bit/16 bit
>
> http://www.ncal.verio.com/~4jays/

--
4Jays Classic Video Games and Old Computers
Buy/Sell/Trade/Service/Parts
Atari 2600/5200/7800,Colecovision,Intellivision,
Odyssey 2,Fairchild,Pongs,Handhelds,Etc
Commodore 64/128/Amiga and Atari 8bit/16 bit

http://www.ncal.verio.com/~4jays/
```

4603. Re: "The Star Raiders Academy" ANTIC article on the Star Raiders Tribute site

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-29 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <36613d60.30358681@news.secoast.net>
Source record: 57937

On 29 Nov 1998 06:47:28 GMT, nbs@sonic.net (William Kendrick) wrote:

>Bishop (dwebster@mediaone.net) wrote:
><snip>
>:
>: Yea, I still have that ANALOG article, it was very thorough. I also
>: have an article titled "Advanced Star Raider Tactics and Strategies"
>: from BYTE magazine (1982). This is a very detailed article too, the
>: author included graphs detailing hyperwarp and Ion engine use. If
>: William Kendrick is interested, maybe I can scan this stuff and send
>: it to him. I also kept some magazines that contain early reviews on
><snip>
>
>
>Yes yes yes! TXT or GIF/JPG would be best for the scans! :) Thanks!
>
>
>-bill!
>nbs@sonic.net
>
Ok, I'll start scanning. I also have an ANALOG interview with Doug
Neubauer that's pretty interesting, I'll dig it out and send it too.

Dave
-----

dwebster@mediaone.net

4604. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <73uls1$s4i$2@ultra.sonic.net>
Source record: 57788

Gareee (gareee@worldnet.att.net) wrote:
<snip>
:
: ballblazer was redone on the PSX, as well as the old ultima games (in
: various forms)
:
<snip>

Reaaally? How'd I miss this one!? Does it have that cool funky music
that always gets stuck in my head when I go to safeway (for some reason)??

-bill!
nbs@sonic.net

4605. Acorn RiscOS

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: Orcom Systemhaus GmbH Wolfen <orcomshw@r-w.de>
Message-ID: <31937ad48%orcomshw@dthielsch.osh.de>
Source record: 57789

There is still another alternativ: RiscOS Computer von Acorn.

http://www.orcom.de
.....
Orcom Systemhaus Wolfen : Leipziger Str. 70 : 06766 Wolfen
Tel.: 03494 695-0 : Fax.: 03494 45164
Kleiner, ist feiner, ist besser: Risc Technologie von Acorn
A GERMAN ACORN DEALER
.....

Detlef Thielsch

4606. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <73ulvl$s4i$3@ultra.sonic.net>
Source record: 57790

Bishop (dwebster@mediaone.net) wrote:
<snip>
:
: I think he meant original Atari 8bit games. Space Invaders,
: Battlezone and Pacman were all coin-op games first that were ported to
: home computer platforms, Atari being the first. I think Pharoah's
: Curse was an Apple game originally (I may be wrong). You may have a
: case with Ballblazer, it did come out first on the 8 bitter.
:
<snip>

Actually, BallBlazer was originally an arcade machine. I saw one of the
first at the reception for the opening of "Indiana Jones & The Temple of Doom"
in San Fran. (That movie freaked me out. I hope Lucas was there to see me
run out of the theatre! ;))

BallBlazer and Rescue and Fractulus both were coin-ops.

Either that or they had 8-bits stuck in coin-op units!!! But, I've never
thought they weren't coin-ops until right now... :)

-bill!
nbs@sonic.net

4607. Re: BOB PUFF

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <73um55$s4i$4@ultra.sonic.net>
Source record: 57791

Alan Sharkis (asharkis@erols.com) wrote:
: Chris, got an ABBUC mailing yesterday that has Bob's new e-mail address
: (nleaudio@nleaudio.com) AND his website URL (http://www.nleaudio.com).
: Sorry I didn't have it when I wrote to you.

You failed to mention the CSS website! :)

(I did a little URL guessing and found it)

http://www.nleaudio.com/css/

I would have been disappointed if Bob hadn't set aside some space for CSS
on his site. :)

-bill!
nbs@sonic.net

4608. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: reynolds@panix.com
Message-ID: <73uord$j90@panix3.panix.com>
Source record: 57792

In article <73s5q2$p6g@bgtnsc01.worldnet.att.net>,
Gareee <gareee@worldnet.att.net> wrote:
>
>I would like to see a 90's version of star raiders, similar to the
>battlezone release earlier this year.. centepede looks interesting, but I
>think they might have missed the ball on the new asteroids.. it should have
>been a full 3d game, like the asteroid sequence in empire strikes back...
>

Battle Sphere from 4Play for the Jaguar is due out real soon now
(there have been problems getting the encryption key to make the
cartridges). Star Raiders is given as the main source of inspiration
for Battle Sphere. You might want to check out rec.games.video.atari
or alt.atari-jaguar.discussion to find out when it is finally
released.

--
Brian Reynolds | "Dee Dee! Don't touch that button!"
reynolds@panix.com | "Oooh!"
http://www.panix.com/~reynolds | -- Dexter and Dee Dee
NAR# 54438 | "Dexter's Laboratory"

4609. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <73up1dnad1@pale-rider.INS.CWRU.Edu>
Source record: 57793

(People loaned Mike Hohman stuff, and didn't get it back.)
I remember someone posting here a long time ago that they
saw a ton of A8 stuff in a storage place.
I could imagine the following:
Mike Hohman was pretty broke, he moved a lot of stuff into
storage, but failed to pay the storage fees. Someone or
a number of people got into the storage, as is common
with 'non-payed' storage and tried to find stuff of value,
I believe it was in California, this storage space.
According to state law, I guess a storage owner can
get at people's stuff if they don't pay fees.
Also, someone may have gotten some kind of legal papers
to get at this stuff.
Anyway, my point is, Mike Hohman's stuff may be long gone,
no hope of anyone recovering stuff.
(Gloomy Gus Russ)

4610. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3671ec09.13341952@news.demon.co.uk>
Source record: 57794

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>By atari bits.. do you mean games that were on the atari originally??

Sorry, yes....meant to say that...
>
>There's already been MUCH better versions of space invaders, battlezone, and
>pacman..

See above!!!
>
>also there was an amiga version of pharoah's curse that had better sound
>effects

NAH!!!!...real improvements..not just sound but graphics AND gameplay.
The last item being the most important feature.
>
>ballblazer was redone on the PSX, as well as the old ultima games (in
>various forms)

Ballblazer was nice but played a bit wobbly. The Rescue on Frac intro
was better tho :)
>
>So what invisable prize do I get?? ;))

Ah but the terms have changed...No chance now!!
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4611. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3672edbd.13778212@news.demon.co.uk>
Source record: 57795

The other Day nbs@sonic.net (William Kendrick) wrote:

>
>BallBlazer and Rescue and Fractulus both were coin-ops.
>
>Either that or they had 8-bits stuck in coin-op units!!! But, I've never
>thought they weren't coin-ops until right now... :)

Are you sure Bill....I am 100% sure they were home versions only..

Btw, MAME has added Spelunker II...Not seen it yet... :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4612. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3673ee09.13853697@news.demon.co.uk>
Source record: 57796

The other Day dwebster@mediaone.net (Bishop) wrote:

>I think he meant original Atari 8bit games.

Yep..

>Really the only two totally original 8bit games that I can think of
>than have not been improved are Star Raiders and Eastern Front. Most
>everything else were multi-platform games.

Didn't see Eastern Front on any other machine but DID see Star raiders
and I thought it was a shallow version of the original.

They can pretty them up all they like but rarely do they tweak the game
play.
>
>Talking about all these great games sure brings back memories.

Methinks the old Rescue on Frac and scary alien pilots thread is looming
:)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4613. Atari BASIC Cart & Book For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: DRT <thealley2@aol.com>
Message-ID: <366309C6.E0CFAA88@aol.com>
Source record: 57797

$10 + shipping.

email if interested at dtietsw@home.net

4614. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <73v34c$6dg@bgtnsc01.worldnet.att.net>
Source record: 57798

Paul Irvine wrote in message <3672edbd.13778212@news.demon.co.uk>...
>The other Day nbs@sonic.net (William Kendrick) wrote:
>
>
>>
>>BallBlazer and Rescue and Fractulus both were coin-ops.
>>
>>Either that or they had 8-bits stuck in coin-op units!!! But, I've never
>>thought they weren't coin-ops until right now... :)
>
>Are you sure Bill....I am 100% sure they were home versions only..
>
>Btw, MAME has added Spelunker II...Not seen it yet... :)
>--
>Paul..

LMK when you find spelunker II.. I was SO much fun to play!!
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4615. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <73v36j$6mr@bgtnsc01.worldnet.att.net>
Source record: 57799

I'm, not sure about the music, but they have it at the local E.B. used for only $12.95.. I was thinking of getting it just because I loved the old game so much...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

William Kendrick wrote in message <73uls1$s4i$2@ultra.sonic.net>...
>Gareee (gareee@worldnet.att.net) wrote:
><snip>
>:
>: ballblazer was redone on the PSX, as well as the old ultima games (in
>: various forms)
>:
><snip>
>
>Reaaally? How'd I miss this one!? Does it have that cool funky music
>that always gets stuck in my head when I go to safeway (for some reason)??
>
>-bill!
>nbs@sonic.net

4616. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <73v38b$6v6@bgtnsc01.worldnet.att.net>
Source record: 57800

Paul Irvine wrote in message

>Ah but the terms have changed...No chance now!!
>--
>Paul..

Grumble Grumble Grumble....

;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4617. Romper Room love my alphabet program disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <73v67hkg1@nnrp1.dejanews.com>
Source record: 57801

Greetings all. To make a long post short, does anyone have a file/atr/pro image of the romper room love my alphabet program? My original didn't fare too well in storage and the commodore side is pitted and I'm worried about it failing alltogether. Every time I load it it seems to take longer and longer and graphic glitches show up. My daughter loves the little ball Max. All my tink tonk programs came through OK and so did juggles and mickey outdoors and spelldiver. UNfortunatly my happy drive is awol so I can't make a copy.. And I never learned how to really use my omnimon (wink wink) for dumping. SO Any help or info would be grreatly appreciated. Thanks Mark P.S. I would be interested in talking to any other parents that think the atari's early educational value is high :)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4618. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: eparent <eparent@reply.here.net>
Message-ID: <366348B7.9DD72C85@reply.here.net>
Source record: 57802

I don't know if the music was the same but the screen shots I saw looked
nothing like the 8-bit version we all know. While I have not played it
I bet it can not compete with the 8-bit version and two human players.

eparent

William Kendrick wrote:
>
> Gareee (gareee@worldnet.att.net) wrote:
> <snip>
> :
> : ballblazer was redone on the PSX, as well as the old ultima games (in
> : various forms)
> :
> <snip>
>
> Reaaally? How'd I miss this one!? Does it have that cool funky music
> that always gets stuck in my head when I go to safeway (for some reason)??
>
> -bill!
> nbs@sonic.net

4619. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <73uqn1$f27@dailyplanet.wam.umd.edu>
Source record: 57803

William Kendrick (nbs@sonic.net) wrote:

: BallBlazer and Rescue and Fractulus both were coin-ops.

: Either that or they had 8-bits stuck in coin-op units!!! But, I've never
: thought they weren't coin-ops until right now... :)

Actually, the two titles were original computer games, not home conversions, etc. Computer Games magazine profiled the Lucasfilm programmers and these upcoming games in their Nov/Dec. '84 issue. Part of the article was describing how they developed the games and George Lucas's input for some of the action and story detail. One of tidbits said Lucas wanted "Ballblazer" to be sort of like Monopoly, in which players could choose the kind of "piece" they would operate on the playing field. But the programmers vetoed Lucas (a rarity!) so both players would have the same advantage.

The article also had a photo of the programmers, and among the elite group was an Atari 800 connected to two 810 disk drives and featured the first screenshot from "Rescue on Fractalus."

Also, a year earlier in the same magazine, it said that the much talked about George Lucas/Atari deal (made in 1982) was about to be launched, and that the first game was, as it was referred to as back then, "a futurisitic baseball game." It was to have been an exclusive for Atari computers.

4620. Re: eastern front

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <73tm4v$3mb$1@news.alphalink.com.au>
Source record: 57872

On 29 Nov 1998 07:20:18 , Ronald A. Laski, Jr. wrote:

>Do you have a method for transferring it to the pc as an .atr or .xfd
>file? Could you be enticed into scanning the manual? (or even selling
>it?) I'd really love to have a copy (as would several others here) :)

This is getting slightly out of hand.

What can I do?

The source files are just text files, so, once I remember how to copy
them from the 800 to the TT, I can mail them to anyone who asks,
(within reason). What's the position with copyright on APX stuff?

The manual (an APX document) is a little trickier. I have a scanner,
but it's only a hand one. The manual is about 16 pages long, so I'd
be looking at about 50-60 IMG files - a little painful but possible.

No, I don't want to sell my copy.

No I don't have a method for making .atr or .xfd files

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

4621. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3662dedf.194905819@news.pressenter.com>
Source record: 57873

On Sun, 29 Nov 1998 16:02:54 -0800, Richard Cortese
<ricortes@worldnet.att.net> wrote:

>Jason Duerstock wrote:
>
>> This sounds more like legitimate grounds for contacting one or more attorney
>> generals than any sort of civil nonsense. Really, what's the difference here
>> between Hohman and Ortman? Both have taken money, and not delivered on
>> product...
>>
>> Jason
>I shouldn't even be here, but...
>
>No, bad idea. Mike isn't a con man at all, took a chance & circumstances
>beyond his control took over.

[stuff snipped]

>This kind of broke his balls. Would have knocked the wind out of my
>sails too. Everything he could do, like the carts, SDX upgrade, Action!,
>etcetera. he did. He just got exhausted by the effort while he was
>trying to integrate everything into a product people would want & didn't
>have a safety net for when he hit the wall.

Okay just a few quick of thoughts:

1. I have no vendetta for Mike.
2. I never got burned on any money.
3. Anybody can make poor business decisions, or get bad luck.
4. All that being said, it is still somewhat unfair to categorize
people pre-paying for a product or products as if they were in reality
offering venture capital. There is a whole different set of rules and
ethics between the two concepts.

Ok nuff' said.

4622. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <73srk4$58e@bgtnsc01.worldnet.att.net>
Source record: 57874

By atari bits.. do you mean games that were on the atari originally??

There's already been MUCH better versions of space invaders, battlezone, and pacman..

also there was an amiga version of pharoah's curse that had better sound effects

ballblazer was redone on the PSX, as well as the old ultima games (in various forms)

So what invisable prize do I get?? ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <3667d968.42835452@news.demon.co.uk>...
>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>
>>>Next you will be wanting an updated Bounty Bob ;)
>>>--
>>>Paul..
>>
>>Yep, I DO!! and I want him 3D, like Montezuma's revenge 3D!! ;))
>
>Gareee....You worry me kind sir...
>>
>>Actually saw that as low as $20 yesterday, but had to get tomb raider III
>>instead...
>
>Please take 10 secs to wonder WHY it's 20 bucks..and then DON'T wonder
>why you purchased TR3...
>>
>>I would like to see a 90's version of star raiders, similar to the
>>battlezone release earlier this year.. centepede looks interesting, but I
>>think they might have missed the ball on the new asteroids.. it should have
>>been a full 3d game, like the asteroid sequence in empire strikes back...
>
>Alternately, I want someone to post some Atari bits that *HAVE* been

>converted to a BETTER game on another platform.
>
>More than 3 wins the best imagination prize in the world :))
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

4623. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3661f995.38973784@news.secoast.net>
Source record: 57875

On 30 Nov 1998 01:15:48 GMT, "Gareee" <gareee@worldnet.att.net> wrote:

>By atari bits.. do you mean games that were on the atari originally??
>
>There's already been MUCH better versions of space invaders, battlezone, and
>pacman..
>
>also there was an amiga version of pharoah's curse that had better sound
>effects
>
>ballblazer was redone on the PSX, as well as the old ultima games (in
>various forms)
>
>So what invisable prize do I get?? ;))
>
>Gary Tabar Jr,

I think he meant original Atari 8bit games. Space Invaders,
Battlezone and Pacman were all coin-op games first that were ported to
home computer platforms, Atari being the first. I think Pharoah's
Curse was an Apple game originally (I may be wrong). You may have a
case with Ballblazer, it did come out first on the 8 bitter.

Really the only two totally original 8bit games that I can think of
than have not been improved are Star Raiders and Eastern Front. Most
everything else were multi-platform games.

Talking about all these great games sure brings back memories.

---

dwebster@mediaone.net

4624. Re: BOB PUFF

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <73t4je$l36@news2.tds.net>
Source record: 57876

On 29 Nov 1998 18:12:54 , Alan Sharkis wrote:
>Chris, got an ABBUC mailing yesterday that has Bob's new e-mail address
>(nleaudio@nleaudio.com) AND his website URL (http://www.nleaudio.com).
>Sorry I didn't have it when I wrote to you.
>
>Alan
>
>chris.davis wrote:
[Snipped]

Chris: Just for info, I've seen this :) (Thanks Alan)

Terry Ross
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://personalpages.tds.net/~tross3 IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

4625. Re: Connecting Atari Joysticks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <73tb0cejv1@nnrp1.dejanews.com>
Source record: 57877

'ello,

i did a conversion on a std atari joystick to use on an ibm back in 88-91 sometime for a UG member to play pc games on his pc (he like the atari stick better than any ibm one he could find.... basically all i did was cut the db9 off and put a db15 in its place and did a little rewiring and two resistors and a push button in the atari jstick (the push button is for the second button ibm jsticks have on them....) worked great. i did alot of little hardware hacks like this for my UG, i loved doing hardware stuff.... eg: took the box from a jstick and put four leds on it so they could be programmed to do all sorts of things (this was originally a diagnostic tool i built for a networking setup i was going to make using the jstick ports.), built a little circuit board to hook up to an atari and any 120v thing to turn it on and off, built an external keyboard for my 800, hacked a 65xe to be used as an external second keyboard to a 130xe, put a 130xe into an ibm mini-tower case and then hacked a 1200xl as an external keyboard, put am internal printer and serial ports in a 130xe, put an internal speaker and amplifier in a 800xl(one UG i belonged to was donated a monitor that was video only no sound output... so i put it all right into the machine, it was funny this was about '91 the UG was PACS (philadelphia area computer society) and they have sigs for many different machines, the members found out the audio amp chip was part number '386' so when it came time for me to demo the machine i had about 25-30 people wanting to see 'the atari 8bit with a 386 in it...' ;') i also had a few other tricks up my sleeve but this post is long enough :')

sloopy.

In article <365D31E4.B4001F0A@ifdh2.sc.ucl.ac.be>,
fernandes@agel.ucl.ac.be wrote:
>
> --------------30B35A71B1E86337802DD8E9
> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
> Hi Everybody!
>
> Does anyone know if there exists somewhere in the Net any electronic
> devices which give you the possibility of connecting standard Atari
> Joysticks to the game port of the PC ? I have seen Rob Funk stuff about
> such a device (quite old : 1984) but the are errors in his device and it
> doesn't work. I am asking this question because I designed my own device
> using some ideas in Funk's device. It works GREAT, and it is much
> simpler than Funk's one. I used it to play, with any Atari 2600 and
> Atari 8bits emulator which supports PC Joysticks, all the classics games
> on the PC with the real controllers ! What it is also interesting is

> that you can even play standard PC games on your PC with Atari Joysticks
> !
>
> If anyone knows about some device (not Funk's one), I will really
> appreciate the information. If anyone is interested in my device, and
> can give the schematics !
>
> Bye,
>
> Emmanuel.
>
> --
> **
> Emmanuel Fernandes Phone : ++32-(10) 45 63 30 (home)
> Institut de Mathematiques ++32-(10) 47 31 75 (offi)
> Universite Catholique de Louvain
> Chemin du Cyclotron, 2
> B-1348 Louvain-La-Neuve
> Belgique (Belgium) E-mail : fernandes@agel.ucl.ac.be
> **
>
> --------------30B35A71B1E86337802DD8E9
> Content-Type: text/html; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4626. trade: Mega ST for 8 Bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: Tony <tony@embeddedmicro.com>
Message-ID: <36622B5D.2C52AEA4@embeddedmicro.com>
Source record: 57878

Is there anyone interested in trading their 8 bit stuff for a 4 Meg Mega ST? The mega works great and had an ADSpeed 16 MHz upgrade installed. This trade would be for the Mega CPU & keyboard only, as I'm using the monitor for my Mega STE.

Tony

4627. Re: JAM arrived (finally)

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <73tq83ore1@guardian.matra.co.uk>
Source record: 57879

The picture quality goes down if you do this though, from what I remember.
Not a great deal, but it's not quite as sharp.

Trystan
>
>Easiest way, get a RCA cable splitter, and plug the PSX and Atari into
>the splitter. Problem is that you can't have them both on at the same
>time.
>

4628. Re: trade: Mega ST for 8 Bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: mikhol74@aol.com
Message-ID: <19981130065455.04936.00000129@ng29.aol.com>
Source record: 57880

>
>Is there anyone interested in trading their 8 bit stuff for a 4 Meg Mega
>ST? The mega works great and had an ADSpeed 16 MHz upgrade installed.
>This trade would be for the Mega CPU & keyboard only, as I'm using the
>monitor for my Mega STE.
>

What kind of 8-bit stuff are you looking for?
Michael Wallace >> Hyborian Mindset Barbarian Productions <<

The problem with the world today is that everyone is a few drinks behind.
--Humphrey Bogart

4629. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <36628a42.60456405@news.pipeline.com>
Source record: 57881

Richard,

It's really starting to piss me off that people are still trying to
defend a CROOK like Mike Hohman. You talk about challenging the amount
anybody lost to him, here's a list:

Atari prototype XC1411 color monitor $250
(2) Atari 1090XL Ram boards $???
Atari Video Music $???
Several Atari PC's $???
Bit 3 80-column board $???
(2) pieces of software $???
(Jawbreaker & Mousekattack)
$100 shipping on 2 different occasions $200

That's $450 in cash plus items thast I lent him, or he owes me for
stuff I traded to him. How do you put a price on those? Are you
willing to make amends on his behalf as you intimated below?
I'd be more than happy to spend 2 months getting this resolved let
alone 2 minutes!

Sorry, but I think I have a right to hold a grudge.

John
jhardie@pipeline.com
www.atarihq.com

Richard Cortese <ricortes@worldnet.att.net> wrote:

>OK, but I think one of the things Bob Klass challenged was the amount
>anybody lost to Mike. For instance, if Jason says I ordered xyx for $$$,
>then we can get a handle on it. I know $1 is as bad as $1,000 but at
>least we can get some handle on exactly what happened.
>
>If he ordered an Action! cart he didn't get, I will send him my spare to
>make him happy<ier>. I still have a bunch of sio2pc cables laying around
>from when I was prototyping them, I will send him one or two of those.
>
>Do you see what I am trying to get at? Resolution so we can move on. Why
>hold a grudge? There is no reason to fight amongst a fan base, which is
>one of the major reasons why I left this damn group after my sio2pc/APE
>cable work.
>
>Giving full credit to Nick for his original work, I would argue that my
>1489/75188/14C89 cable designs are by any measure some of the most
>successful designs for the Atari in terms of number of devices or even

>dollar amount sold, but the pettiness in this newsgroup caused me to
>take a multiple year hiatus from it. I do this for fun & a lot of the
>clowns in here just suck the fun right out of it.
>
>I am really too busy in real life to get back into soldering, but I
>think I can pretty much put in a few minutes to get things set right.
>
>It never ceases to amaze me how people will hold grudges forever, but
>will not spend 2 mintutes getting them resolved.

4630. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3662998E.EF12F2D6@erols.com>
Source record: 57882

Please excuse the extensive quoting. I wonder if What Mr. Cortese wrote is one man's opinion, or something closer to the facts than that.

I bought an upgrade for the SDX and registered Sparta 3.2F (which got me another copy of the manual) just shortly after FTe's beginnings. They were delivered promptly. I even got a long-distance phone call from the guy! FTe seemed full of promise in those days, but the promises flew so fast that my take on the situation after that was more like Mr. Hohman overextended himself.

It would be sad to have one superb product like SIO2PC (compounded, if you will, by the development of A.P.E.) blamed for what many see as Mike's disappearing with a lot of money and orders that were never filled.

What troubles me more is that I've also heard that Mike borrowed equipment from some people and never returned it. There's no excuse for that.

And now that others are again advocating for legal action, I believe it's time that Mike Hohman, wherever he is, make a statement of intent. We've heard theories of why he went underground. We've heard hints from reputable sources that he will re-emerge when he has something to deliver. Forgiveness and/or retribution are matters for those who have been wronged by him. I'm not in that category, although I see their point of view all too well. But this community needs all of its potential resources and talent.

Richard Cortese wrote:
>
> Jason Duerstock wrote:
>
> > This sounds more like legitimate grounds for contacting one or more attorney
> > generals than any sort of civil nonsense. Really, what's the difference here
> > between Hohman and Ortman? Both have taken money, and not delivered on
> > product...
> >
> > Jason
> I shouldn't even be here, but...
>
> No, bad idea. Mike isn't a con man at all, took a chance & circumstances
> beyond his control took over.
>
> For one thing, just look at the ICD product line he bought. The big
> sellers were MIO, US Doubler, SDX, PR:Connection. IIRC, what happened
> was about the same time Mike purchased the rights to these products, the

> SIO2PC cable came out making 90% of the ICD stuff less then cost
> effective. Just read the message base, whenever someone talks about
> storage, 90% of the time the answer is "sio2pc". As far as the
> PR:Connection, it used a proprietary Rockwell CPU so the idea of doing
> another production run in the quatities required is out of the question,
> not to mention a lot of functionallity is provided by APE.
>
> This kind of broke his balls. Would have knocked the wind out of my
> sails too. Everything he could do, like the carts, SDX upgrade, Action!,
> etcetera. he did. He just got exhausted by the effort while he was
> trying to integrate everything into a product people would want & didn't
> have a safety net for when he hit the wall.

4631. Re: Video61's Solitaire Release

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <3662AD27.F3D27A99@erols.comX>
Source record: 57883

Without Lance I wouldnt have one of my favorite 80's games on my XE - Star Gate!

Thanks Lance!

Anyone know when Xenophobe will be released?

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

BobKlaas wrote:

> I know most of the group does not know Lance of Video61, but just to
> enlighten you a little. He has supported the Atari 8-bit community for
> many years since the early 80's and it is his sole income. He has items
> not available else were but still available.
>
> He would not go to an IBM platform to support our needs, stayed
> dedicated to the Atari 8-bit, even though he could not reach many
> users. WebTV came out and he finally relented, purchased the darn thing
> and is now available, support him as he has in the past and will in the
> future support you and your computing efforts. He doesn't handle
> vaporware, and has programers ready to take on a challenge, and produce.
>
> I know of a few projects they are working on and you as the Atari
> community will welcome the new products. I released BBS Express!
> Professional to Lance as I know he will modify it to your benefit.
>
> But don't sell him short here, as he is/will be working on new items to
> benifet all, myself included.
>
> bob

4632. Re: HELP!:800xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: Jason Hedrick <Terrance.J.Hedrick@DaytonOH.NCR.COM>
Message-ID: <uVc8H9GH#GA.147@rpc1284.daytonoh.ncr.com>
Source record: 57884

Jason wrote in message <365DC488.671F0306@datascan-inc.com>...
>Hello all my Atari friends,
>
>I was in a junk store about a week ago and ran across 1(600xl),1(800xl),
>amd 2 1200xl's. Plus 14 various carts and some printers that work great
>after a good cleaning. I got them all for $7 and took them home.
>
>All of them work but listen to this, I made a DIN power plug for the 600
>and 800xl (5volts needed) and took one of my old PC power suplies and
>hooked it up and BOOM, they both work great.
>
>Well, stupid me, I took the 800xl apart and was cleaning up some old
>dirt and rust inside. I hooked up the power again but this time instead
>of the +5v I did the +12v.
>
>Now I only had it on for about 6sec's before I relized my screw up and
>turned it off. The memory chips are insanly hot. After a cool down, I
>hooked back up to 5+V's and no display but the memory chips still get
>HOT to the touch.
>
>I do know quite a bit about electronics and have many IC ref. books.
>Does ANYBODY know if the mem chips are suposed to get 5+v TTL to them.

The answer is yes. You should be getting +5V to the RAM chips. I could be
terribly wrong on this, but I don't know of much of anything internally on
the 800XL that uses the +12V other than the I/O.

>That's what I'm getting right now. I was thinking about using the chips
>out of the 600xl to see if that works.

This probably won't work. The 600XL uses different memory chips unless it's
had some kind of internal 64K upgrade.

>All the other chips, CPU,ANTIC
>etc. just get alittle warm and is drawing normal current.
>
>Or has anybody done this before and recovered from it?
>
>Any help would be apriciated.
>
>Thanks,
>Jason
>

Jason Hedrick (!)

4633. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981130115459.21310.00000162@ng-cb1.aol.com>
Source record: 57885

Actually,

What would have been nice and I'm really surprised that ICD or CSS or Fine Tooned didn't do this, infact noone did it except Atari who never sold the product was to just come out with an expansion box and then one by one, release cards for it, it would have truly given the hobby a great shot in the arm is like ICD came along, sold an expansion box, then sold a SCSI card, then a Parallel/Serial, Z-80 and so forth just like Atari had planned, thats what the XL/XE systems really needed, yes the MIO and Black Box are great, but they add to the clutter behind the keyboard and make for a bit of a messy solution, an expansion box that you could have placed your monitor ontop of and perhaps had a space or two for a disk drive/hard drive would have been nice. Maybe someone should consider that, perhaps even look into doing a small 80286 or 80386 standalone computer (or using an existing one) and placing it into the box with a boot rom to boot up APE or PROSystem, then you'd have a nice little box for using floppy, hard disk, parallel, serial and so forth. Its an idea...

Curt

Curt Vendel
webmaster@atari-history.com

The Atari Historical Society
"Your #1 Internet Source for Atari History and Information"
http://www.atari-history.com

4634. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: Richard Cortese <ricortes@worldnet.att.net>
Message-ID: <3662D97D.2640@worldnet.att.net>
Source record: 57886
Body handling: HTML body converted to readable text

John Hardie wrote:
>
> Richard,
>
> It's really starting to piss me off that people are still trying to
> defend a CROOK like Mike Hohman. You talk about challenging the amount
> anybody lost to him, here's a list:
>
> Atari prototype XC1411 color monitor $250
> (2) Atari 1090XL Ram boards $???
> Atari Video Music $???
> Several Atari PC's $???
> Bit 3 80-column board $???
> (2) pieces of software $???
> (Jawbreaker & Mousekattack)
> $100 shipping on 2 different occasions $200
>
> That's $450 in cash plus items thast I lent him, or he owes me for
> stuff I traded to him. How do you put a price on those? Are you
> willing to make amends on his behalf as you intimated below?
Sure, I can't respond with exact equivalents for rare equipment, but how
about something like [4 1050s, 10
sio2pc cables, 1200xl with Omnimon]?

4635. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-11-30 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <73ulml$s4i$1@ultra.sonic.net>
Source record: 57887

Jack H. Lee (eplicon@wam.umd.edu) wrote:
<snip>
:
: SRII is certainly flashier than its predecessor, and had better graphics
: and cool explosions, etc., but it lacked some of the spark and required
: strategy thinking that made the original fun and challenging.

It didn't just lack spark. It lacked playability. Who coded the controls?
I feel like my joystick's made of lead when I play that thing! :)

-bill!
nbs@sonic.net

4636. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <36634a58.14002849@news.secoast.net>
Source record: 57804

On 30 Nov 1998 17:51:49 GMT, nbs@sonic.net (William Kendrick) wrote:

>
>Actually, BallBlazer was originally an arcade machine. I saw one of the
>first at the reception for the opening of "Indiana Jones & The Temple of Doom"
>in San Fran. (That movie freaked me out. I hope Lucas was there to see me
>run out of the theatre! ;))
>
>BallBlazer and Rescue and Fractulus both were coin-ops.
>
>Either that or they had 8-bits stuck in coin-op units!!! But, I've never
>thought they weren't coin-ops until right now... :)
>
>-bill!
>nbs@sonic.net

I don't remember those games being coin-op, but then again, after Star
Raiders I never went back into the arcades..

dw
-----

dwebster@mediaone.net

4637. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <73vlha$dmd@bgtnsc01.worldnet.att.net>
Source record: 57805

They were never in the arcades... I remember our atari rep showing off the
new babies that were coming out, and we fell off our chairs when we saw the
alien in fractalus...serves me right for useing bar stools at the time..
LOL!!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Bishop wrote in message <36634a58.14002849@news.secoast.net>...
>On 30 Nov 1998 17:51:49 GMT, nbs@sonic.net (William Kendrick) wrote:
>
>>
>>Actually, BallBlazer was originally an arcade machine. I saw one of the
>>first at the reception for the opening of "Indiana Jones & The Temple of
Doom"
>>in San Fran. (That movie freaked me out. I hope Lucas was there to see
me
>>run out of the theatre! ;))
>>
>>BallBlazer and Rescue and Fractulus both were coin-ops.
>>
>>Either that or they had 8-bits stuck in coin-op units!!! But, I've never
>>thought they weren't coin-ops until right now... :)
>>
>>-bill!
>>nbs@sonic.net
>
>I don't remember those games being coin-op, but then again, after Star
>Raiders I never went back into the arcades..
>
>dw
>-----
>
>dwebster@mediaone.net

4638. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981130215955.01833.00000216@ng-fu1.aol.com>
Source record: 57806

Actually,

I'm the one who went through Mike Holmans stuff when he didn't pay his storage fee's. The equipment was moved to a computer junk dealer, I was contacted, flew out to CA. Went through almost 100 boxes which contained mostly musician magazines and rolls of OSS labels. A few boxes of ICD PR: connections, some game, a lot of Commodore stuff like a few PET's, some SX-64's, a TI 99/4a with expansion box, 2 Apple Lisa's, some Sony MSX stuff, more magazines, blank cartridge cases, some Atari service manuals and a Bell & Howell plexiglass Apple][e. Also a few crates of MIO casings, but no MIO's, no MARS-8's, nothing. I found a box of personal items like a Wells Fargo checkbook, some photo's and other personal items. After spending an entire day going through everything, if Mike Holman did do any work on the MARS-8, the MIO 2 or any other projects, they weren't evident in the contents taking from the storage space. Oh! Almost forgot, 4 huge pallettes of ICD books, all left out in the rain outside of the computer junk place, so they were all ruined. So if Mike was or is working on anything, the stuff from his storage space showed 0% signs any work being done.

Curt

Curt Vendel
webmaster@atari-history.com

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"Your #1 Internet Source for Atari History and Information"
http://www.atari-history.com

4639. Yet another Atari 810 disk emulator...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <af18l9xc.fsf@erols.com>
Source record: 57807

Hi,

After a while of on and off work, I finally have an 810/815 disk
emulator for Windows 95/NT. It provides a GUI, but does not
support P:, R: type stuff at this time, nor does it support
disk protection schemes or non-810/non-815 style disks.

Basically, its a convient way of getting your data off floppies,
and it doesn't require DOS.

It uses a normal SIO2PC cable (actually I built my own, but
the pinouts are the same so it should work OK).

The program is released via GNU and is free. The following
links point to various pieces. No homepage at this point,
(I'm lazy...)

www.erols.com/menkesjg/AtariServerSrc.zip - Source Only
www.erols.com/menkesjg/AtariServerApp.zip - Executable only
www.erols.com/menkesjg/AtariServer.doc - Docs in Word 6 format.

I'm interested in adding TCP/IP support to it, so with
a bit of work writing a handler for the Atari, it can
gain access to the internet. Of somewhat lesser interest
(to me) is adding support for copy protection schemes/
other devices. I would be very happy to work with others
in enhancing this program, however I feel strongly it
should remain under the GNU License.

Thanks,

Gregm

(replace nospam with menkesjg for email)

4640. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7404tp$37s$1@ultra.sonic.net>
Source record: 57808

Brian Reynolds (reynolds@panix.com) wrote:
: In article <73s5q2$p6g@bgtnsc01.worldnet.att.net>,
: Gareee <gareee@worldnet.att.net> wrote:
: >
: >I would like to see a 90's version of star raiders, similar to the
: >battlezone release earlier this year.. centepede looks interesting, but I
: >think they might have missed the ball on the new asteroids.. it should have
: >been a full 3d game, like the asteroid sequence in empire strikes back...

Unfortunately, a zillion more people have heard of Centepede, Frogger and
Battlezone than have heard of Star Raiders. I'd be surprised if Hasbro
bothered doing something like this. (Sounds like what you were hoping for.)

: Battle Sphere from 4Play for the Jaguar is due out real soon now
: (there have been problems getting the encryption key to make the
: cartridges). Star Raiders is given as the main source of inspiration
: for Battle Sphere. You might want to check out rec.games.video.atari
: or alt.atari-jaguar.discussion to find out when it is finally
: released.

I haven't looked at their site in a few days. When (IF!) that game comes
out is when I'm going to actually bother buying a Jaguar. I like my
PlayStation for the most part. :) But BattleSphere sounds like an excellent
excuse.

On the other hand, there's Colony Wars for the PSX and PC which has been
making me pee my pants when the commercial comes on. :) Anyone know
anything about this? How does IT stand up to the original Star Raiders?

-bill!
nbs@sonic.net
http://www.newbreedsoftware.com/

4641. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <740542$37s$2@ultra.sonic.net>
Source record: 57809

Paul Irvine (mclane@dellos.demon.co.uk) wrote:
: The other Day nbs@sonic.net (William Kendrick) wrote:
:
:
: >
: >BallBlazer and Rescue and Fractulus both were coin-ops.
: >
: >Either that or they had 8-bits stuck in coin-op units!!! But, I've never
: >thought they weren't coin-ops until right now... :)
:
: Are you sure Bill....I am 100% sure they were home versions only..

I was there, dude! :) I remember clearly walking up to it and staring at
it. :) Again, I can't guarantee they weren't 8-bits in coin-op clothing. :)

-bill!

4642. Re: PAL-NTSC Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <3663A156.5C98B706@bigfoot.com>
Source record: 57810

I used a PAL multysystem TV to connect an NTSC Atari and it was working fine.

almost all of the new Tv's in Europe are Multysystem Ready,

Regards,
Nir Dary

ndary@bigfoot.com

rwoolley@postoffice.pacbell.net wrote:

> No, the PAL upgrade that Nir did was to convert out NTSC machine to run 50hz
> PAL software - it did not make our machines into PAL systems. Sorry....
>
> Nir is on this group - scan the messages.
>
> Bob
>
> Emmanuel Fernandes wrote:
>
> > Hi everybody!
> >
> > Looking there in the Net (and in the Web sites dediacted to Atari) I
> > found very little information about the PAL-NTSC upgrade of Nir Dary.
> > Does anyone knows how to contact him ? Does anyone know where to find
> > precise infrmation in such upgrade ??
> >
> > I live in Belgium where our TV use the PAL system. I have an 800XL
> > from USA (with NTSC system). Is Nir device the correct device to solve
> > my problem and use my Atari with PAL TVs ?
> >
> > Thanks for the information.
> >
> > Emmanuel F.

4643. Re: Yet another Atari 810 disk emulator...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7406vh$t6s@freenet-news.carleton.ca>
Source record: 57811

Greg Menke (nospam@erols.com) writes:
> Hi,
>
> After a while of on and off work, I finally have an 810/815 disk
> emulator for Windows 95/NT. It provides a GUI, but does not

Well done. Didn't try it but the interface looks good.

> I'm interested in adding TCP/IP support to it, so with

I am also interested in TCP/IP forwarding for Ape98. If anyone writes an
Atari client please let me know, I will be happy to contribute some source.

Seems like a zero-overhead connection oriented, and a broadcast/listen (UDP) mode
would be a good start. Say just return uncompressed packets to the Atari
as serial data w/ a fixed packet size and small source address header?

One more packet for a connections list would be useful too.

Accept the same uncompressed packets and you have a simple protocol that
any programmer could use within programs, or say via small N: driver.

> for instance APE is a DOS program which should not be run under Windows.

Could you elaborate on that a little? You might be suprised to find out that
there are fewer barriers in a Win32 DOS box between the comm hardware and
the application, than there are when running a Win32 app.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4644. 800XLDJ <-> SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: "Marius Diepenhorst (pokey)" <pokey@dds.nl>
Message-ID: <01be1d12$ecb2a4e0$47e79fc2@default>
Source record: 57812

Joho!

A few days ago I found a very GREAT SUPERB program named 800XLDJ on the internet. On my MEGA STE and MAGIC os it runs great.

It's a program like ape/sio2pc running on ATARI ST, emulating your atari hardware.

There is one great problem:

the diskformat (*.di) seems to be incompatible with .ATR/.XFD images....

Does anyone know a converter or having a solution for this problem.

Thanx

MArius

4645. Atari-RGB Monitor connection

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: Emmanuel Fernandes <manu@ifdh2.sc.ucl.ac.be>
Message-ID: <3663C819.3B601E79@ifdh2.sc.ucl.ac.be>
Source record: 57813

Hi Everybovy!

I need some help. I have an Atari 130XE and a Phillips RGB monitor.
I know it is possible to conect the
Atari to the RGB Monitor, but the output jack on the Atari is a DIN 5
pins jack. In my monitor, I have
three possibilities : a TTL RGB Input, but it is a DIN 8 pins jack
(grrrr!!!), a typical (European) Scart jack, and two
jacks (RF like), one for video and one for audio.

Can anybody know what to do ?

Thanks for the information

Bye!

Emmanuel F.

--
****
Emmanuel Fernandes Phone : ++32-(10) 45 63 30 (home)
Institut de Mathematiques ++32-(10) 47 31 75 (offi)
Universite Catholique de Louvain
Chemin du Cyclotron, 2
B-1348 Louvain-La-Neuve
Belgique (Belgium) E-mail : fernandes@agel.ucl.ac.be
****

4646. Re: ZIP Drive & Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <740u1e$1vd$1@nets3.rz.RWTH-Aachen.DE>
Source record: 57814

In article <73msps$dn6$1@newsreader3.core.theplanet.net>,
chris_davis@atari.freeserve.co.uk says...
>
>I am trying to connect a SCSI ZIP Drive to my Black Box, and get them to
>talk to each other. Apparently, MATHY VAN NISSELROY has succeeded. If you
>are out there, please help.
>Chris Davis

Howdy Chris

I did. Unfortunately, classes start in 10 minutes (I picked up my education
and am now studiing Mechanical ENgineering.) and it's approx a 10 minute walk.
If I haven't sent you a reply by then, please send me some email next week.

CU Mathy van Nisselroy

BTW you need a parity pal, 15 bucks, CSS. Will go into detail later.

4647. Re: Yet another Atari 810 disk emulator...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wkd8637pih.fsf@pop.erols.com>
Source record: 57815

ai123@FreeNet.Carleton.CA (Steven J. Tucker) writes:

> Greg Menke (nospam@erols.com) writes:
> > Hi,
> >
> > After a while of on and off work, I finally have an 810/815 disk
> > emulator for Windows 95/NT. It provides a GUI, but does not
>
> Well done. Didn't try it but the interface looks good.

Thanks! I know its pretty basic, nothing like as comprehensive as
APE, but it is fun to work with. I like the disk selection dialog
the best. I have 169 floppies copied to disk images and this
screen makes it LOTS easier to find a given program.

>
> > I'm interested in adding TCP/IP support to it, so with
>
> I am also interested in TCP/IP forwarding for Ape98. If anyone writes an
> Atari client please let me know, I will be happy to contribute some source.
>
> Seems like a zero-overhead connection oriented, and a broadcast/listen (UDP) mode
> would be a good start. Say just return uncompressed packets to the Atari
> as serial data w/ a fixed packet size and small source address header?
>
> One more packet for a connections list would be useful too.
>
> Accept the same uncompressed packets and you have a simple protocol that
> any programmer could use within programs, or say via small N: driver.

I was thinking along the lines of making the PC something of a proxy, using
N:, where the desired address and port is supplied via the filename. Granted
the SIO is block oriented, but the PC could "blockify/unblockify". I was
thinking only of TCP at the moment, although UDP is conceptually a bit easier
to envision. If TCP were implemented this way, FTP/Telnet/HTTP/email/ whatever
clients could be written for the Atari without a lot of change to the "normal"
sockets based architecture. This also allows several concurrent connections.

If the ICMP/DNS overhead were dealt with by the PC, the Atari is left to
transmitting the desired address/port to the PC, which opens the socket and
relays the socket level data to the Atari. This would be a little easier
than a primitive sockets API for the Atari itself.

I think I know how I'd like to approach it on the Atari side- I guess a $600
AUTORUN driver is a good start, at least Asm/Ed will make that easier. If
the smarts can be kept in the PC, the Atari driver can be small.

There are some finer details such as dealing with the connection oriented
issues, the PC will keep the sockets open of course, but the Atari has to
be able to close them so the PC can also. Since IOCBs are used via N:,
maybe the PC holds the socket open until the Atari closes the IOCB,
reboots, or re-opens the IOCB. As far as compression goes, do you have
any ideas on a low overhead algorithm for the Atari side?

All I need is time... Stupid jobs keep you from the fun stuff.

>
> > for instance APE is a DOS program which should not be run under Windows.
>
> Could you elaborate on that a little? You might be suprised to find out that
> there are fewer barriers in a Win32 DOS box between the comm hardware and
> the application, than there are when running a Win32 app.

I admit my comment is mostly taken from a somewhat cursory read of your webpages.
From personal experience timing sensitive DOS programs tend to suffer from
inaccurate timing under Windows- but thats a general observation. A given app might
or might not have problems on a given system, or with a given CPU speed for that
matter. I will certainly defer to your experience here, my comment was induced.

My approach was to use only the Win32 services, so there is no hardware access
at all. Consequently it runs fine under NT without resorting to
screwball drivers. The problem is, you get undefined latency and a truly obnoxious
and confusing API to deal with- and it makes it impossible (I think) to grab the
COMMAND level as the header is received because I don't read each character
individually.

Thanks!

Gregm

4648. Reparing my Atari XE game system

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: gengiskanhg@hotmail.com
Message-ID: <741crt$rb9$1@nnrp1.dejanews.com>
Source record: 57816

I have an ATARI XE game SYSTEM out of services for 5 years.
In the monitor (a TV) only can be see TRASH, There isn't complete
response to the keyboard. Somebody tell me, it was a CHIP, but I don't
have any tecnical manual, so I can't do anything.

In my old city there isn't any service for the ATARI.
Now I live in Mexico City, I wan't to know where can I go for repair my
ATARI or where can I get information about this problem.

Thank you for your help!!!

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4649. Re: Atari-RGB Monitor connection

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981201094939.694E-100000@vtn1>
Source record: 57817

You can't get RGB out of a stock XL or XE but there's probably
no reason you couldn't run the video and audio outputs to the
monitor. All you need is a DIN-5 to phono jack converter.
Looking into the port, the Atari outputs are:

```
__ __
/ |__| \ Try and imagine this is a circular jack <grin>
| 3 1 | Pins are: 1. Composite Luminance
| 5 4 | 2. Ground
\__2__/ 3. Audio
4. Composite Video
5. Composite Chroma
```

On Tue, 1 Dec 1998, Emmanuel Fernandes wrote:

> Hi Everybovy!
>
>
> I need some help. I have an Atari 130XE and a Phillips RGB monitor.
> I know it is possible to conect the
> Atari to the RGB Monitor, but the output jack on the Atari is a DIN 5
> pins jack. In my monitor, I have
> three possibilities : a TTL RGB Input, but it is a DIN 8 pins jack
> (grrrr!!!), a typical (European) Scart jack, and two
> jacks (RF like), one for video and one for audio.
>
> Can anybody know what to do ?
>
> Thanks for the information
>
>
> Bye!
>
>
> Emmanuel F.
>
>
>
>
> --
> **
> Emmanuel Fernandes Phone : ++32-(10) 45 63 30 (home)
> Institut de Mathematiques ++32-(10) 47 31 75 (offi)
> Universite Catholique de Louvain
> Chemin du Cyclotron, 2
> B-1348 Louvain-La-Neuve

> Belgique (Belgium) E-mail : fernandes@agel.ucl.ac.be
> **
>
>
>
>
>

4650. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: reynolds@panix.com
Message-ID: <741bhi$e9o@panix3.panix.com>
Source record: 57818

In article <7404tp$37s$1@ultra.sonic.net>,
William Kendrick <nbs@sonic.net> wrote:
>Brian Reynolds (reynolds@panix.com) wrote:
>: Battle Sphere from 4Play for the Jaguar is due out real soon now
>: (there have been problems getting the encryption key to make the
>: cartridges). Star Raiders is given as the main source of inspiration
>: for Battle Sphere. You might want to check out rec.games.video.atari
>: or alt.atari-jaguar.discussion to find out when it is finally
>: released.
>
>I haven't looked at their site in a few days. When (IF!) that game comes
>out is when I'm going to actually bother buying a Jaguar. I like my
>PlayStation for the most part. :) But BattleSphere sounds like an excellent
>excuse.
>

Heh. I bought my Jaguar a while ago when Kay Bee had them in
anticipation of Battle Sphere.

>On the other hand, there's Colony Wars for the PSX and PC which has been
>making me pee my pants when the commercial comes on. :) Anyone know
>anything about this? How does IT stand up to the original Star Raiders?
>

Check Deja News for the newsgroups I mentioned previously. There was
a recent discussion among the developers of Battle Sphere and others
as to the merits of Colony Wars (I think), the Star Wars based gaems
(X-Wing, Tie Fighter), other console based space games, and Star
Raiders.

--
Brian Reynolds | "Dee Dee! Don't touch that button!"
reynolds@panix.com | "Oooh!"
http://www.panix.com/~reynolds | -- Dexter and Dee Dee
NAR# 54438 | "Dexter's Laboratory"

4651. Re: Romper Room love my alphabet program disk

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <741g5dudp1@nnrp1.dejanews.com>
Source record: 57819

Joy Joy I found my happy. After jumping through hoops sector copying a happy sys disk from an atr I now have my happy functioning :)

Mark

In article <73v67hkg1@nnrp1.dejanews.com>,
8bitz@my-dejanews.com wrote:
> Greetings all. To make a long post short, does anyone have a file/atr/pro
> image of the romper room love my alphabet program? My original didn't fare
> too well in storage and the commodore side is pitted and I'm worried about it
> failing alltogether. Every time I load it it seems to take longer and longer
> and graphic glitches show up. My daughter loves the little ball Max. All my
> tink tonk programs came through OK and so did juggles and mickey outdoors and
> spelldiver. UNfortunatly my happy drive is awol so I can't make a copy.. And
> I never learned how to really use my omnimon (wink wink) for dumping. SO Any
> help or info would be grreatly appreciated. Thanks Mark P.S. I would be
> interested in talking to any other parents that think the atari's early
> educational value is high :)
>
> ------------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4652. UNIX for 6502....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <912538956.12494.0.rover.d4ee0f47@news.demon.nl>
Source record: 57820

Hi to all,

I looked around on the internet and found a UNIX developed for C64.

http://hld.c64.org/poldi/lunix/lunix.html

Maybe somebody could translate the source to 8-bit, there was written that
most things where done in SMALL-C.
This OS is being able to ping (TCP/IP) so it's a start to do some internet
access on 8-bit...

Gtx,
Sysop*TXG

4653. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <366435f6.572957@news.demon.co.uk>
Source record: 57821

The other Day nbs@sonic.net (William Kendrick) wrote:

>: Are you sure Bill....I am 100% sure they were home versions only..
>
>I was there, dude! :) I remember clearly walking up to it and staring at
>it. :) Again, I can't guarantee they weren't 8-bits in coin-op clothing. :)
>
>-bill!

Aha...Most likely!!
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4654. New Atari User #85, Autumn 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0112981434400001@macmcurrent.library.carleton.edu>
Source record: 57822

Arrived at my place the other day.

I'm not sure whether they're still taking new subscriptions, but here's
the info on this issue anyway.

Page 6 Publishing's NEW ATARI USER Issue 85 - Autumn 1998

'The Magazine for the Dedicated Atari User' ISSN 0958-7705

Features
A Short History of Computers / Austin Hillman
User vs Programmer / Joel Goodwin
Journey Into CyberSpace / John S Davison

Programming
Super File Reader / James Austin
Supercircles / Joel Goodwin
League Table / John Foskett
Automatic Programming / H S Wood
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Vendor: PD/freeware/shareware
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
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Elsewhere (Surface) #17.00 #32.00
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--
Michael Current, mailto:mcurrent@carleton.edu

8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4655. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36645C08.5A651377@arn.net>
Source record: 57823

They prolly were 8-bits in Coin-Op clothing or specially made coin-ops
for that event. Since both of those games are made by Lucas Arts, they
prolly thought, "Hey, let's plug our new games and make a buck at the
same time!".

Laters,

antbaker@arn.net

William Kendrick wrote:
>
> Paul Irvine (mclane@dellos.demon.co.uk) wrote:
> : The other Day nbs@sonic.net (William Kendrick) wrote:
> :
> :
> : >
> : >BallBlazer and Rescue and Fractulus both were coin-ops.
> : >
> : >Either that or they had 8-bits stuck in coin-op units!!! But, I've never
> : >thought they weren't coin-ops until right now... :)
> :
> : Are you sure Bill....I am 100% sure they were home versions only..
>
> I was there, dude! :) I remember clearly walking up to it and staring at
> it. :) Again, I can't guarantee they weren't 8-bits in coin-op clothing. :)
>
> -bill!

4656. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36645E70.BD5FB926@arn.net>
Source record: 57824

Umm..well, that's a good idea and all but you wanna hear something scary? You just described making an Atari 8-bit into an old-style IBM clone. Hell, why not just stick a PII or PPC G3 in that bad boy w/ that line of thinking! LOL..j/k (hell, if that happened, PacMan would be a God because he would be moving so fast the ghosts wouldn't even screw w/ him).

Laters,

antbaker@arn.net

Cvendel wrote:
>
> Actually,
>
> What would have been nice and I'm really surprised that ICD or CSS or Fine
> Tooned didn't do this, infact noone did it except Atari who never sold the
> product was to just come out with an expansion box and then one by one, release
> cards for it, it would have truly given the hobby a great shot in the arm is
> like ICD came along, sold an expansion box, then sold a SCSI card, then a
> Parallel/Serial, Z-80 and so forth just like Atari had planned, thats what the
> XL/XE systems really needed, yes the MIO and Black Box are great, but they add
> to the clutter behind the keyboard and make for a bit of a messy solution, an
> expansion box that you could have placed your monitor ontop of and perhaps had
> a space or two for a disk drive/hard drive would have been nice. Maybe
> someone should consider that, perhaps even look into doing a small 80286 or
> 80386 standalone computer (or using an existing one) and placing it into the
> box with a boot rom to boot up APE or PROSystem, then you'd have a nice little
> box for using floppy, hard disk, parallel, serial and so forth. Its an
> idea...
>
> Curt
>
> Curt Vendel
> webmaster@atari-history.com
>
> The Atari Historical Society
> "Your #1 Internet Source for Atari History and Information"
> http://www.atari-history.com

4657. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3664602E.4B4B679F@arn.net>
Source record: 57825

Hello,

Who's Mike Hohman? Also, why did you let him "borrow" vaporware like
that w/o getting some sort of "insurance" in case something like you
described happens? Maybe it's because us Atari people are trusting in
the fact that since we are all in it to keep the Atari dream alive, we
don't stop and think that SOME (very little but some) Atari folks would
stab us in the back.

I know I prolly answered my own question but I would like to hear your
answer anyway.

Laters,

antbaker@arn.net

John Hardie wrote:
>
> Richard,
>
> It's really starting to piss me off that people are still trying to
> defend a CROOK like Mike Hohman. You talk about challenging the amount
> anybody lost to him, here's a list:
>
> Atari prototype XC1411 color monitor $250
> (2) Atari 1090XL Ram boards $???
> Atari Video Music $???
> Several Atari PC's $???
> Bit 3 80-column board $???
> (2) pieces of software $???
> (Jawbreaker & Mousekattack)
> $100 shipping on 2 different occasions $200
>
> That's $450 in cash plus items thast I lent him, or he owes me for
> stuff I traded to him. How do you put a price on those? Are you
> willing to make amends on his behalf as you intimated below?
> I'd be more than happy to spend 2 months getting this resolved let
> alone 2 minutes!
>
> Sorry, but I think I have a right to hold a grudge.
>
> John
> jhardie@pipeline.com
> www.atarihq.com
>
>

> Richard Cortese <ricortes@worldnet.att.net> wrote:
>
> >OK, but I think one of the things Bob Klass challenged was the amount
> >anybody lost to Mike. For instance, if Jason says I ordered xyx for $$$,
> >then we can get a handle on it. I know $1 is as bad as $1,000 but at
> >least we can get some handle on exactly what happened.
> >
> >If he ordered an Action! cart he didn't get, I will send him my spare to
> >make him happy<ier>. I still have a bunch of sio2pc cables laying around
> >from when I was prototyping them, I will send him one or two of those.
> >
> >Do you see what I am trying to get at? Resolution so we can move on. Why
> >hold a grudge? There is no reason to fight amongst a fan base, which is
> >one of the major reasons why I left this damn group after my sio2pc/APE
> >cable work.
> >
> >Giving full credit to Nick for his original work, I would argue that my
> >1489/75188/14C89 cable designs are by any measure some of the most
> >successful designs for the Atari in terms of number of devices or even
> >dollar amount sold, but the pettiness in this newsgroup caused me to
> >take a multiple year hiatus from it. I do this for fun & a lot of the
> >clowns in here just suck the fun right out of it.
> >
> >I am really too busy in real life to get back into soldering, but I
> >think I can pretty much put in a few minutes to get things set right.
> >
> >It never ceases to amaze me how people will hold grudges forever, but
> >will not spend 2 mintutes getting them resolved.

4658. Re: Computor want boot up

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <36645f4a.0@news.iglou.com>
Source record: 57826

On 1998-11-28 dcjaocbs@2fords.net(DonCJacobs) said:
>What does this have to do with Atari computers?
Nothing to do with Atari 8-bit computers, but at one time Atari did try to make IBM-compatible PCs. (They were XT-clones, which were already becoming obsolete.)
>On Sun, 01 Nov 1998 01:28:08 GMT, Malik Mateen
><malikmlk@bellsouth.net> wrotd:
>>My system want boot up. I had someone to tell to make a system
>>copy with my other computor but the comptuer ask for A: drive
>>prompt I was given sys.com c/ The computor did not receive the
>prompt. CAN YOU HELP

Net-Tamer V 1.08X - Test Drive

4659. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <741peo$o8p@bgtnsc01.worldnet.att.net>
Source record: 57827

Brian Reynolds wrote in message

>>On the other hand, there's Colony Wars for the PSX and PC which has been
>>making me pee my pants when the commercial comes on. :) Anyone know
>>anything about this? How does IT stand up to the original Star Raiders?

Actually, I've been wondering if any of the newer space sim type games on the psx were up to snuff like star raiders..

Is it so much to ask that a game be simple enough to control, have lots of glitzy effects, yet still be addicting to play??

Star Raiders, while somewhat simplistic, still had much depth.. all these new space flying things have WAY too many controls, aren't as intuative to fly, and are more complex in many ways then they need to be.. addiction is the key, and replayability, which most games sorely lack.. I've STILL never beaten things like rainbow walker or bounty bob, and though Tomb Raider looked MUCH better, I'll end up haveing played it much less in the long run...

whatever happened to random events in a game to make them replayable???

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4660. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: andrewh@panix.com
Message-ID: <741qif$atc@panix2.panix.com>
Source record: 57828

In article <01bdcd47$a3672560$8001a8c0@gregm> "GMenke" <nospam@erols.com> writes:
>
>Jack H. Lee <eplicon@wam.umd.edu> wrote in article
><6rkgdb$9s2@dailyplanet.wam.umd.edu>...
>> : Yeah, Journey To The Planets, by Roklan Corporation. I'm looking at
>> : the cartridge now. :) Very faded, and hard to read.
>>
>> : I would be very interested in how you solved one particular planet
>> : that had lightning, and some kind of machine.
>>
>> I think that sounds like the one planet which I never could solve. You
>> put some rock or object into that machine tray thingy, and out came a
>> stick. You took the stick, but I had no idea where to go from there. If
>> you entered the door or went back one screen, and you were back to square
>> one (where your ship was), without the object. 14 years later, and I
>> still can't solve that one planet!
>
>To this day I've never figured that damn game out!! What happens when you
>win the thing?
>
>Gregm
>

I'd like to know myself! I actually solved all the puzzles and returned to
the home planet, but the game crashed when I left the ship and returned to
the shrine which beamed energy into your head. What was supposed to
happen?

4661. i buy ATARI 822 printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <741qnfnvq1@platane.wanadoo.fr>
Source record: 57829

make offers

4662. i buy 1450 XLD atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <741qo2nvq2@platane.wanadoo.fr>
Source record: 57830

make offers

4663. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: andrewh@panix.com
Message-ID: <741sg1$d4m@panix2.panix.com>
Source record: 57831

In article <365962EE.5AAC2014@mitre.org> "Stephen C. Johnson" <sjohnson@mitre.org> writes:
>George:
>
>I'm glad to see you are passing the torch to your son :) Here are the games
>I still love to play:
>
>Archon I/II
>MULE
>Behind Jaggi Lines/Rescue on Fractalus (same game)
>Enchanter/Sorcerer/Spellbreaker (Infocom text adventures-- haven't finished
>Spellbreaker yet!!)
>
>Have Fun,
>Steve
>
>

'Behind Jaggi Lines' was the beta version of 'Rescue on Fractalus'. There
was one bug in particular which caused all the 'good' astronauts to appear
in just 2 locations, so all you needed to do was go back and forth between
those points, grabbing astronauts. Once you were done, you knew any other
astronauts were aliens. In the same vein, 'Ballblaster' was the beta
version of 'Ballblazer'. Check out the easter egg when one player shuts
out the other 8-).
I also liked 'Koronis Rift' (I NEVER figured out what all the devices did)
and the 'Eidolon' (I got THISCLOSE to finishing the game!). Lucasfilm
Ltd. really did a great job, as did the early Electronic Arts.

4664. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: andrewh@panix.com
Message-ID: <7420ka$g9e@panix2.panix.com>
Source record: 57832

If you're into Infocom games, don't forget 'Hitchhiker's Guide to the Galaxy', based on the Douglas Adams book. It's funny and very much in the spirit of the book. It really helps to read the book first. Hint: don't drink the Advanced Tea Substitute! ;-)

Did anybody ever get the game with the original packaging, complete with peril-sensitive sunglasses, pocket-fluff, and the insulting green ball?

4665. Re: PAL-NTSC Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: GSB <brunergs@pcisys.net>
Message-ID: <01be1d65$b5981d20$8868cad0@none>
Source record: 57833

rwoolley@postoffice.pacbell.net wrote in article
<36622C1F.F39DE493@postoffice.pacbell.net>...
> No, the PAL upgrade that Nir did was to convert out NTSC machine to run
50hz
> PAL software - it did not make our machines into PAL systems. Sorry....
>
> Nir is on this group - scan the messages.
>
> Bob
>
> Emmanuel Fernandes wrote:
>
> > Hi everybody!
> >
> > Looking there in the Net (and in the Web sites dediacted to Atari)
I
> > found very little information about the PAL-NTSC upgrade of Nir Dary.
> > Does anyone knows how to contact him ? Does anyone know where to find
> > precise infrmation in such upgrade ??
> >

Bob is correct in that it will only allow a NTSC machine to play Euro games
better. You still need a NTSC style of monitor to use with the PAL
upgrade.

> > I live in Belgium where our TV use the PAL system. I have an 800XL
> > from USA (with NTSC system). Is Nir device the correct device to solve
> > my problem and use my Atari with PAL TVs ?
> >

The only way you could accomplish this is to replace the oscillator, RF
modulator, ANTIC & GTIA chips, and probably a few other compoents
to make your 800XL a PAL machine. And I would suggest getting the
Atari 800XL service manual. The schematics that come with it point
out the difference between a PAL and NTSC machines.

Try and find a TV that does PAL and NTSC...this would be your easiest
solution. A lot of military base exchange's sell these type of TV's.

Glenn Bruner
brunergs@pcisys.net

4666. Re: atari 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-01 00:00:00 UTC
From: Bill McCord <billmccord@hotmail.com>
Message-ID: <742anpoei1@supernews.com>
Source record: 57834

madray@eznet.net wrote in message <365DC374.E4F7A974@eznet.net>...
>i need an rf imulater at least i thiink that is what it is called it is
>in the case and is a metal box with a sercate board if you can help
>please email
>thank you
>ray

Ray,
It is called an RF Modulator, and may be hard to find.....
It is a special make. You may have to find a junk 130xe and scrap it out.

Bill....

4667. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981201225452.25184.00001042@ng143.aol.com>
Source record: 57738

```
>A few years ago, I bought the
>re-releases on CD-ROM for my PC, ...

Anybody know if the CD-Rom is still
available? I also heard about a web site
dedicated to Infocom games. Anybody
familiar with that one?

Larry
```

4668. Re: atari 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3664bf4d.78136223@news.pressenter.com>
Source record: 57739

On Tue, 1 Dec 1998 21:06:39 -0600, "Bill McCord"
<billmccord@hotmail.com> wrote:

>It is called an RF Modulator, and may be hard to find.....
>It is a special make. You may have to find a junk 130xe and scrap it out.

What makes it a special make? How is it non standard? Even so, could
not someone hook up a standard RF modulator to the composite out pin
signal?

4669. spelunker II arcade rom..

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <742fej$oiq@bgtnsc01.worldnet.att.net>
Source record: 57740

was posted in alt.binaries.emulation.misc...

it looks MUCH like the old spelunker, but has larger more detailed graphics
(I hesitate to say better, since they don't have the colors right...)

I played it a bit, and can't wait for them to get the colors correct!! It's
like revisiting an old friend!!

Hey Paul, does this count as a newer update?? I still want my invisable
prize! ;))

--
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4670. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <742fhl$p3v@bgtnsc01.worldnet.att.net>
Source record: 57741

I dunno on that one.. it's nice, and very detailed, but doesn't have the addiction factor.. plus the missions are somewhat difficult, and limited.. course I haven't bought the balance of power expansion pack.. yet...

maybe I'll see it for $10 or such one of these days...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

John Vogel wrote in message ...
>Brian Reynolds (reynolds@panix.com) wrote:
>:
>: Check Deja News for the newsgroups I mentioned previously. There was
>: a recent discussion among the developers of Battle Sphere and others
>: as to the merits of Colony Wars (I think), the Star Wars based gaems
>: (X-Wing, Tie Fighter), other console based space games, and Star
>: Raiders.
>
>I was going poll everyone here asking if a PC game ever came close to the
>excellence of Star Raiders, and then I thought, there actually is, IMHO -
>X-Wing and Tie Fighter.
>
>John
>jvogel@i1.net
>

4671. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <742fnu$q4e@bgtnsc01.worldnet.att.net>
Source record: 57742

Andrew Huie wrote in message

>'Behind Jaggi Lines' was the beta version of 'Rescue on Fractalus'. There
>was one bug in particular which caused all the 'good' astronauts to appear
>in just 2 locations, so all you needed to do was go back and forth between
>those points, grabbing astronauts. Once you were done, you knew any other
>astronauts were aliens. In the same vein, 'Ballblaster' was the beta
>version of 'Ballblazer'. Check out the easter egg when one player shuts
>out the other 8-).
>I also liked 'Koronis Rift' (I NEVER figured out what all the devices did)
>and the 'Eidolon' (I got THISCLOSE to finishing the game!). Lucasfilm
>Ltd. really did a great job, as did the early Electronic Arts.

It'd be REALLY nice to see 90's updates on these titles.. a fractalus one
especially would be SUPER!!

same with eidolon, and koronis as well... not tons more complicated controls
and such, but the same great gameplay, maybe a few added controls, and of
course today's graphics...imagine the alien in fracatlus done in full 3d
animated graphics.. (drool!)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

4672. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <742fd2$bt@dailyplanet.wam.umd.edu>
Source record: 57743

LWhite6497 (lwhite6497@aol.com) wrote:

: Anybody know if the CD-Rom is still
: available? I also heard about a web site
: dedicated to Infocom games. Anybody
: familiar with that one?

Not sure of the current availability, but you may want to check out the Unofficial Infocom homepage done by a fan at: www.csd.uwo.ca/Infocom/

There are several cool links, where you can get solutions (one of them has the Invisiclues posted), learn about the different and amusing bugs, and so forth. You can also download the original Zork Trilogy (they're the only games that are now PD) plus "Zork: The Undiscovered Underground," a prequel to "The Grand Inquisitor." It's a very fun and nostaligic (albeit short) game. Anyone who's knowns Infocom's style will enjoy all the little touches here.

4673. Re: Yet another Atari 810 disk emulator...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <m3pva3gjm5.fsf@erols.com>
Source record: 57744

ai123@FreeNet.Carleton.CA (Steven J. Tucker) writes:

>
> I was concerned with getting data back to the Atari using a scheme like this.
>
> How would an application know data was ready? I believe if there were no
> central handler, the application would have to poll with read or status
> commands to see if data was in the rx buffer.

Oops, oh yeah. I was thinking this might be a great use for the Interrupt line on the SIO interface- it would require a modfied SIO2PC, but the PC could raise the interrupt line with CTS or something, then the Atari could catch the interrupt and query.

Kind of sucky because a standard SIO cable wouldn't work. Probably each packet from the PC would include a "more data" flag, prompting for another query- but ultimately it'd fall back to a timed poll.

>
> A secondary device driver could itself chain to any R: driver present, and
> just provide a new API. This would have the advantage of working w/ any
> serial device, so even a XM301 could interface to a client app running on
> a remote shell server or whatever.
>
> The SIO2PC software could then be just one of many possibele servers to the
> generic network client.
>
> Connections could be opened using IOCB commands, and callbacks to program
> code could handle data that is received.

I'm in something of 2 minds. I like the sockets API idea on the Atari, but that adds a fair bit of overhead, and what I think I'd want in Atari Basic is a simpler approach where I use an IOCB open to a given host address w/ port, if it succeeds, I have an operational TCP/IP connection. I then read/write using the normal routines and close when done. There are a few other operations which might use useful to implement via XIO. (Flush buffers, interrogate for more data, set blocking/nonblocking) This doesn't speak to accept/listen, which could be somewhat problematic. I think it'd be kind of cool to write ftp/http servers for the Atari 800 and this level of sockets connectivity would be sufficient for basic needs.

I think being able to open and close sockets in a simple way, leaving the hairy details on the PC is a good approach because of the limited resources in the Atari. It also fits a little better with the IOCB model also.

This doesn't approach the stack orientation you're speaking of, but it does
offer simplicity and somewhat easier coding.

If the PC handles the blocking/unblocking of data, than the Atari's problem
more resembles the way DOS moves data in and out of disk sector buffers-
a much simpler problem than a TCP/IP stack.

If we keep talking, I'll get excited enough to start writing it!!

>
> > be able to close them so the PC can also. Since IOCBs are used via N:,
> > maybe the PC holds the socket open until the Atari closes the IOCB,
> > reboots, or re-opens the IOCB. As far as compression goes, do you have
> > any ideas on a low overhead algorithm for the Atari side?
>
> RLE would be a good choice, but since packets will probably be small and
> not transferred in massive amounts, it may be best to just leave out server
> side compression to keep the driver very small.

I think you're right. My preference is to keep the Atari side as small as
possible. The savings of lightweight packet compression may not add much
when you take the performance implications into account.

>
> Serial comms in win32 apps are completely message based, which is why you get
> the terrible latency and halting behavior when vxd's block. Blame microsoft :)

It is pretty yucky. If the machine is idle, latencies are quite low- but if you
do ANYTHING on the desktop, performance becomes unpredictable- even in NT.

>
> Dos boxes go right through a chain of VXD's to the hardware. Still there
> are some problems when other VXD's block, thus the timing issue again, but
> just not as bad.
>
> I've never even used NT, so I couldnt speculate on how WDM device drivers
> do it.

I can't say NT does much better of a job. I ran AS under 95 and NT and saw
similar performance issues. It works under both, but not very well on either
if you're doing much stuff with the PC at the same time. You end up with
lots of retries from the Atari because the protocol timing specs are exceeded.

>
> Microsofts real crime is thier poorly documented brain twisting API. And saying
> 'poorly' is giving them undue credit :)
>

That damn thing has been a mess since before Windows 3- Win32 just made it
worse. M$ had a chance to do it right and keep backwards compatibility
by maintaining a "legacy" Win16 API, but I guess it was easier the way they did it.

Gregm

4674. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3664d06e.25327702@news.secoast.net>
Source record: 57745

On Wed, 02 Dec 1998 03:42:28 GMT, jvogel@mail1.i1.net (John Vogel) wrote:

>I was going poll everyone here asking if a PC game ever came close to the
>excellence of Star Raiders, and then I thought, there actually is, IMHO -
>X-Wing and Tie Fighter.
>
>John
>jvogel@i1.net
>

You know, Star Raiders jaded me so much that when people were going nuts over Wing Commander, X-Wing, etc. I was like "Yea, they're nice, but....". In SR, you had to conserve energy, manage ship damage and repairs, decide when and where you needed to go, etc. It was more like piloting a ship, you were in total control. In WC and XW, you were sent out on a predetermined course with no decision on your part, and had to complete missions that were more like solving puzzles. For people who never experienced SR, these games were amazing. But for us Star Commander Class 1 vets, they were a little ho-hum, almost a step back. Good graphics though.

My pick for a game that matches the gameplay of Star Raiders is not a space game, but a jet sim. Fleet Defender from Microprose gives me a lot of the same feeling, control and excitement that I used to get back in '82 staying up all night play SR.

---

dwebster@mediaone.net

4675. Eastern Front EFT18C.ASM

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <743srl$4s1$2@news.alphalink.com.au>
Source record: 57746

```
10 ;EFT VERSION 1.8C (COMBAT) 11/30/81 COPYRIGHT CHRIS CRAWFORD 1981
20 ;
30 ;Page zero RAM
40 ;
50 ;These locations are for the mainline routines
60 ;
70 CHUNKX=$BE
80 CHUNKY=$BF
90 CORPS=$B4
0100 *=$C0
0110 MAPPTR *=*+2
0120 ARMY *=*+1
0130 UNITNO *=*+1
0140 DEFNDR *=*+1
0150 TEMPR *=*+1
0160 TEMPZ *=*+1
0170 ACCLO *=*+1
0180 ACCHI *=*+1
0190 TURN *=*+1
0200 LAT *=*+1
0210 LONG *=*+1
0220 RFR *=*+1
0230 TRNTYP *=*+1
0240 SQVAL *=*+1
0250 ;
0260 ;
0270 CONSOL=$D01F
0280 AUDF1=$D200
0290 AUDC1=$D201
0300 RANDOM=$D20A
0310 NMIEN=$D40E
0320 ;
0330 ;THESE VALUES ARE USED BY MAINLINE ROUTINE ONLY
0340 ;
0350 EARTH=$606
0360 TRNCOD=$62B
0370 *=$636
0380 SQX *=*+1 adjacent square
0390 SQY *=*+1
0400 *=$68E
0410 DELAY *=*+1
0420 HANDCP *=*+1
0430 TOTGS *=*+1
0440 TOTRS *=*+1
```

```
0450 OFR *=*+1
0460 HOMEDR *=*+1
0470 ZOC *=*+1
0480 TEMPQ *=*+1
0490 LLIM *=*+1
0500 VICTRY *=*+1
0510 ;
0520 ;declarations of routines in other modules
0530 ;
0540 INVERT=$4D26
0550 STALL=$7200
0560 TERR=$7240
0570 TERRB=$7246
0580 Y00=$72DE
0590 TERRTY=$7369
0600 DNUMBR=$7BB2
0610 JSTP=$799C
0620 DWORDS=$79C0
0630 SWITCH=$79EF
0640 DEFNC=$79B4
0650 OFFNC=$7BF6
0660 XINC=$7BF2
0670 YINC=$7BF1
0680 ;
0690 *=$5400
0700 CORPSX *=*+159 x-coords of all units (pixel frame)
0710 CORPSY *=*+159 y-coords of all units (pixel frame)
0720 MSTRNG *=*+159 muster strengths
0730 CSTRNG *=*+159 combat strengths
0740 SWAP *=*+159 terrain code underneath unit
0750 ARRIVE *=*+159 turn of arrival
0760 WORDS *=*+272 various words for messages
0770 CORPT *=*+159 codes for unit types
0780 CORPNO *=*+159 ID numbers of units
0790 HDIGIT *=*+256 tables for displaying numbers (hundreds)
0800 TDIGIT *=*+256 tens tables
0810 ODIGIT *=*+256 ones tables
0820 TXTTBL *=*+96 more text
0830 MONLEN *=*+13 table of month lengths
0840 HMORDS *=*+159 how many orders each unit has in queue
0850 WHORDS *=*+159 what the orders are
0860 WHORDH *=*+159
0870 BEEPTB *=*+4 table of beep tones
0880 ERRMSG *=*+128 table of error messages
0890 XOFF *=*+4 offsets for moving maltakreuze
0900 YOFF *=*+4
0910 MASKO *=*+4 mask values for decoding orders
0920 XADD *=*+4 offsets for moving arrow
0930 YADD *=*+4
0940 TRTAB *=*+13 tree color table
```

```
0950 MLTKRZ *=*+8 maltese cross shape
0960 ;
0970 ;RAM from $6000 to $6430 is taken up by
0980 ;character sets and the display list
0990 ;
1000 *=$6431
1010 ARRTAB *=*+32 arrow shapes
1020 *=$6450
1030 TXTWDW *=$6CB1
1040 STKTAB *=*+16 a joystick decoding table
1050 SSNCOD *=*+12 season codes
1060 TRNTAB *=*+60 terrain cost tables
1070 BHX1 *=*+22 intraversible square pair coordinates
1080 BHY1 *=*+22
1090 BHX2 *=*+22
1100 BHY2 *=*+22
1110 EXEC *=*+159 execution times
1120 ;
1130 *=$4ED8
1140 ;
1150 ;combat routine
1160 ;
1170 LDA #$00
1180 STA VICTRY clear victory flag
1190 LDX ARMY
1200 CPX #$2A Finns can't attack
1210 BEQ A10
1220 CPX #$2B
1230 BNE A11
1240 A10 RTS
1250 A11 LDY UNITNO
1260 STY DEFNDR
1270 LDX DEFNDR make combat graphics
1280 LDA SWAP,X
1290 PHA
1300 LDA #$FF solid red square
1310 CPX #$37 Russian unit?
1320 BCS B1
1330 LDA #$7F make it white for Germans
1340 B1 STA SWAP,X
1350 STX CORPS
1360 LDA CORPSX,X
1370 STA CHUNKX
1380 LDA CORPSY,X
1390 STA CHUNKY
1400 JSR SWITCH
1410 LDY #$08
1420 LDX #$8F
1430 LOOP78 STX AUDC1
1440 STY AUDF1
```

```
1450 JSR STALL
1460 TYA
1470 CLC
1480 ADC #$08
1490 TAY
1500 DEX
1510 CPX #$7F
1520 BNE LOOP78
1530 ;
1540 ;now replace original unit character
1550 ;
1560 JSR SWITCH
1570 LDX DEFNDR
1580 PLA
1590 STA SWAP,X
1600 ;
1610 ;
1620 JSR TERRTY terrain in defender's square
1630 LDX DEFNC,Y defensive bonus factor
1640 LDA CSTRNG,Y defender's strength
1650 LSR A
1660 Y15 DEX adjust for terrain
1670 BEQ Y16
1680 ROL A
1690 BCC Y15
1700 LDA #$FF
1710 ;
1720 ;now adjust for defender's motion
1730 ;
1740 Y16 LDX HMORDS,Y
1750 BEQ DOBATL
1760 LSR A
1770 ;
1780 ;evaluate defender's strike
1790 ;
1800 DOBATL CMP RANDOM
1810 BCC ATAKR
1820 LDX ARMY
1830 DEC MSTRNG,X
1840 LDA CSTRNG,X
1850 SBC #$05
1860 STA CSTRNG,X
1870 BEQ Z28
1880 BCS Y24
1890 Z28 JMP DEAD attacker dies
1900 Y24 JSR BRKCHK attacker lives; does he break?
1910 ;
1920 ;evaluate attacker's strike
1930 ;
1940 ATAKR LDX ARMY
```

```
1950 LDA CORPSX,X
1960 STA LONG
1970 LDA CORPSY,X
1980 STA LAT
1990 JSR TERR
2000 JSR TERRTY
2010 LDA OFFNC,Y
2020 TAY
2030 LDX ARMY
2040 LDA CSTRNG,X
2050 DEY
2060 BEQ Y19
2070 LSR A river attack penalty
2080 Y19 CMP RANDOM
2090 BCC A20
2100 LDX DEFNDR attacker strikes defender
2110 DEC MSTRNG,X
2120 LDA CSTRNG,X
2130 SBC #$05
2140 STA CSTRNG,X
2150 BEQ Z29
2160 BCS Y25
2170 Z29 JSR DEAD defender dies
2180 A20 JMP ENDCOM
2190 Y25 JSR BRKCHK does defender break?
2200 BCC A20
2210 LDY ARMY
2220 LDA WHORDS,Y
2230 AND #$03
2240 TAY first retreat priority : away from attacker
2250 JSR RETRET
2260 BCC VICCOM defender died
2270 BEQ Y27 defender may retreat
2280 LDY #$01 second priority: east/west
2290 CPX #$37
2300 BCS Y28
2310 LDY #$03
2320 Y28 JSR RETRET
2330 BCC VICCOM
2340 BEQ Y27
2350 LDY #$02 third priority: north
2360 JSR RETRET
2370 BCC VICCOM
2380 BEQ Y27
2390 LDY #$00 fourth priority: south
2400 JSR RETRET
2410 BCC VICCOM
2420 BEQ Y27
2430 LDY #$03 last priority: west/east
2440 CPX #$37
```

```
2450 BCS Y26
2460 LDY #$01
2470 Y26 JSR RETRET
2480 BCC VICCOM
2490 BNE ENDCOM
2500 Y27 STX CORPS retreat the defender
2510 LDA CORPSX,X
2520 STA CHUNKX
2530 LDA CORPSY,X
2540 STA CHUNKY
2550 JSR SWITCH
2560 LDX CORPS
2570 LDA LAT
2580 STA CORPSY,X
2590 STA CHUNKY
2600 LDA LONG
2610 STA CORPSX,X
2620 STA CHUNKX
2630 JSR SWITCH
2640 VICCOM LDX ARMY
2650 STX CORPS
2660 LDA CORPSX,X
2670 STA CHUNKX
2680 LDA CORPSY,X
2690 STA CHUNKY
2700 LDA ACCLO defender's coordinates
2710 STA LONG
2720 LDA ACCHI
2730 STA LAT
2740 LDA #$FF
2750 STA VICTRY
2760 ENDCOM LDX ARMY
2770 INC EXEC,X
2780 RTS
2790 ;
2800 ;Subroutines for combat
2810 ;input: X = ID # of defender. Y = proposed DIR of retreat
2820 ;output: C bit set if defender lives, clear if dies
2830 ;Z bit set if retreat open, clear if blocked
2840 ;
2850 RETRET LDA CORPSX,X
2860 CLC
2870 ADC XINC,Y
2880 STA LONG
2890 LDA CORPSY,X
2900 CLC
2910 ADC YINC,Y
2920 STA LAT
2930 JSR TERR examine terrain
2940 JSR TERRTY
```

```
2950 LDX DEFNDR
2960 LDA UNITNO anybody in this square?
2970 BNE Y22
2980 LDA TRNTYP no
2990 ;
3000 ;check for bad ocean crossings
3010 ;
3020 CMP #$07 coastline?
3030 BCC Y41
3040 CMP #$09
3050 BEQ Y22
3060 LDY #$15
3070 LOOP42 LDA LAT
3080 CMP BHY1,Y
3090 BNE Y43
3100 LDA LONG
3110 CMP BHX1,Y
3120 BNE Y43
3130 LDA CORPSX,X
3140 CMP BHX2,Y
3150 BNE Y43
3160 LDA CORPSY,X
3170 CMP BHY2,Y
3180 BEQ Y22
3190 Y43 DEY
3200 BPL LOOP42
3210 ;
3220 ;any blocking ZOC's?
3230 ;
3240 Y41 JSR CHKZOC
3250 LDX DEFNDR
3260 LDA ZOC
3270 CMP #$02
3280 BCS Y22 no retreat into ZOC
3290 LDA #$00 retreat is possible
3300 SEC
3310 RTS
3320 Y22 LDA CSTRNG,X retreat not possible,extract penalty
3330 SEC
3340 SBC #$05
3350 STA CSTRNG,X
3360 BEQ Z27
3370 BCS Y23
3380 Z27 JSR DEAD
3390 CLC
3400 Y23 LDA #$FF
3410 RTS
3420 ;
3430 ;supply evaluation routine
3440 ;
```

```
3450 LDA ARRIVE,X
3460 CMP TURN
3470 BEQ Z86
3480 BCC Z86
3490 RTS
3500 Z86 LDA #$18
3510 CPX #$37
3520 BCS A13
3530 LDA #$18
3540 LDY EARTH
3550 CPY #$02 mud?
3560 BEQ A12
3570 CPY #$0A snow?
3580 BNE A13
3590 LDA CORPSX,X this discourages gung-ho corps
3600 ASL A double distance
3610 ASL A
3620 ADC #$4A
3630 CMP RANDOM
3640 BCC A12
3650 LDA #$10 harder to get supplies in winter
3660 A13 STA ACCLO
3670 LDY #$01 Russians go east
3680 CPX #$37
3690 BCS Z80
3700 LDY #$03 Germans go west
3710 Z80 STY HOMEDR
3720 LDA CORPSX,X
3730 STA LONG
3740 LDA CORPSY,X
3750 STA LAT
3760 LDA #$00
3770 STA RFR
3780 LOOP91 LDA LONG
3790 STA SQX
3800 LDA LAT
3810 STA SQY
3820 LOOP90 LDA SQX
3830 CLC
3840 ADC XINC,Y
3850 STA LONG
3860 LDA SQY
3870 CLC
3880 ADC YINC,Y
3890 STA LAT
3900 JSR CHKZOC
3910 CPX #$37
3920 BCC A80
3930 JSR TERRB
3940 LDA TRNCOD
```

```
3950 CMP #$BF
3960 BEQ A77
3970 A80 LDA ZOC
3980 CMP #$02
3990 BCC Z81
4000 INC RFR
4010 A77 INC RFR
4020 LDA RFR
4030 CMP ACCLO
4040 BCC Z84
4050 A12 LSR CSTRNG,X
4060 BNE A50
4070 JMP DEAD
4080 A50 RTS
4090 Z84 LDA RANDOM
4100 AND #$02
4110 TAY
4120 JMP LOOP90
4130 Z81 LDY HOMEDR
4140 LDA LONG
4150 CPY #$01
4160 BNE Z85
4170 CMP #$FF
4180 BNE LOOP91
4190 INC MSTRNG,X Russian replacements
4200 INC MSTRNG,X
4210 RTS
4220 Z85 CMP #$2E
4230 BNE LOOP91
4240 RTS
4250 ;
4260 ;routine to check for zone of control
4270 ;
4280 CHKZOC LDA #$00
4290 STA ZOC
4300 LDA #$40
4310 CPX #$37
4320 BCS A70
4330 LDA #$C0
4340 A70 STA TEMPR
4350 JSR TERRB
4360 BNE A74
4370 LDA TRNCOD
4380 AND #$C0
4390 CMP TEMPR
4400 BEQ A71
4410 LDA CORPSX,X
4420 CMP LONG
4430 BNE A79
4440 LDA CORPSY,X
```

```
4450 CMP LAT
4460 BEQ A74
4470 A79 RTS
4480 A71 LDA #$02
4490 STA ZOC
4500 RTS
4510 A74 LDX #$07
4520 LOOPQ LDY JSTP+16,X
4530 LDA LONG
4540 CLC
4550 ADC XINC,Y
4560 STA LONG
4570 LDA LAT
4580 CLC
4590 ADC YINC,Y
4600 STA LAT
4610 JSR TERRB
4620 BNE A75
4630 LDA TRNCOD
4640 AND #$C0
4650 CMP TEMPR
4660 BNE A75
4670 TXA
4680 AND #$01
4690 CLC
4700 ADC #$01
4710 ADC ZOC
4720 STA ZOC
4730 A75 DEX
4740 BPL LOOPQ
4750 DEC LAT
4760 DEC LONG
4770 LDX ARMY
4780 RTS
4790 ;
4800 ;
4810 DEAD LDA #$00
4820 STA MSTRNG,X
4830 STA CSTRNG,X
4840 STA HMORDS,X
4850 LDA #$FF
4860 STA EXEC,X
4870 STA ARRIVE,X
4880 STX CORPS
4890 LDA CORPSX,X
4900 STA CHUNKX
4910 LDA CORPSY,X
4920 STA CHUNKY
4930 JSR SWITCH
4940 RTS
```

```
4950 ;
4960 ;Subroutine BRKCHK evaluates whether a unit under attack breaks
4970 ;
4980 BRKCHK CPX #$37
4990 BCS WEAKLG
5000 LDA CORPT,X
5010 AND #$F0
5020 BNE WEAKLG
5030 LDA MSTRNG,X
5040 LSR A
5050 JMP Y40
5060 WEAKLG LDA MSTRNG,X
5070 LSR A
5080 LSR A
5090 LSR A
5100 STA TEMPR
5110 LDA MSTRNG,X
5120 SEC
5130 SBC TEMPR
5140 Y40 CMP CSTRNG,X
5150 BCC A30
5160 LDA #$FF
5170 STA EXEC,X
5180 LDA #$00
5190 STA HMORDS,X
5200 A30 RTS
5210 ;
5220 .END
```

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4676. Eastern Front EFT18D.ASM

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <743ssf$4s1$3@news.alphalink.com.au>
Source record: 57747

```
10 ;EFT VERSION 1.8D (DATA) 11/30/81 COPYRIGHT CHRIS CRAWFORD 1981
20 *=$5400
30 CORPSX .BYTE 0,40,40,40,40,40,41,40,41,41,41
40 .BYTE 42,42,42,42,43,43,43,41,40,40,41,41
50 .BYTE 42,42,42,40,41,42,41,42,42,43,41,42
60 .BYTE 43,30,30,31,33,35,37,35,36,36,45,45
70 .BYTE 38,45,31,45,45,32,45,45
80 ;RUSSIAN
90 .BYTE 29,27,24,23
0100 .BYTE 20,15,0,0,0,0,0,0,0,0,0,0
0110 .BYTE 21,21,30,30,39,38,23,19,34,34,31,27
0120 .BYTE 33,41,40,39,42,39,39,39,39,39,37,39
0130 .BYTE 39,39,40,41,41,39,36,34,32,35,30,28
0140 .BYTE 25,29,32,33,26,21,29,0,28,21,21,21
0150 .BYTE 20,20,12,0,0,0,0,0,0,0,21,25
0160 .BYTE 0,0,0,0,0,0,0,0,0,0,0,0,0,0
0170 .BYTE 0,0,0,0,38,21,12,20,21,20,15,21,20,19
0180 CORPSY .BYTE 0,20,19,18,17,16,20,19,18,17,16
0190 .BYTE 20,19,18,17,19,18,17,23,22,21,21,22
0200 .BYTE 22,23,24,15,14,13,15,14,12,13,15,16
0210 .BYTE 16,2,3,4,6,7,8,38,37,38,20,15,8
0220 .BYTE 16,1,20,19,1,17,18
0230 ;RUSSIAN
0240 .BYTE 32,31,38,38,38,38
0250 .BYTE 20,8,18,10,14,33,11,15,20,10
0260 .BYTE 28,27,14,13,28,28,31,24,22,21,34,6
0270 .BYTE 37,24,23,23,25,20,22,18,17,21,20,19
0280 .BYTE 16,15,14,13,12,11,9,8,6,9,4,2,6
0290 .BYTE 14,22,36,23,8,33,28,30,20,28,33,27
0300 .BYTE 30,8,10,32,11,25,12,23,13,29,30,31
0310 .BYTE 15,27,17,25,11,23,19,21,33,28,13,26
0320 .BYTE 10,29,35,27,15,30,22,8,13,14,28
0330 .BYTE 3,3,3,2
0340 MSTRNG .BYTE 0,203,205,192,199,184,136,127,150
0350 .BYTE 129,136,109,72,70,81,131,102,53
0360 .BYTE 198,194,129,123,101,104,112,120
0370 .BYTE 202,195,191,72,140,142,119,111
0380 .BYTE 122,77,97,96,92,125,131,106
0390 .BYTE 112,104,101,210,97,98,95,52
0400 .BYTE 98,96,55,104,101
0410 ;RUSSIAN
0420 .BYTE 100,103,110
0430 .BYTE 101,92,103,105,107,111,88,117,84
0440 .BYTE 109,89,105,93
```

```
0450 .BYTE 62,104,101,67,104,84,127,112
0460 .BYTE 111,91,79,69,108,118,137,70
0470 .BYTE 85,130,91,131,71,86,75,90
0480 .BYTE 123,124,151,128,88,77,79,80
0490 .BYTE 126,79,91,84,72,86,76,99
0500 .BYTE 67,78,121,114,105,122,127,129
0510 .BYTE 105,111,112,127,119,89,108
0520 .BYTE 113,105,94,103,97,108,110,111
0530 .BYTE 96,109,112,95,93,114,103,107
0540 .BYTE 105,92,109,101,106,95,99,101
0550 .BYTE 118,106,112,104,185,108,94,102
0560 .BYTE 98
0570 CSTRNG *=*+159
0580 SWAP .BYTE 0,126,126,126,126,126,125,125,125
0590 .BYTE 125,125,125,125,125,125,125,125
0600 .BYTE 125,126,126,125,125,125,125,125
0610 .BYTE 125,126,126,126,126,125,125,125
0620 .BYTE 125,125,125,125,125,125,125,125
0630 .BYTE 125,125,125,125,126,125,126,125
0640 .BYTE 125,125,125,125,125,126
0650 ;RUSSIAN
0660 .BYTE 253,253
0670 .BYTE 253,253,253,253,253,253,253,253
0680 .BYTE 254,254,254,254,254,254
0690 .BYTE 254,253,253,254,253,254,253,253
0700 .BYTE 253,254,253,253,253,253,253,254
0710 .BYTE 254,253,253,253,254,254,254,254
0720 .BYTE 253,253,253,253,254,254,254,254
0730 .BYTE 253,254,254,254,253,253,253,253
0740 .BYTE 253,253,253,253,253,253,253,253
0750 .BYTE 253,253,253,253,253,253,253,253
0760 .BYTE 253,253,254,253,253,253,253,253
0770 .BYTE 253,253,253,253,254,254,254,253
0780 .BYTE 254,253,254,254,253,254,253,253
0790 .BYTE 253,253,253,253,253,253,253,253
0800 ARRIVE .BYTE 255,0,255,0,0,0,0,0,0
0810 .BYTE 0,0,255,255,255,255,255,255
0820 .BYTE 255,0,0,0,0,0,0,0
0830 .BYTE 0,0,0,0,255,0,0,0
0840 .BYTE 0,255,255,0,0,0,0,0
0850 .BYTE 0,0,0,255,2,255,2
0860 .BYTE 5,6,9,10,11,20,24
0870 ;RUSSIAN
0880 .BYTE 4,5,7,9,11,13,7,12,8
0890 .BYTE 10,10,14,15,16,18,7
0900 .BYTE 0,0,0,0,0,0,0,0
0910 .BYTE 0,0,0,0,0,0,0,0
0920 .BYTE 0,0,0,0,0,0,0,0
0930 .BYTE 0,0,0,0,0,0,0,0
0940 .BYTE 0,0,0,0,1,1,1,1
```

```
0950 .BYTE 1,2,2,2,3,3,4,4
0960 .BYTE 5,5,6,6,7,8,8,8
0970 .BYTE 9,9,5,5,2,9,10,10
0980 .BYTE 6,11,5,17,2,11,20,21
0990 .BYTE 22,23,24,26,28,30,2,3
1000 .BYTE 3,3,3,6,6,4,4,4
1010 WORDS .BYTE " SS "
1020 .BYTE "FINNISH RUMANIAN"
1030 .BYTE "ITALIAN HUNGARAN"
1040 .BYTE "MOUNTAINGUARDS "
1050 .BYTE "INFANTRYTANK "
1060 .BYTE "CAVALRY PANZER "
1070 .BYTE "MILITIA SHOCK "
1080 .BYTE "PARATRP PZRGRNDR"
1090 .BYTE " JANUARY "
1100 .BYTE "FEBRUARYMARCH "
1110 .BYTE "APRIL MAY "
1120 .BYTE "JUNE JULY "
1130 .BYTE "AUGUST SEPTEMBR"
1140 .BYTE "OCTOBER NOVEMBER"
1150 .BYTE "DECEMBERCORPS "
1160 .BYTE "ARMY MUSTER "
1170 .BYTE "COMBAT STRENGTH"
1180 CORPT .BYTE 0,3,3,3,3,3,0,0
1190 .BYTE 0,0,0,0,0,0,0,0
1200 .BYTE 0,$40,3,3,0,0,0,0
1210 .BYTE 0,0,3,3,3,3,0,0
1220 .BYTE 0,0,0,0,$30,$30,$30,0
1230 .BYTE 0,0,$20,$20,$20,3,0,$53
1240 .BYTE 0,$30,0,0,$40,0,7
1250 ;RUSSIAN
1260 .BYTE 4,4,0,0,0,0,0,0,0
1270 .BYTE 0,1,1,1,1,1,2
1280 .BYTE 1,0,0,2,0,1,0,0
1290 .BYTE 0,1,4,0,4,0,0,1
1300 .BYTE 1,0,0,0,1,1,2,2
1310 .BYTE 0,0,0,0,1,1,1,2
1320 .BYTE 0,1,2,2,0,4,0,4
1330 .BYTE 0,0,0,0,0,0,0,0
1340 .BYTE 0,0,0,0,0,0,0,0
1350 .BYTE 0,0,$72,0,$70,$70,$70,$70
1360 .BYTE 0,0,0,0,$72,1,$71,$70
1370 .BYTE 1,$70,1,1,0,0,0,0
1380 .BYTE 0,0,0,4,4,4,4,4
1390 CORPNO .BYTE 0,24,39,46,47,57,5,6
1400 .BYTE 7,8,9,12,13,20,42,43
1410 .BYTE 53,3,41,56,1,2,10,26
1420 .BYTE 28,38,3,14,48,52,49,4
1430 .BYTE 17,29,44,55,1,2,4,11
1440 .BYTE 30,54,2,4,6,40,27,1
```

```
1450 .BYTE 23,5,34,35,4,51,50
1460 ;RUSSIAN
1470 .BYTE 7,11,41,42,43,44,45,46
1480 .BYTE 47,48,9,13,14,15,16,7
1490 .BYTE 2,19,18,1,27,10,22,21
1500 .BYTE 13,6,9,2,1,8,11,1
1510 .BYTE 7,3,4,10,5,8,3,6
1520 .BYTE 5,6,12,26,3,4,11,5
1530 .BYTE 9,12,4,2,7,2,14,4
1540 .BYTE 15,16,20,6,24,40,29,30
1550 .BYTE 31,32,33,37,43,49,50,52
1560 .BYTE 54,55,1,34,1,2,3,4
1570 .BYTE 39,59,60,61,2,1,1,5
1580 .BYTE 2,6,3,4,38,36,35,28
1590 .BYTE 25,23,17,8,10,3,5,6
1600 ;HERE COME NUMBER CODES
1610 HDIGIT .BYTE 0,0,0,0,0,0,0,0
1620 .BYTE 0,0,0,0,0,0,0,0
1630 .BYTE 0,0,0,0,0,0,0,0
1640 .BYTE 0,0,0,0,0,0,0,0
1650 .BYTE 0,0,0,0,0,0,0,0
1660 .BYTE 0,0,0,0,0,0,0,0
1670 .BYTE 0,0,0,0,0,0,0,0
1680 .BYTE 0,0,0,0,0,0,0,0
1690 .BYTE 0,0,0,0,0,0,0,0
1700 .BYTE 0,0,0,0,0,0,0,0
1710 .BYTE 0,0,0,0,0,0,0,0
1720 .BYTE 0,0,0,0,0,0,0,0
1730 .BYTE 0,0,0,0,1,1,1,1
1740 .BYTE 1,1,1,1,1,1,1,1
1750 .BYTE 1,1,1,1,1,1,1,1
1760 .BYTE 1,1,1,1,1,1,1,1
1770 .BYTE 1,1,1,1,1,1,1,1
1780 .BYTE 1,1,1,1,1,1,1,1
1790 .BYTE 1,1,1,1,1,1,1,1
1800 .BYTE 1,1,1,1,1,1,1,1
1810 .BYTE 1,1,1,1,1,1,1,1
1820 .BYTE 1,1,1,1,1,1,1,1
1830 .BYTE 1,1,1,1,1,1,1,1
1840 .BYTE 1,1,1,1,1,1,1,1
1850 .BYTE 1,1,1,1,1,1,1,1
1860 .BYTE 2,2,2,2,2,2,2,2
1870 .BYTE 2,2,2,2,2,2,2,2
1880 .BYTE 2,2,2,2,2,2,2,2
1890 .BYTE 2,2,2,2,2,2,2,2
1900 .BYTE 2,2,2,2,2,2,2,2
1910 .BYTE 2,2,2,2,2,2,2,2
1920 .BYTE 2,2,2,2,2,2,2,2
1930 TDIGIT .BYTE 0,0,0,0,0,0,0,0,0,0
1940 .BYTE 1,1,1,1,1,1,1,1,1,1
```

```
1950 .BYTE 2,2,2,2,2,2,2,2,2,2
1960 .BYTE 3,3,3,3,3,3,3,3,3,3
1970 .BYTE 4,4,4,4,4,4,4,4,4,4
1980 .BYTE 5,5,5,5,5,5,5,5,5,5
1990 .BYTE 6,6,6,6,6,6,6,6,6,6
2000 .BYTE 7,7,7,7,7,7,7,7,7,7
2010 .BYTE 8,8,8,8,8,8,8,8,8,8
2020 .BYTE 9,9,9,9,9,9,9,9,9,9
2030 .BYTE 0,0,0,0,0,0,0,0,0,0
2040 .BYTE 1,1,1,1,1,1,1,1,1,1
2050 .BYTE 2,2,2,2,2,2,2,2,2,2
2060 .BYTE 3,3,3,3,3,3,3,3,3,3
2070 .BYTE 4,4,4,4,4,4,4,4,4,4
2080 .BYTE 5,5,5,5,5,5,5,5,5,5
2090 .BYTE 6,6,6,6,6,6,6,6,6,6
2100 .BYTE 7,7,7,7,7,7,7,7,7,7
2110 .BYTE 8,8,8,8,8,8,8,8,8,8
2120 .BYTE 9,9,9,9,9,9,9,9,9,9
2130 .BYTE 0,0,0,0,0,0,0,0,0,0
2140 .BYTE 1,1,1,1,1,1,1,1,1,1
2150 .BYTE 2,2,2,2,2,2,2,2,2,2
2160 .BYTE 3,3,3,3,3,3,3,3,3,3
2170 .BYTE 4,4,4,4,4,4,4,4,4,4
2180 .BYTE 5,5,5,5,5,5
2190 ODIGIT .BYTE 0,1,2,3,4,5,6,7,8,9
2200 .BYTE 0,1,2,3,4,5,6,7,8,9
2210 .BYTE 0,1,2,3,4,5,6,7,8,9
2220 .BYTE 0,1,2,3,4,5,6,7,8,9
2230 .BYTE 0,1,2,3,4,5,6,7,8,9
2240 .BYTE 0,1,2,3,4,5,6,7,8,9
2250 .BYTE 0,1,2,3,4,5,6,7,8,9
2260 .BYTE 0,1,2,3,4,5,6,7,8,9
2270 .BYTE 0,1,2,3,4,5,6,7,8,9
2280 .BYTE 0,1,2,3,4,5,6,7,8,9
2290 .BYTE 0,1,2,3,4,5,6,7,8,9
2300 .BYTE 0,1,2,3,4,5,6,7,8,9
2310 .BYTE 0,1,2,3,4,5,6,7,8,9
2320 .BYTE 0,1,2,3,4,5,6,7,8,9
2330 .BYTE 0,1,2,3,4,5,6,7,8,9
2340 .BYTE 0,1,2,3,4,5,6,7,8,9
2350 .BYTE 0,1,2,3,4,5,6,7,8,9
2360 .BYTE 0,1,2,3,4,5,6,7,8,9
2370 .BYTE 0,1,2,3,4,5,6,7,8,9
2380 .BYTE 0,1,2,3,4,5,6,7,8,9
2390 .BYTE 0,1,2,3,4,5,6,7,8,9
2400 .BYTE 0,1,2,3,4,5,6,7,8,9
2410 .BYTE 0,1,2,3,4,5,6,7,8,9
2420 .BYTE 0,1,2,3,4,5,6,7,8,9
2430 .BYTE 0,1,2,3,4,5,6,7,8,9
2440 .BYTE 0,1,2,3,4,5
```

```
2450 TXTTBL .BYTE "PLEASE ENTER YOU"
2460 .BYTE "R ORDERS NOW "
2470 .BYTE " GAME O"
2480 .BYTE "VER "
2490 .BYTE "FIGURING MOVE; N"
2500 .BYTE "O ORDERS ALLOWED"
2510 MONLEN .BYTE 0,31,28,31,30,31
2520 .BYTE 30,31,31,30,31,30,31
2530 HMORDS *=*+159
2540 WHORDS *=*+318
2550 BEEPTB .BYTE 30,40,50,60
2560 ERRMSG .BYTE " THAT IS A RU"
2570 .BYTE "SSIAN UNIT! "
2580 .BYTE " ONLY 8 ORDERS"
2590 .BYTE " ARE ALLOWED! "
2600 .BYTE " PLEASE WAIT FO"
2610 .BYTE "R MALTAKREUZE! "
2620 .BYTE " NO DIAGONAL M"
2630 .BYTE "OVES ALLOWED! "
2640 XOFF .BYTE 0,8,0,$F8
2650 YOFF .BYTE $F8,0,8,0
2660 MASKO .BYTE 3,$0C,$30,$C0
2670 XADD .BYTE 0,1,0,$FF
2680 YADD .BYTE $FF,0,1,0
2690 TRTAB .BYTE 0,$12,$12,$12,$D2,$D8
2700 .BYTE $D6,$C4,$D4,$C2,$12,$12,$12
2710 MLTKRZ .BYTE $24,$24,$E7,0,0,$E7,$24,$24
2720 *=$6000
2730 ;First comes 1024 bytes of new character set
2740 *=*+1024
2750 ;
2760 ;The display list goes here; it is 49 bytes long.
2770 ;
2780 .BYTE $70,$70,$70,$C6,$E0,$64,$90,$90,$F7
2790 .BYTE $FE,$64,$F7,$2E,$65,$F7,$5E,$65
2800 .BYTE $F7,$8E,$65,$F7,$BE,$65,$F7,$EE
2810 .BYTE $65,$F7,$1E,$66,$F7,$4E,$66,$F7
2820 .BYTE $7E,$66,$57,$AE,$66,$90,$C2,$50
2830 .BYTE $64,$02,$90,$02,$90,$41,$00,$64
2840 ARRTAB .BYTE $10,$38,$54,$92,$10,$10,$10,$10
2850 .BYTE 8,4,2,$FF,2,4,8,0
2860 .BYTE $10,$10,$10,$10,$92,$54,$38,$10
2870 .BYTE $10,$20,$40,$FF,$40,$20,$10,0
2880 ;
2890 *=$6450
2900 ;This next area is reserved for the text window
2910 TXTWDW *=$64FF
2920 ;
2930 ;The map data goes here.
2940 ;
```

```
2950 .BYTE 127,127,127,127,127,127,127,127,127
2960 .BYTE 127,127,127,127,127,127,127,127
2970 .BYTE 127,127,127,127,127,127,127,127
2980 .BYTE 127,127,127,127,127,127,127,127
2990 .BYTE 127,127,127,127,127,127,127,127
3000 .BYTE 127,127,127,127,127,127,127,127
3010 .BYTE 127,191,191,191,169,0,0,0
3020 .BYTE 0,0,0,0,0,180,191,191
3030 .BYTE 170,0,0,0,0,0,0,0
3040 .BYTE 0,0,0,0,0,0,0,0
3050 .BYTE 0,0,0,0,0,0,0,0
3060 .BYTE 0,0,0,0,0,0,0,127
3070 .BYTE 127,191,191,191,175,178,0,0
3080 .BYTE 0,181,182,184,183,182,179,187
3090 .BYTE 176,0,0,0,0,0,0,0
3100 .BYTE 0,0,0,0,0,0,0,0
3110 .BYTE 0,0,0,0,0,0,0,0
3120 .BYTE 0,0,0,0,0,0,0,127
3130 .BYTE 127,191,191,191,191,175,184,183
3140 .BYTE 185,191,191,177,176,71,157,155
3150 .BYTE 0,0,0,0,0,0,0,0
3160 .BYTE 0,0,0,0,0,0,0,0
3170 .BYTE 0,0,0,0,0,0,0,0
3180 .BYTE 0,0,0,0,0,0,0,127
3190 .BYTE 127,191,191,191,191,191,177,172
3200 .BYTE 173,174,187,188,164,141,148,140
3210 .BYTE 0,0,0,0,0,0,0,0
3220 .BYTE 157,165,0,156,160,162,166,0
3230 .BYTE 0,0,0,0,0,0,0,0
3240 .BYTE 0,0,0,0,0,0,0,127
3250 .BYTE 127,191,191,191,191,191,171,0
3260 .BYTE 0,0,186,178,152,142,149,1
3270 .BYTE 5,0,0,0,0,0,0,0
3280 .BYTE 148,145,161,154,0,0,146,159
3290 .BYTE 165,0,0,0,0,156,164,0
3300 .BYTE 0,0,0,0,0,0,0,127
3310 .BYTE 127,191,191,191,191,191,170,0
3320 .BYTE 0,0,180,170,147,140,150,2
3330 .BYTE 6,0,0,0,0,0,0,0
3340 .BYTE 151,0,0,0,0,0,0,156
3350 .BYTE 168,72,0,157,161,153,145,160
3360 .BYTE 165,0,0,0,0,0,0,127
3370 .BYTE 127,191,191,191,191,191,175,178
3380 .BYTE 0,0,0,176,149,139,151,3
3390 .BYTE 1,0,0,0,0,0,0,0
3400 .BYTE 0,0,0,0,0,0,0,149
3410 .BYTE 145,160,159,155,0,0,0,73
3420 .BYTE 146,166,0,0,0,0,0,127
3430 .BYTE 127,191,191,191,191,191,191,169
3440 .BYTE 0,0,0,0,0,0,152,4
```

```
3450 .BYTE 3,0,0,0,0,0,0,0
3460 .BYTE 0,0,0,0,0,0,157,154
3470 .BYTE 0,0,0,0,0,0,0,0
3480 .BYTE 0,149,0,0,0,0,0,127
3490 .BYTE 127,191,191,177,172,191,191,170
3500 .BYTE 72,0,0,0,0,0,148,0
3510 .BYTE 2,0,0,0,0,0,0,0
3520 .BYTE 2,0,0,0,0,0,150,0
3530 .BYTE 0,0,0,0,0,0,0,0
3540 .BYTE 0,144,162,159,167,0,0,127
3550 .BYTE 127,191,191,170,0,179,173,188
3560 .BYTE 159,160,165,0,0,0,0,0
3570 .BYTE 0,0,0,0,0,0,0,0
3580 .BYTE 1,0,0,0,0,0,151,0
3590 .BYTE 0,0,0,0,0,0,0,0
3600 .BYTE 0,0,0,156,153,0,0,127
3610 .BYTE 127,191,191,169,0,0,0,0
3620 .BYTE 0,0,143,164,0,0,0,0
3630 .BYTE 0,157,155,0,0,0,73,0
3640 .BYTE 0,0,74,0,0,156,153,0
3650 .BYTE 0,0,0,0,0,0,0,0
3660 .BYTE 0,0,0,149,0,0,0,127
3670 .BYTE 127,191,191,171,0,0,0,0
3680 .BYTE 0,0,0,144,161,166,0,0
3690 .BYTE 156,154,0,0,0,0,0,3
3700 .BYTE 6,0,0,0,0,152,0,0
3710 .BYTE 0,0,0,0,0,0,0,0
3720 .BYTE 0,0,0,147,0,0,0,127
3730 .BYTE 127,191,191,175,178,0,0,0
3740 .BYTE 0,0,0,0,0,145,162,163
3750 .BYTE 153,0,0,0,2,151,4,1
3760 .BYTE 2,158,163,161,159,155,0,0
3770 .BYTE 0,0,0,0,0,0,0,0
3780 .BYTE 0,0,0,150,0,0,0,127
3790 .BYTE 127,191,191,191,170,0,0,0
3800 .BYTE 0,0,0,0,0,0,0,0
3810 .BYTE 0,0,0,156,162,153,0,3
3820 .BYTE 4,148,0,0,0,0,0,0
3830 .BYTE 0,0,0,0,0,0,0,0
3840 .BYTE 0,0,156,154,0,0,0,127
3850 .BYTE 127,191,191,177,188,160,159,161
3860 .BYTE 164,0,0,0,2,6,5,0
3870 .BYTE 0,157,163,154,71,0,1,6
3880 .BYTE 0,147,0,0,152,0,0,0
3890 .BYTE 0,0,0,0,0,0,0,0
3900 .BYTE 0,0,151,74,0,0,0,127
3910 .BYTE 127,191,177,176,0,0,0,0
3920 .BYTE 145,162,0,1,4,3,1,0
3930 .BYTE 158,155,0,0,0,0,0,0
3940 .BYTE 0,0,0,0,151,0,0,0
```

```
3950 .BYTE 0,0,0,0,0,0,0,0
3960 .BYTE 0,0,148,0,0,0,0,127
3970 .BYTE 127,173,176,0,0,0,0,0
3980 .BYTE 0,0,0,2,6,74,0,140
3990 .BYTE 150,139,0,0,0,0,0,0
4000 .BYTE 0,0,0,0,143,162,167,0
4010 .BYTE 0,0,0,0,0,0,0,0
4020 .BYTE 0,158,155,0,0,0,0,127
4030 .BYTE 127,0,0,0,0,0,0,0
4040 .BYTE 0,1,3,5,0,0,0,142
4050 .BYTE 144,165,141,0,0,0,0,0
4060 .BYTE 0,71,0,0,0,0,150,73
4070 .BYTE 0,0,0,0,0,0,0,0
4080 .BYTE 0,152,0,0,0,0,0,127
4090 .BYTE 127,0,0,0,0,0,0,0
4100 .BYTE 2,6,0,0,0,0,141,139
4110 .BYTE 142,146,167,0,0,0,0,0
4120 .BYTE 0,0,0,0,0,0,145,165
4130 .BYTE 0,0,0,0,0,0,0,0
4140 .BYTE 0,150,0,0,0,0,0,127
4150 .BYTE 127,166,73,0,0,0,0,0
4160 .BYTE 5,4,0,0,139,140,142,141
4170 .BYTE 140,0,152,0,0,0,0,0
4180 .BYTE 0,0,0,0,0,0,0,149
4190 .BYTE 0,0,0,0,0,0,0,0
4200 .BYTE 0,149,0,0,0,0,0,127
4210 .BYTE 127,146,165,0,0,0,0,0
4220 .BYTE 3,1,0,0,141,159,163,165
4230 .BYTE 142,139,148,0,0,0,0,0
4240 .BYTE 0,0,150,0,0,0,0,144
4250 .BYTE 161,164,0,0,0,0,0,0
4260 .BYTE 0,151,0,0,0,0,0,127
4270 .BYTE 127,0,143,167,0,0,0,3
4280 .BYTE 4,6,0,139,140,142,141,145
4290 .BYTE 160,166,151,0,0,0,0,0
4300 .BYTE 0,0,145,166,0,0,0,0
4310 .BYTE 0,146,166,0,0,0,0,0
4320 .BYTE 0,148,0,0,0,0,0,127
4330 .BYTE 127,0,0,149,0,0,0,2
4340 .BYTE 5,139,142,141,139,140,139,142
4350 .BYTE 140,146,168,0,0,0,0,0
4360 .BYTE 0,0,0,151,0,0,0,0
4370 .BYTE 0,0,143,163,159,161,160,166
4380 .BYTE 0,152,0,0,0,0,0,127
4390 .BYTE 127,0,156,154,0,0,0,0
4400 .BYTE 0,140,139,141,142,140,0,0
4410 .BYTE 0,139,148,0,0,0,0,0
4420 .BYTE 0,0,74,148,0,0,0,0
4430 .BYTE 0,0,0,0,0,0,0,147
4440 .BYTE 71,143,159,160,162,165,0,127
```

```
4450 .BYTE 127,153,151,0,0,0,0,0
4460 .BYTE 0,0,142,0,0,0,0,0
4470 .BYTE 0,71,149,0,0,0,0,0
4480 .BYTE 0,0,0,144,165,0,0,0
4490 .BYTE 0,0,0,0,0,0,0,149
4500 .BYTE 0,0,0,0,0,144,166,127
4510 .BYTE 127,1,6,0,0,0,0,0
4520 .BYTE 0,0,0,0,0,0,0,0
4530 .BYTE 0,0,143,156,161,0,0,0
4540 .BYTE 0,0,0,0,146,156,155,157
4550 .BYTE 154,156,160,0,0,0,0,148
4560 .BYTE 0,0,0,0,0,0,146,127
4570 .BYTE 127,2,5,3,4,0,0,0
4580 .BYTE 0,0,0,0,0,0,0,0
4590 .BYTE 0,0,0,0,145,155,158,0
4600 .BYTE 0,0,0,0,0,0,0,0
4610 .BYTE 0,0,145,157,158,0,152,150
4620 .BYTE 0,0,0,0,0,0,0,127
4630 .BYTE 127,0,0,1,5,6,3,0
4640 .BYTE 0,156,161,0,0,0,156,159
4650 .BYTE 0,0,0,0,0,0,144,154
4660 .BYTE 160,0,0,0,0,0,0,0
4670 .BYTE 0,0,0,153,162,155,151,0
4680 .BYTE 0,0,0,0,0,0,0,127
4690 .BYTE 127,0,0,0,0,4,3,1
4700 .BYTE 5,0,145,159,0,0,0,146
4710 .BYTE 157,158,0,0,0,0,0,0
4720 .BYTE 146,157,159,0,0,0,0,0
4730 .BYTE 0,0,152,151,0,0,0,0
4740 .BYTE 0,0,0,0,0,0,0,127
4750 .BYTE 127,0,0,0,0,0,2,4
4760 .BYTE 6,0,0,143,155,156,154,160
4770 .BYTE 0,143,154,161,0,0,0,0
4780 .BYTE 0,0,143,158,0,0,0,0
4790 .BYTE 0,153,150,0,0,0,0,0
4800 .BYTE 0,0,0,0,0,0,0,127
4810 .BYTE 127,0,0,0,0,0,0,1
4820 .BYTE 3,5,0,0,0,0,0,144
4830 .BYTE 158,0,0,145,160,0,0,0
4840 .BYTE 0,0,72,147,0,0,0,176
4850 .BYTE 165,188,73,0,0,0,0,0
4860 .BYTE 0,0,0,0,0,0,0,127
4870 .BYTE 127,0,0,0,0,0,0,0
4880 .BYTE 2,6,4,0,0,0,0,0
4890 .BYTE 146,161,0,0,144,159,0,0
4900 .BYTE 0,0,153,150,0,177,166,170
4910 .BYTE 178,174,0,0,0,0,0,0
4920 .BYTE 0,0,0,0,0,0,0,127
4930 .BYTE 127,0,0,0,0,0,0,0
4940 .BYTE 0,5,1,6,0,160,0,0
```

```
4950 .BYTE 0,143,159,0,0,146,158,0
4960 .BYTE 0,0,149,0,175,171,191,179
4970 .BYTE 173,0,0,0,0,0,0,0
4980 .BYTE 0,0,0,0,0,0,0,127
4990 .BYTE 127,0,0,0,0,0,0,0
5000 .BYTE 0,1,2,4,3,144,161,0
5010 .BYTE 0,0,145,160,73,0,147,0
5020 .BYTE 0,152,151,0,164,191,191,168
5030 .BYTE 180,0,0,0,0,0,0,0
5040 .BYTE 0,0,0,0,0,0,0,127
5050 .BYTE 127,0,0,0,0,0,0,0
5060 .BYTE 0,5,3,6,2,1,143,159
5070 .BYTE 0,0,0,146,186,165,187,166
5080 .BYTE 167,188,182,172,191,191,191,178
5090 .BYTE 174,0,74,152,154,157,156,159
5100 .BYTE 0,0,0,0,0,0,0,127
5110 .BYTE 127,0,0,4,5,1,5,2
5120 .BYTE 3,6,1,4,5,6,2,145
5130 .BYTE 158,0,0,176,170,191,191,191
5140 .BYTE 178,173,183,184,184,185,163,181
5150 .BYTE 153,157,155,150,0,0,0,148
5160 .BYTE 0,0,0,0,0,0,0,127
5170 .BYTE 127,0,0,5,3,6,4,1
5180 .BYTE 4,2,0,3,4,1,6,0
5190 .BYTE 146,186,167,171,191,191,191,191
5200 .BYTE 168,180,0,0,176,170,191,169
5210 .BYTE 187,166,167,180,0,0,0,0
5220 .BYTE 0,0,0,0,0,0,0,127
5230 .BYTE 127,0,0,0,0,0,0,0
5240 .BYTE 0,0,0,0,0,0,0,0
5250 .BYTE 177,172,191,191,191,191,191,191
5260 .BYTE 191,169,181,175,171,191,191,191
5270 .BYTE 191,191,191,169,165,181,5,4
5280 .BYTE 2,3,6,1,6,2,1,127
5290 .BYTE 127,0,0,0,0,0,0,0
5300 .BYTE 0,0,0,0,0,0,0,0
5310 .BYTE 164,191,191,191,191,191,191,191
5320 .BYTE 191,191,168,172,191,191,191,191
5330 .BYTE 191,191,191,191,191,168,166,167
5340 .BYTE 181,1,2,3,4,3,3,127
5350 .BYTE 127,127,127,127,127,127,127,127
5360 .BYTE 127,127,127,127,127,127,127,127
5370 .BYTE 127,127,127,127,127,127,127,127
5380 .BYTE 127,127,127,127,127,127,127,127
5390 .BYTE 127,127,127,127,127,127,127,127
5400 .BYTE 127,127,127,127,127,127,127,127,127
5410 STKTAB .BYTE $FF,$FF,$FF,$FF,$FF,$FF,$FF,1
5420 .BYTE $FF,$FF,$FF,3,$FF,2,0,$FF
5430 SSNCOD .BYTE 40,40,40,20,0,0,0,0,0,20,40,40
5440 TRNTAB .BYTE 6,12,8,0,0,18,14,8,20,128
```

```
5450 .BYTE 4,8,6,0,0,18,13,6,16,128
5460 .BYTE 24,30,24,0,0,30,30,26,28,128
5470 .BYTE 30,30,30,0,0,30,30,30,30,128
5480 .BYTE 10,16,10,12,12,24,28,12,24,128
5490 .BYTE 6,10,8,8,8,24,28,8,20,128
5500 BHX1 .BYTE 40,39,38,36,35,34,22,15,15,14
5510 .BYTE 40,39,38,35,35,34,22,15,14,14,19,19
5520 BHY1 .BYTE 35,35,35,33,36,36,4,7,7,8
5530 .BYTE 36,36,36,33,37,37,3,6,7,7,4,3
5540 BHX2 .BYTE 40,39,38,35,35,34,22,15,14,14
5550 .BYTE 40,39,38,36,35,34,22,15,15,14,19,19
5560 BHY2 .BYTE 36,36,36,33,37,37,3,6,7,7
5570 .BYTE 35,35,35,33,36,36,4,7,7,8,3,4
5580 EXEC *=*+159
5590 .END
```

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4677. Eastern Front EFT18M.ASM

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Date: 1998-12-02 00:00:00 UTC
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Source record: 57748

```
10 ;EFT VERSION 1.8M (MAINLINE) 11/30/81 COPYRIGHT CHRIS CRAWFORD 1981
20 ;
30 ;Page zero RAM
40 DLSTPT=$B0 Zero page pointer to display list
50 CORPS=$B4
60 *=$BE
70 CHUNKX *=*+1 cursor coordinates (pixel frame)
80 CHUNKY *=*+1
90 ;
0100 ;These locations are for the mainline routines
0110 ;
0120 MAPPTR *=*+2
0130 ARMY *=*+1
0140 UNITNO *=*+1
0150 DEFNDR *=*+1
0160 TEMPR *=*+1
0170 TEMPZ *=*+1
0180 ACCLO *=*+1
0190 ACCHI *=*+1
0200 TURN *=*+1
0210 LAT *=*+1
0220 LONG *=*+1
0230 RFR *=*+1
0240 TRNTYP *=*+1
0250 SQVAL *=*+1
0260 ;
0270 ;OS locations (see OS manual)
0280 ;
0290 SDMCTL=$022F
0300 DLSTLO=$0230 Existing OS pointer to display list
0310 DLSTHI=$0231
0320 GPRIOR=$026F
0330 PCOLR0=$02C0
0340 ;
0350 ;HARDWARE LOCATIONS
0360 ;
0370 HPOSP0=$D000
0380 SIZEP0=$D008
0390 COLBAK=$D01A
0400 GRACTL=$D01D
0410 RANDOM=$D20A
0420 HSCROL=$D404
0430 VSCROL=$D405
0440 PMBASE=$D407
```

```
0450 NMIEN=$D40E
0460 SETVBV=$E45C
0470 ;
0480 ;Page 6 usage
0490 ;
0500 *=$0600
0510 ;first come locations used by the interrupt service routine
0520 XPOSL *=*+5 Horizontal position of screen window
0530 TRCOLR *=*+1
0540 EARTH *=*+1
0550 ICELAT *=*+1
0560 SEASN1 *=*+1
0570 SEASN2 *=*+1
0580 SEASN3 *=*+1
0590 DAY *=*+1
0600 MONTH *=*+1
0610 YEAR *=*+1
0620 BUTFLG *=*+1
0630 BUTMSK *=*+1
0640 ;
0650 ;THESE VALUES ARE USED BY MAINLINE ROUTINE ONLY
0660 ;
0670 *=$62A
0680 OLDLAT *=*+1
0690 TRNCOD *=*+1
0700 TLO *=*+1
0710 THI *=*+1
0720 TICK *=*+1
0730 UNTCOD *=*+1
0740 UNTCD1 *=*+1
0750 ;
0760 HANDCP=$68F
0770 ZOC=$694
0780 VICTRY=$697
0790 ;
0800 ;declarations of routines in other modules
0810 ;
0820 CHKZOC=$5140
0830 LOGSTC=$5091
0840 DNUMBR=$7BB2
0850 DWORDS=$79C0
0860 SWITCH=$79EF
0870 YINC=$7BF1
0880 XINC=$7BF2
0890 ;
0900 *=$5200
0910 PLYR0 *=*+512
0920 CORPSX *=*+159 x-coords of all units (pixel frame)
0930 CORPSY *=*+159 y-coords of all units (pixel frame)
0940 MSTRNG *=*+159 muster strengths
```

```
0950 CSTRNG *=*+159 combat strengths
0960 SWAP *=*+159 terrain code underneath unit
0970 ARRIVE *=*+159 turn of arrival
0980 *=$5C08
0990 ODIGIT *=*+256
1000 TXTTBL *=*+96 more text
1010 MONLEN *=*+13 table of month lengths
1020 HMORDS *=*+159 how many orders each unit has in queue
1030 WHORDS *=*+159 what the orders are
1040 WHORDH *=*+159
1050 *=$5FE2
1060 XADD *=*+4 offsets for moving arrow
1070 YADD *=*+4
1080 TRTAB *=*+13
1090 MLTKRZ *=*+8 maltese cross shape
1100 ;
1110 *=$6450
1120 TXTWDW *=$6CB1
1130 STKTAB *=*+16 a joystick decoding table
1140 SSNCOD *=*+12
1150 TRNTAB *=*+60
1160 BHX1 *=*+22
1170 BHY1 *=*+22
1180 BHX2 *=*+22
1190 BHY2 *=*+22
1200 EXEC *=*+159
1210 ;
1220 ;This is the initialization program
1230 ;The program begins here
1240 ;
1250 *=$6E00
1260 ;
1270 LDX #$08
1280 BOOP99 LDA ZPVAL,X initialize page zero values
1290 STA DLSTPT,X
1300 LDA COLTAB,X
1310 STA PCOLR0,X
1320 DEX
1330 BPL BOOP99
1340 ;
1350 LDX #$0F
1360 BOOP98 LDA PSXVAL,X initialize page six values
1370 STA XPOSL,X
1380 DEX
1390 BPL BOOP98
1400 ;
1410 LDA #$00
1420 STA DLSTLO
1430 STA HSCROL
1440 STA VSCROL
```

```
1450 LDA DLSTPT+1
1460 STA DLSTHI
1470 ;
1480 LDX #$00
1490 LOOP22 LDA MSTRNG,X
1500 STA CSTRNG,X
1510 LDA #$00
1520 STA HMORDS,X
1530 LDA #$FF
1540 STA EXEC,X
1550 INX
1560 CPX #$A0
1570 BNE LOOP22
1580 ;
1590 ;
1600 ;Now set up player window
1610 ;
1620 LDA #$50
1630 STA PMBASE
1640 ;
1650 ;here follow various initializations
1660 ;
1670 LDA #$2F
1680 STA SDMCTL
1690 LDA #$03
1700 STA GRACTL
1710 LDA #$78
1720 STA HPOSP0
1730 LDA #$01
1740 STA HANDCP
1750 STA GPRIOR
1760 STA SIZEP0
1770 LDX #$33
1780 ;
1790 LDA #$FF
1800 STA PLYR0,X
1810 INX
1820 STA PLYR0,X
1830 INX
1840 LDA #$81
1850 LOOP2 STA PLYR0,X
1860 INX
1870 CPX #$3F
1880 BNE LOOP2
1890 LDA #$FF
1900 STA PLYR0,X
1910 STA TURN
1920 INX
1930 STA PLYR0,X
1940 ;
```

```
1950 ;Now enable deferred vertical blank interrupt
1960 ;
1970 LDY #$00
1980 LDX #$74
1990 LDA #$07
2000 JSR SETVBV
2010 LDA #$00 This is DLI vector (low byte)
2020 STA $0200
2030 LDA #$7B
2040 STA $0201
2050 LDA #$C0
2060 STA NMIEN Turn interrupts on
2070 ;
2080 NEWTRN INC TURN
2090 ;
2100 ;first do calendar calculations
2110 ;
2120 LDA DAY
2130 CLC
2140 ADC #07
2150 LDX MONTH
2160 CMP MONLEN,X
2170 BEQ X28
2180 BCC X28
2190 CPX #$02
2200 BNE X96
2210 LDY YEAR
2220 CPY #44
2230 BNE X96
2240 SEC
2250 SBC #$01
2260 X96 SEC
2270 SBC MONLEN,X
2280 INX
2290 CPX #13
2300 BNE X29
2310 INC YEAR
2320 LDX #01
2330 X29 STX MONTH
2340 LDY TRTAB,X
2350 STY TRCOLR
2360 X28 STA DAY
2370 LDY #$93
2380 LDA #$00
2390 LOOP13 STA TXTWDW,Y
2400 INY
2410 CPY #$A7
2420 BNE LOOP13
2430 LDY #$93
2440 TXA
```

```
2450 CLC
2460 ADC #$10
2470 JSR DWORDS
2480 LDA DAY
2490 JSR DNUMBR
2500 LDA #$0C
2510 STA TXTWDW,Y
2520 INY
2530 INY
2540 LDA #$11
2550 STA TXTWDW,Y
2560 INY
2570 LDA #$19
2580 STA TXTWDW,Y
2590 INY
2600 LDX YEAR
2610 LDA #$14
2620 STA TXTWDW,Y
2630 INY
2640 LDA ODIGIT,X
2650 CLC
2660 ADC #$10
2670 STA TXTWDW,Y
2680 ;
2690 ;now do season calculations
2700 ;
2710 LDA MONTH
2720 CMP #$04
2730 BNE X87
2740 LDA #$02
2750 STA EARTH
2760 LDA #$40
2770 STA SEASN1
2780 LDA #$01
2790 STA SEASN3
2800 LDA #$00
2810 STA SEASN2
2820 JMP ENDSSN
2830 X87 CMP #$0A
2840 BNE X88
2850 LDA #$02
2860 STA EARTH
2870 JMP ENDSSN
2880 X88 CMP #$05
2890 BNE X89
2900 LDA #$10
2910 STA EARTH
2920 JMP ENDSSN
2930 X89 CMP #$0B
2940 BNE X90
```

```
2950 LDA #$0A
2960 STA EARTH
2970 JMP X91
2980 X90 CMP #$01
2990 BNE X92
3000 LDA #$80
3010 STA SEASN1
3020 LDA #$FF
3030 STA SEASN2
3040 STA SEASN3
3050 JMP ENDSSN
3060 X92 CMP #$03
3070 BEQ X91
3080 JMP ENDSSN
3090 ;
3100 ;
3110 ;freeze those rivers, baby
3120 ;
3130 X91 LDA RANDOM
3140 AND #$07
3150 CLC
3160 ADC #$07
3170 EOR SEASN2
3180 STA TEMPR
3190 LDA ICELAT
3200 STA OLDLAT
3210 SEC
3220 SBC TEMPR
3230 BEQ X95
3240 BPL X94
3250 X95 LDA #$01
3260 X94 CMP #$27
3270 BCC X93
3280 LDA #$27
3290 X93 STA ICELAT
3300 LDA #$01
3310 STA CHUNKX
3320 STA LONG
3330 LDA OLDLAT
3340 STA CHUNKY
3350 STA LAT
3360 ;
3370 LOOP40 JSR TERR
3380 ;
3390 AND #$3F
3400 CMP #$0B
3410 BCC NOTCH
3420 CMP #$29
3430 BCS NOTCH
3440 LDX CHUNKY
```

```
3450 CPX #$0E
3460 BCS DOTCH
3470 CMP #$23
3480 BCS NOTCH
3490 DOTCH ORA SEASN1
3500 LDX UNITNO
3510 BEQ X86
3520 STA SWAP,X
3530 JMP NOTCH
3540 X86 STA (MAPPTR),Y
3550 NOTCH INC CHUNKX
3560 LDA CHUNKX
3570 STA LONG
3580 CMP #46
3590 BNE LOOP40
3600 LDA #$00
3610 STA CHUNKX
3620 STA LONG
3630 LDA CHUNKY
3640 CMP ICELAT
3650 BEQ ENDSSN
3660 SEC
3670 SBC SEASN3
3680 STA CHUNKY
3690 STA LAT
3700 JMP LOOP40
3710 ;
3720 ENDSSN LDX #$9E any reinforcements?
3730 LOOP14 LDA ARRIVE,X
3740 CMP TURN
3750 BNE X33
3760 LDA CORPSX,X
3770 STA CHUNKX
3780 STA LONG
3790 LDA CORPSY,X
3800 STA CHUNKY
3810 STA LAT
3820 STX CORPS
3830 JSR TERRB
3840 BEQ SORRY
3850 CPX #$37
3860 BCS A51
3870 LDA #$0A
3880 STA TXTWDW+36
3890 A51 JSR SWITCH
3900 JMP X33
3910 SORRY LDA TURN
3920 CLC
3930 ADC #$01
3940 STA ARRIVE,X
```

```
3950 X33 DEX
3960 BNE LOOP14
3970 ;
3980 X31 LDX #$9E
3990 LOOPF STX ARMY
4000 JSR LOGSTC logistics subroutine
4010 LDX ARMY
4020 DEX
4030 BNE LOOPF
4040 ;
4050 ;calculate some points
4060 ;
4070 LDA #$00
4080 STA ACCLO
4090 STA ACCHI
4100 LDX #$01
4110 LOOPB LDA #$30
4120 SEC
4130 SBC CORPSX,X
4140 STA TEMPR
4150 LDA MSTRNG,X
4160 LSR A
4170 BEQ A01
4180 TAY
4190 LDA #$00
4200 CLC
4210 LOOPA ADC TEMPR
4220 BCC A0
4230 INC ACCHI
4240 CLC
4250 BNE A0
4260 DEC ACCHI
4270 A0 DEY
4280 BNE LOOPA
4290 A01 INX
4300 CPX #$37
4310 BNE LOOPB
4320 ;
4330 LOOPC LDA CORPSX,X
4340 STA TEMPR
4350 LDA CSTRNG,X
4360 LSR A
4370 LSR A
4380 LSR A
4390 BEQ A02
4400 TAY
4410 LDA #$00
4420 CLC
4430 LOOPD ADC TEMPR
4440 BCC A03
```

```
4450 INC ACCLO
4460 CLC
4470 BNE A03
4480 DEC ACCLO
4490 A03 DEY
4500 BNE LOOPD
4510 A02 INX
4520 CPX #$9E
4530 BNE LOOPC
4540 ;
4550 LDA ACCHI
4560 SEC
4570 SBC ACCLO
4580 BCS A04
4590 LDA #$00
4600 A04 LDX #$03
4610 LOOPG LDY MOSCOW,X
4620 BEQ A15
4630 CLC
4640 ADC MPTS,X
4650 BCC A15
4660 LDA #$FF
4670 A15 DEX
4680 BPL LOOPG
4690 ;
4700 LDX HANDCP was handicap option used?
4710 BNE A23 no
4720 LSR A yes, halve score
4730 A23 LDY #$05
4740 JSR DNUMBR
4750 LDA #$00
4760 STA TXTWDW,Y
4770 LDA TURN
4780 CMP #$28
4790 BNE Z00
4800 LDA #$01 end of game
4810 JSR TXTMSG
4820 FINI JMP FINI hang up
4830 ;
4840 ;
4850 Z00 LDA #$00
4860 STA BUTMSK
4870 STA CORPS
4880 JSR TXTMSG
4890 JSR $4700 artificial intelligence routine
4900 LDA #$01
4910 STA BUTMSK
4920 LDA #$02
4930 JSR TXTMSG
4940 ;
```

```
4950 ;movement execution phase
4960 ;
4970 LDA #$00
4980 STA TICK
4990 LDX #$9E
5000 LOOP31 STX ARMY
5010 JSR DINGO determine first execution time
5020 DEX
5030 BNE LOOP31
5040 ;
5050 LOOP33 LDX #$9E
5060 LOOP32 STX ARMY
5070 LDA MSTRNG,X
5080 SEC
5090 SBC CSTRNG,X
5100 CMP #$02
5110 BCC Y30
5120 INC CSTRNG,X
5130 CMP RANDOM
5140 BCC Y30
5150 INC CSTRNG,X
5160 Y30 LDA EXEC,X
5170 BMI A60
5180 CMP TICK
5190 BNE A60
5200 LDA WHORDS,X
5210 AND #$03
5220 TAY
5230 LDA CORPSX,X
5240 CLC
5250 ADC XINC,Y
5260 STA LONG
5270 STA ACCLO
5280 LDA CORPSY,X
5290 CLC
5300 ADC YINC,Y
5310 STA LAT
5320 STA ACCHI
5330 JSR TERR
5340 LDA UNITNO
5350 BEQ DOMOVE
5360 CMP #$37
5370 BCC GERMAN
5380 LDA ARMY
5390 CMP #$37
5400 BCS TRJAM
5410 BCC COMBAT
5420 GERMAN LDA ARMY
5430 CMP #$37
5440 BCS COMBAT
```

```
5450 TRJAM LDX ARMY
5460 LDA TICK
5470 CLC
5480 ADC #$02
5490 STA EXEC,X
5500 A60 JMP Y06
5510 COMBAT JSR $4ED8
5520 LDA VICTRY
5530 BEQ A60
5540 BNE Z94
5550 DOMOVE LDX ARMY
5560 STX CORPS
5570 LDA CORPSY,X
5580 STA CHUNKY
5590 STA LAT
5600 LDA CORPSX,X
5610 STA CHUNKX
5620 STA LONG
5630 JSR CHKZOC
5640 LDA ACCHI
5650 STA LAT
5660 LDA ACCLO
5670 STA LONG
5680 LDA ZOC
5690 CMP #$02
5700 BCC Z94
5710 JSR CHKZOC
5720 LDA ZOC
5730 CMP #$02
5740 BCS TRJAM
5750 Z94 JSR SWITCH
5760 LDX CORPS
5770 LDA LAT
5780 STA CHUNKY
5790 STA CORPSY,X
5800 LDA LONG
5810 STA CHUNKX
5820 STA CORPSX,X
5830 JSR SWITCH
5840 LDX ARMY
5850 LDA #$FF
5860 STA EXEC,X
5870 DEC HMORDS,X
5880 BEQ Y06
5890 LSR WHORDH,X
5900 ROR WHORDS,X
5910 LSR WHORDH,X
5920 ROR WHORDS,X
5930 LDY #$03
5940 LOOPH LDA CORPSX,X
```

```
5950 CMP MOSCX,Y
5960 BNE A18
5970 LDA CORPSY,X
5980 CMP MOSCY,Y
5990 BNE A18
6000 LDA #$FF
6010 CPX #$37
6020 BCC A19
6030 LDA #$00
6040 A19 STA MOSCOW,Y
6050 A18 DEY
6060 BPL LOOPH
6070 ;
6080 JSR DINGO
6090 JSR STALL
6100 Y06 LDX ARMY
6110 DEX
6120 BEQ Y07
6130 JMP LOOP32
6140 Y07 INC TICK
6150 LDA TICK
6160 CMP #$20
6170 BEQ Y08
6180 JMP LOOP33
6190 ;
6200 ;end of movement phase
6210 ;
6220 Y08 JMP NEWTRN
6230 ;
6240 MOSCOW .BYTE 0,0,0,0
6250 ;
6260 *=$7200
6270 STALL LDA #$00
6280 LOOP79 PHA
6290 PLA
6300 PHA
6310 PLA
6320 PHA
6330 PLA
6340 ADC #$01
6350 BNE LOOP79
6360 RTS
6370 ;
6380 ;this is the debugging routine
6390 ;it can't be reached by any route any longer
6400 ;
6410 ;
6420 *=$7210
6430 LDA #$00
6440 STA $D01D
```

```
6450 STA $D00D
6460 STA $D00E
6470 STA $D00F
6480 LDA #$22
6490 STA $22F
6500 LDA #$20
6510 STA $230
6520 LDA #$BC
6530 STA $231
6540 LDA #$40
6550 STA NMIEN
6560 LDA #$0A
6570 STA $2C5
6580 LDA #$00
6590 STA $5FFF
6600 STA $2C8
6610 BRK
6620 ;
6630 ;
6640 ;
6650 ;Subroutine TERR determines what terrain is in a square
6660 ;
6670 *=$7240
6680 ;
6690 TERR JSR TERRB
6700 BEQ LOOKUP
6710 RTS
6720 TERRB LDA #$00
6730 STA MAPPTR+1
6740 STA UNITNO
6750 LDA #$27
6760 SEC
6770 SBC LAT
6780 ASL A
6790 ROL MAPPTR+1
6800 ASL A
6810 ROL MAPPTR+1
6820 ASL A
6830 ROL MAPPTR+1
6840 ASL A
6850 ROL MAPPTR+1
6860 STA TLO
6870 LDY MAPPTR+1
6880 STY THI
6890 ASL A
6900 ROL MAPPTR+1
6910 CLC
6920 ADC TLO
6930 STA MAPPTR
6940 LDA MAPPTR+1
```

```
6950 ADC THI
6960 ADC #$65
6970 STA MAPPTR+1
6980 LDA #46
6990 SEC
7000 SBC LONG
7010 TAY
7020 LDA (MAPPTR),Y
7030 STA TRNCOD
7040 AND #$3F
7050 CMP #$3D
7060 BEQ A80
7070 CMP #$3E
7080 A80 RTS
7090 ;
7100 LOOKUP LDA TRNCOD
7110 STA UNTCOD
7120 AND #$C0
7130 LDX #$9E
7140 CMP #$40
7150 BNE X98
7160 LDX #$37
7170 X98 LDA LAT
7180 LOOP30 CMP CORPSY,X
7190 BEQ MIGHTB
7200 X97 DEX
7210 BNE LOOP30
7220 LDA #$FF
7230 STA TXTWDW+128
7240 BMI MATCH
7250 MIGHTB LDA LONG
7260 CMP CORPSX,X
7270 BNE X99
7280 LDA CSTRNG,X
7290 BEQ X99
7300 LDA ARRIVE,X
7310 BMI X99
7320 CMP TURN
7330 BCC MATCH
7340 BEQ MATCH
7350 X99 LDA LAT
7360 JMP X97
7370 MATCH STX UNITNO
7380 LDA SWAP,X
7390 STA TRNCOD
7400 RTS
7410 ;
7420 ;determines execution time of next move
7430 ;
7440 DINGO LDX ARMY
```

```
7450 LDA HMORDS,X
7460 BNE Y00
7470 LDA #$FF
7480 STA EXEC,X
7490 RTS
7500 Y00 LDA CORPSX,X
7510 STA LONG
7520 LDA CORPSY,X
7530 STA LAT
7540 JSR TERR
7550 LDA UNTCOD
7560 STA UNTCD1
7570 LDX ARMY
7580 LDA WHORDS,X
7590 EOR #$02
7600 AND #$03
7610 TAY
7620 LDA CORPSX,X
7630 CLC
7640 ADC XADD,Y
7650 STA LONG
7660 LDA CORPSY,X
7670 CLC
7680 ADC YADD,Y
7690 STA LAT
7700 JSR TERR
7710 JSR TERRTY
7720 LDA UNTCD1
7730 AND #$3F
7740 LDX #$00
7750 CMP #$3D
7760 BEQ Y01 infantry
7770 LDX #$0A armor
7780 Y01 TXA
7790 LDX MONTH
7800 CLC
7810 ADC SSNCOD-1,X add season index
7820 ADC TRNTYP add terrain index
7830 TAX
7840 LDA TRNTAB,X get net delay
7850 CLC
7860 ADC TICK
7870 LDX ARMY
7880 STA EXEC,X
7890 LDA TRNTYP
7900 CMP #$07
7910 BCC Y02
7920 LDY #$15
7930 LOOP35 LDA LAT
7940 CMP BHY1,Y
```

```
7950 BNE Y03
7960 LDA LONG
7970 CMP BHX1,Y
7980 BNE Y03
7990 LDX ARMY
8000 LDA CORPSX,X
8010 CMP BHX2,Y
8020 BNE Y03
8030 LDA CORPSY,X
8040 CMP BHY2,Y
8050 BNE Y03
8060 LDA #$FF
8070 STA EXEC,X
8080 RTS
8090 Y03 DEY
8100 BPL LOOP35
8110 Y02 RTS
8120 ;
8130 ;this subroutine determines the type of terrain
8140 ;in a square
8150 ;
8160 TERRTY LDY #$00
8170 LDA TRNCOD
8180 BEQ DONE
8190 CMP #$7F border?
8200 BNE Y04
8210 LDY #$09
8220 BNE DONE
8230 Y04 INY
8240 CMP #$07 mountain?
8250 BCC DONE
8260 INY
8270 CMP #$4B city?
8280 BCC DONE
8290 INY
8300 CMP #$4F frozen swamp?
8310 BCC DONE
8320 INY
8330 CMP #$69 frozen river?
8340 BCC DONE
8350 INY
8360 CMP #$8F swamp?
8370 BCC DONE
8380 INY
8390 CMP #$A4 river?
8400 BCC DONE
8410 LDX LAT
8420 CPX #$0E
8430 BCC NEXT
8440 CMP #$A9
```

```
8450 BCC DONE
8460 NEXT INY
8470 CMP #$BA coastline?
8480 BCC DONE
8490 CPX #$0E
8500 BCC NEXT2
8510 CMP #$BB
8520 BCC DONE
8530 NEXT2 INY
8540 CMP #$BD estuary?
8550 BCC DONE
8560 INY
8570 DONE STY TRNTYP
8580 RTS
8590 ZPVAL .BYTE 0,$64,0,0,0,$22,1,$30,2
8600 PSXVAL .BYTE $E0,0,0,$33,$78,$D6,$10,$27
8610 .BYTE $40,0,1,15,6,41,0,1
8620 COLTAB .BYTE $58,$DC,$2F,0,$6A,$C,$94,$46,$B0
8630 MPTS .BYTE 20,10,10,10
8640 MOSCX .BYTE 20,33,20,6
8650 MOSCY .BYTE 28,36,0,15
8660 TXTMSG ASL A
8670 ASL A
8680 ASL A
8690 ASL A
8700 ASL A
8710 TAX
8720 LDY #$69
8730 LOOP19 LDA TXTTBL,X
8740 SEC
8750 SBC #$20
8760 STA TXTWDW,Y
8770 INY
8780 INX
8790 TXA
8800 AND #$1F
8810 BNE LOOP19
8820 RTS
8830 .END
```

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4678. Eastern Front EFT18I.ASM

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From: leaver@alphalink.com.au
Message-ID: <743su8$4s1$5@news.alphalink.com.au>
Source record: 57749

```
10 ;EFT VERSION 1.8I (INTERRUPT) 11/30/81 COPYRIGHT CHRIS CRAWFORD 1981
20 ;
30 ;Page zero RAM
40 ;
50 RTCLKL=$14
60 ATRACT=$4D
70 DRKMSK=$4E
80 COLRSH=$4F
90 *=$B0
0100 ;
0110 ;These locations are used by the interrupt service routine
0120 ;
0130 DLSTPT *=*+2 Zero page pointer to display list
0140 MAPLO *=*+1
0150 MAPHI *=*+1
0160 CORPS *=*+1 number of unit under window
0170 CURSXL *=*+1
0180 CURSXH *=*+1
0190 CURSYL *=*+1 cursor coordinates on screen (map frame)
0200 CURSYH *=*+1
0210 OFFLO *=*+1 How far to offset new LMS value
0220 OFFHI *=*+1
0230 TEMPI *=*+1 An all-purpose temporary register
0240 CNT1 *=*+1 DLI counter
0250 CNT2 *=*+1 DLI counter for movable map DLI
0260 CHUNKX *=*+1 cursor coordinates (pixel frame)
0270 CHUNKY *=*+1
0280 ;
0290 ;THIS VALUE IS USED BY MAINLINE ROUTINE AND INTERRUPT
0300 ;
0310 TURN=$C9
0320 ;
0330 ;OS locations (see OS manual)
0340 ;
0350 PCOLR0=$02C0
0360 STICK=$0278
0370 CH=$2FC
0380 ;
0390 ;HARDWARE LOCATIONS
0400 ;
0410 HPOSP0=$D000
0420 HPOSP1=$D001
0430 HPOSP2=$D002
0440 HPOSP3=$D003
```

```
0450 TRIG0=$D010
0460 TRIG1=$D011
0470 TRIG2=$D012
0480 COLPF0=$D016
0490 COLPF1=$D017
0500 COLPF2=$D018
0510 COLBAK=$D01A
0520 CONSOL=$D01F
0530 AUDF1=$D200
0540 AUDC1=$D201
0550 HSCROLL=$D404
0560 VSCROLL=$D405
0570 WSYNC=$D40A
0580 CHBASE=$D409
0590 SETVBV=$E45C
0600 XITVBV=$E462
0610 ;
0620 ;Page 6 usage
0630 ;
0640 *=$0600
0650 ;first come locations used by the interrupt service routine
0660 XPOSL *=*+1 Horizontal position of
0670 YPOSL *=*+1 Vertical position of
0680 YPOSH *=*+1 upper left corner of screen window
0690 SCY *=*+1 vert position of cursor (player frame)
0700 SHPOS0 *=*+1 shadows player 0 position
0710 TRCOLR *=*+1
0720 EARTH *=*+1
0730 ICELAT *=*+1
0740 SEASN1 *=*+1
0750 SEASN2 *=*+1
0760 SEASN3 *=*+1
0770 DAY *=*+1
0780 MONTH *=*+1
0790 YEAR *=*+1
0800 BUTFLG *=*+1
0810 BUTMSK *=*+1
0820 TYL *=*+1
0830 TYH *=*+1
0840 DELAY *=*+1 acceleration delay on scrolling
0850 TIMSCL *=*+1 frame to scroll in
0860 TEMPLO *=*+1 temporary
0870 TEMPHI *=*+1
0880 BASEX *=*+1 start position for arrow (player frame)
0890 BASEY *=*+1
0900 STEPX *=*+1 intermediate position of arrow
0910 STEPY *=*+1
0920 STPCNT *=*+1 which intermediate steps arrow is on
0930 ORDCNT *=*+1 which order arrow is showing
0940 ORD1 *=*+1 orders record
```

```
0950 ORD2 *=*+1
0960 ARRNDX *=*+1 arrow index
0970 HOWMNY *=*+1 how many orders for unit under cursor
0980 KRZX *=*+1 maltakreuze coords (player frame)
0990 KRZY *=*+1
1000 DBTIMR *=*+1 joystick debounce timer
1010 STICKI *=*+1 coded value of stick direction (0-3)
1020 ERRFLG *=*+1
1030 KRZFLG *=*+1
1040 STKFLG *=*+1
1050 HITFLG *=*+1
1060 TXL *=*+1 temporary values---slightly shifted
1070 TXH *=*+1
1080 HANDCP=$68F
1090 ;
1100 *=$5200
1110 PLYR0 *=*+128
1120 PLYR1 *=*+128
1130 PLYR2 *=*+128
1140 PLYR3 *=*+128
1150 CORPSX *=*+159 x-coords of all units (pixel frame)
1160 CORPSY *=*+159 y-coords of all units (pixel frame)
1170 MSTRNG *=*+159 muster strengths
1180 CSTRNG *=*+159 combat strengths
1190 SWAP *=*+159 terrain code underneath unit
1200 ARRIVE *=*+159 turn of arrival
1210 WORDS *=*+272 various words for messages
1220 CORPT *=*+159 codes for unit types
1230 CORPNO *=*+159 ID numbers of units
1240 HDIGIT *=*+256 tables for displaying numbers (hundreds)
1250 TDIGIT *=*+256 tens tables
1260 ODIGIT *=*+256 ones tables
1270 TXTTBL *=*+96 more text
1280 MONLEN *=*+13 table of month lengths
1290 HMORDS *=*+159 how many orders each unit has in queue
1300 WHORDS *=*+159 what the orders are
1310 WHORDH *=*+159
1320 BEEPTB *=*+4 table of beep tones
1330 ERRMSG *=*+128 table of error messages
1340 XOFF *=*+4 offsets for moving maltakreuze
1350 YOFF *=*+4
1360 MASKO *=*+4 mask values for decoding orders
1370 XADD *=*+4 offsets for moving arrow
1380 YADD *=*+4
1390 TRTAB *=*+13
1400 MLTKRZ *=*+8 maltese cross shape
1410 ;
1420 ;RAM from $6000 to $6430 is taken up by
1430 ;character sets and the display list
1440 ;
```

```
1450 *=$6431
1460 ARRTAB *=*+32 arrow shapes
1470 *=$6450
1480 TXTWDW *=$6CB1
1490 ;
1500 STKTAB *=*+16 a joystick decoding table
1510 SSNCOD *=*+12
1520 TRNTAB *=*+60
1530 BHX1 *=*+22
1540 BHY1 *=*+22
1550 BHX2 *=*+22
1560 BHY2 *=*+22
1570 EXEC *=*+159
1580 ;
1590 ;everything in here is taken up by the map data
1600 ;
1610 ;
1620 ;This is the vertical blank interrupt routine
1630 ;It reads the joystick and scrolls the screen
1640 ;
1650 *=$7400
1660 LDA TRIG1 check for break button
1670 BNE Z30 no, check next
1680 LDY #62 reset 60 Hertz vector
1690 LDX #233
1700 LDA #7
1710 JSR SETVBV
1720 PLA reset stack
1730 PLA
1740 PLA
1750 JMP $7210 break routine
1760 Z30 LDA HANDCP
1770 BEQ A31
1780 LDA TRIG0
1790 BEQ A31
1800 LDA #$08
1810 STA CONSOL
1820 LDA CONSOL
1830 AND #$04
1840 BNE A31
1850 STA HANDCP
1860 LDA #$30
1870 STA $7B7A my trademark
1880 LDX #$36
1890 LOOPJ LDA MSTRNG,X
1900 STA TEMPI
1910 LSR A
1920 ADC TEMPI
1930 BCC A22
1940 LDA #$FF
```

```
1950 A22 STA MSTRNG,X
1960 DEX
1970 BNE LOOPJ
1980 ;
1990 ;
2000 A31 LDA TRIG0 button status
2010 ORA BUTMSK button allowed?
2020 BEQ X17
2030 LDA BUTFLG no button now; previous status
2040 BNE X23
2050 JMP NOBUT
2060 X23 LDA #$58 button just released
2070 STA PCOLR0
2080 LDA #$00
2090 STA BUTFLG
2100 STA KRZFLG
2110 STA AUDC1
2120 LDX #$52
2130 LOOP8 STA TXTWDW+8,X clear text window
2140 DEX
2150 BPL LOOP8
2160 LDA #$08
2170 STA DELAY
2180 CLC
2190 ADC RTCLKL
2200 STA TIMSCL
2210 JSR SWITCH
2220 LDA #$00
2230 STA CORPS
2240 JSR CLRP1
2250 JSR CLRP2
2260 JMP ENDISR
2270 X17 STA ATRACT button is pressed
2280 LDA STICK
2290 AND #$0F
2300 EOR #$0F
2310 BEQ X20 joystick active?
2320 JMP ORDERS yes
2330 X20 STA DBTIMR no, set debounce
2340 STA AUDC1
2350 STA STKFLG
2360 LDA BUTFLG
2370 BNE BUTHLD is this the first button pass
2380 JMP FBUTPS yes
2390 BUTHLD JSR ERRCLR no, clear errors
2400 X61 LDA HITFLG
2410 BEQ X63 anybody in the window?
2420 JMP ENDISR no
2430 X63 LDA CH
2440 CMP #$21
```

```
2450 BNE X80 space bar pressed?
2460 LDX CORPS yes, check for Russian
2470 CPX #$37
2480 BCS X80
2490 LDA #$00
2500 STA CH
2510 STA HMORDS,X clear out orders
2520 STA HOWMNY
2530 STA STPCNT
2540 LDA #$01
2550 STA ORDCNT
2560 JSR CLRP1
2570 JSR CLRP2
2580 LDA BASEX
2590 STA STEPX
2600 LDA BASEY
2610 STA STEPY
2620 X80 LDA RTCLKL
2630 AND #$03
2640 BEQ X54 time to move arrow?
2650 JMP ENDISR no
2660 X54 LDY HOWMNY yes
2670 BNE X65 any orders to show?
2680 JMP PCURSE no, go ahead to maltakreuze
2690 X65 JSR CLRP1 yes, clear old arrow
2700 LDA ORDCNT
2710 LDX #$00 assume first byte
2720 CMP #$05
2730 BCC X52 second byte or first?
2740 INX second byte
2750 X52 AND #$03 isolate bit pair index
2760 TAY
2770 LDA BITTAB,Y get mask
2780 X50 AND ORD1,X get orders
2790 ;
2800 ;right justify orders
2810 ;
2820 DEY
2830 BPL X51
2840 LDY #$03
2850 X51 BEQ X53
2860 LOOP21 LSR A
2870 LSR A
2880 DEY
2890 BNE LOOP21
2900 X53 STA ARRNDX
2910 ASL A
2920 ASL A
2930 ASL A
2940 ;get arrow image and store it to player RAM
```

```
2950 TAX
2960 LDY STEPY
2970 X55 LDA ARRTAB,X
2980 CPY #$80
2990 BCS X43
3000 STA PLYR1,Y
3010 X43 INX
3020 INY
3030 TXA
3040 AND #$07
3050 BNE X55
3060 ;
3070 LDA STEPX position arrow
3080 STA HPOSP1
3090 ;
3100 ;now step arrow
3110 ;
3120 LDX ARRNDX
3130 LDA STEPX
3140 CLC
3150 ADC XADD,X
3160 STA STEPX
3170 LDA STEPY
3180 CLC
3190 ADC YADD,X
3200 STA STEPY
3210 ;
3220 INC STPCNT next step
3230 LDA STPCNT
3240 AND #$07
3250 BNE X59 if not done end ISR
3260 STA STPCNT end of steps
3270 INC ORDCNT next order
3280 LDA ORDCNT
3290 CMP HOWMNY last order?
3300 BCC X59 no, out
3310 BEQ X59 no, out
3320 LDA #$01
3330 STA ORDCNT yes, reset to start of arrow's path
3340 ;
3350 ;display maltese cross ('maltakreuze' or KRZ)
3360 ;
3370 PCURSE LDY STEPY
3380 STY KRZY
3390 LDA #$FF
3400 STA KRZFLG
3410 LDX #$00
3420 LOOP24 LDA MLTKRZ,X
3430 CPY #$80
3440 BCS X44
```

```
3450 STA PLYR2,Y
3460 X44 INY
3470 INX
3480 CPX #$08
3490 BNE LOOP24
3500 LDA STEPX
3510 SEC
3520 SBC #$01
3530 STA KRZX
3540 STA HPOSP2
3550 JSR CLRP1 clear arrow
3560 LDA BASEX reset arrow's coords
3570 STA STEPX
3580 LDA BASEY
3590 STA STEPY
3600 ;
3610 X59 JMP ENDISR
3620 ;
3630 ;FIRST BUTTON PASS
3640 ;looks for a unit inside cursor
3650 ;if there is one, puts unit info into text window
3660 ;
3670 FBUTPS LDA #$FF
3680 STA BUTFLG
3690 ;
3700 ;first get coords of center of cursor (map frame)
3710 ;
3720 X24 LDA CURSXL
3730 CLC
3740 ADC #$06
3750 STA TXL
3760 LDA CURSXH
3770 ADC #$00
3780 STA TXH
3790 LDA CURSYL
3800 CLC
3810 ADC #$09
3820 STA TYL
3830 LDA CURSYH
3840 ADC #$00
3850 STA TYH
3860 LDA TXH
3870 LSR A
3880 LDA TXL
3890 ROR A
3900 LSR A
3910 LSR A
3920 ;
3930 ;coords of cursor (pixel frame)
3940 ;
```

```
3950 STA CHUNKX
3960 LDA TYH
3970 LSR A
3980 TAX
3990 LDA TYL
4000 ROR A
4010 TAY
4020 TXA
4030 LSR A
4040 TYA
4050 ROR A
4060 LSR A
4070 LSR A
4080 STA CHUNKY
4090 ;
4100 ;now look for a match with unit coordinates
4110 ;
4120 LDX #$9E
4130 LOOP6 CMP CORPSY,X
4140 BEQ MAYBE
4150 X16 DEX
4160 BNE LOOP6
4170 STX CORPS no match obtained
4180 DEX
4190 STX HITFLG
4200 JMP ENDISR
4210 ;
4220 MAYBE LDA CHUNKX
4230 CMP CORPSX,X
4240 BNE X35
4250 LDA ARRIVE,X
4260 BMI X35
4270 CMP TURN
4280 BCC MATCH
4290 BEQ MATCH
4300 X35 LDA CHUNKY
4310 JMP X16
4320 ;
4330 ;match obtained
4340 ;
4350 MATCH LDA #$00
4360 STA HITFLG note match
4370 STA CH
4380 LDA #$5C
4390 STA PCOLR0 light up cursor
4400 ;
4410 ;display unit specs
4420 ;
4430 STX CORPS
4440 LDY #$0D
```

```
4450 LDA CORPNO,X ID number
4460 JSR DNUMBR
4470 INY
4480 LDX CORPS
4490 LDA CORPT,X first name
4500 STA TEMPI
4510 AND #$F0
4520 LSR A
4530 JSR ENTRY2
4540 LDA TEMPI
4550 AND #$0F second name
4560 CLC
4570 ADC #$08
4580 JSR DWORDS
4590 LDA #$1E
4600 LDX CORPS
4610 CPX #$37
4620 BCS X26
4630 LDA #$1D
4640 X26 JSR DWORDS display unit size (corps or army)
4650 LDY #$38
4660 LDA #$1F "MUSTER"
4670 JSR DWORDS
4680 DEY
4690 LDA #$1A ":"
4700 STA TXTWDW,Y
4710 INY
4720 INY
4730 LDX CORPS
4740 LDA MSTRNG,X muster strength
4750 JSR DNUMBR
4760 INY
4770 INY
4780 LDA #$20 "COMBAT"
4790 JSR DWORDS
4800 LDA #$21 "STRENGTH"
4810 JSR DWORDS
4820 DEY
4830 LDA #$1A ":"
4840 STA TXTWDW,Y
4850 INY
4860 INY
4870 LDX CORPS
4880 LDA CSTRNG,X combat strength
4890 JSR DNUMBR
4900 X27 JSR SWITCH flip unit with terrain
4910 LDA CORPS
4920 CMP #$37
4930 BCC X79 Russian?
4940 LDA #$FF yes, mask orders and exit
```

```
4950 STA HITFLG
4960 BMI X75
4970 ;
4980 ;German unit
4990 ;set up orders display
5000 ;first calculate starting coords (BASEX, BASEY)
5010 ;
5020 X79 LDA #$01
5030 STA ORDCNT
5040 LDA #$00
5050 STA STPCNT
5060 ;
5070 LDA TXL
5080 AND #$07
5090 CLC
5100 ADC #$01
5110 CLC
5120 ADC SHPOS0
5130 STA BASEX
5140 STA STEPX
5150 ;
5160 LDA TYL
5170 AND #$0F
5180 LSR A
5190 SEC
5200 SBC #$01
5210 CLC
5220 ADC SCY
5230 STA BASEY
5240 STA STEPY
5250 ;
5260 ;now set up page 6 values
5270 ;
5280 LDX CORPS
5290 LDA HMORDS,X
5300 STA HOWMNY
5310 LDA WHORDS,X
5320 STA ORD1
5330 LDA WHORDH,X
5340 STA ORD2
5350 X75 JMP ENDISR
5360 ;
5370 ;ORDERS INPUT ROUTINE
5380 ;
5390 ORDERS LDA STKFLG
5400 BNE X75
5410 LDX CORPS
5420 CPX #$37
5430 BCC X64 Russian?
5440 LDX #$00 yes, error
```

```
5450 JMP SQUAWK
5460 X64 LDA HMORDS,X
5470 CMP #$08
5480 BCC X66 only 8 orders allowed
5490 LDX #$20
5500 JMP SQUAWK
5510 X66 LDA KRZFLG
5520 BNE X67 must wait for maltakreuze
5530 LDX #$40
5540 JMP SQUAWK
5550 X67 INC DBTIMR
5560 LDA DBTIMR wait for debounce time
5570 CMP #$10
5580 BCS X68
5590 BCC X75
5600 X68 LDA #$00
5610 STA DBTIMR reset debounce timer
5620 LDX STICK
5630 LDA STKTAB,X
5640 BPL X69
5650 LDX #$60 no diagonal orders allowed
5660 JMP SQUAWK
5670 ;
5680 ;OK, this is a good order
5690 ;
5700 X69 TAY
5710 STA STICKI
5720 LDA BEEPTB,Y
5730 STA AUDF1 "BEEP!"
5740 LDA #$A8
5750 STA AUDC1
5760 LDA #$FF
5770 STA STKFLG
5780 ;
5790 LDX CORPS
5800 INC HMORDS,X
5810 LDA HMORDS,X
5820 STA HOWMNY
5830 SEC
5840 SBC #$01
5850 AND #$03
5860 TAY
5870 STY TEMPI
5880 LDA HMORDS,X
5890 SEC
5900 SBC #$01
5910 LSR A
5920 LSR A
5930 TAX
5940 LDA STICKI
```

```
5950 ;isolate order
5960 X71 DEY
5970 BMI X70
5980 ASL A
5990 ASL A
6000 JMP X71
6010 X70 LDY TEMPI
6020 EOR ORD1,X fold in new order (sneaky code)
6030 AND MASKO,Y
6040 EOR ORD1,X
6050 STA ORD1,X
6060 LDA ORD1
6070 LDX CORPS
6080 STA WHORDS,X
6090 LDA ORD2
6100 STA WHORDH,X
6110 ;
6120 ;move maltakreuze
6130 ;
6140 JSR CLRP2
6150 LDX STICKI
6160 LDA KRZX
6170 CLC
6180 ADC XOFF,X
6190 STA KRZX
6200 LDA KRZY
6210 CLC
6220 ADC YOFF,X
6230 STA KRZY
6240 DSPKRZ LDA KRZX display it
6250 STA HPOSP2
6260 LDY KRZY
6270 LDX #$00
6280 LOOP26 LDA MLTKRZ,X
6290 CPY #$80
6300 BCS X45
6310 STA PLYR2,Y
6320 X45 INY
6330 INX
6340 CPX #$08
6350 BNE LOOP26
6360 BEQ EXITI
6370 ;
6380 ;ERROR on inputs routine
6390 ;squawks speaker and puts out error message
6400 ;
6410 SQUAWK LDY #$69
6420 LOOP28 LDA ERRMSG,X
6430 SEC
6440 SBC #$20
```

```
6450 STA TXTWDW,Y
6460 INY
6470 INX
6480 TXA
6490 AND #$1F
6500 BNE LOOP28
6510 LDA #$68
6520 STA AUDC1
6530 LDA #$50
6540 STA AUDF1 "HONK!"
6550 LDA #$FF
6560 STA ERRFLG
6570 BMI EXITI
6580 ;
6590 ;NO BUTTON PRESSED ROUTINE
6600 ;
6610 NOBUT STA DBTIMR
6620 LDA STICK
6630 AND #$0F
6640 EOR #$0F
6650 BNE SCROLL
6660 STA AUDC1
6670 STA STKFLG
6680 LDA #$08
6690 STA DELAY
6700 CLC
6710 ADC RTCLKL
6720 STA TIMSCL
6730 JSR ERRCLR
6740 EXITI JMP ENDISR
6750 SCROLL LDA #$00
6760 STA ATRACT
6770 ;
6780 ;acceleration feature of cursor
6790 ;
6800 LDA TIMSCL
6810 CMP RTCLKL
6820 BNE EXITI
6830 LDA DELAY
6840 CMP #$01
6850 BEQ X21
6860 SEC
6870 SBC #$01
6880 STA DELAY
6890 X21 CLC
6900 ADC RTCLKL
6910 STA TIMSCL
6920 ;
6930 LDA #$00
6940 STA OFFLO
```

```
6950 STA OFFHI zero the offset
6960 ;
6970 LDA STICK get joystick reading
6980 PHA save it on stack for other bit checks
6990 AND #$08 joystick left?
7000 BNE CHKRT no, move on
7010 LDA CURSXL
7020 BNE X13
7030 LDX CURSXH
7040 BEQ CHKUP
7050 X13 SEC
7060 SBC #$01
7070 STA CURSXL
7080 BCS X14
7090 DEC CURSXH
7100 X14 LDA SHPOS0
7110 CMP #$BA
7120 BEQ X1
7130 CLC
7140 ADC #$01
7150 STA SHPOS0
7160 STA HPOSP0
7170 BNE CHKUP
7180 X1 LDA XPOSL
7190 SEC decrement x-coordinate
7200 SBC #$01
7210 STA XPOSL
7220 AND #$07
7230 STA HSCROLL fine scroll
7240 CMP #$07 scroll overflow?
7250 BNE CHKUP no, move on
7260 INC OFFLO yes, mark it for offset
7270 CLV
7280 BVC CHKUP no point in checking for joystick right
7290 CHKRT PLA get back joystick byte
7300 PHA save it again
7310 AND #$04 joystick right?
7320 BNE CHKUP no, move on
7330 LDA CURSXL
7340 CMP #$64
7350 BNE X12
7360 LDX CURSXH
7370 BNE CHKUP
7380 X12 CLC
7390 ADC #$01
7400 STA CURSXL
7410 BCC X15
7420 INC CURSXH
7430 X15 LDA SHPOS0
7440 CMP #$36
```

```
7450 BEQ X2
7460 SEC
7470 SBC #$01
7480 STA SHPOS0
7490 STA HPOSP0
7500 BNE CHKUP
7510 X2 LDA XPOSL
7520 CLC no, increment x-coordinate
7530 ADC #$01
7540 STA XPOSL
7550 X4 AND #$07
7560 STA HSCROLL fine scroll
7570 BNE CHKUP scroll overflow? if not, move on
7580 DEC OFFLO yes, set up offset for character scroll
7590 DEC OFFHI
7600 CHKUP PLA joystick up?
7610 LSR A
7620 PHA
7630 BCS CHKDN no, ramble on
7640 LDA CURSYL
7650 CMP #$5E
7660 BNE X3
7670 LDX CURSYH
7680 CPX #$02
7690 BEQ CHKDN
7700 X3 INC CURSYL
7710 BNE X11
7720 INC CURSYH
7730 X11 LDX SCY
7740 CPX #$1B
7750 BEQ X6
7760 INC CURSYL
7770 BNE X18
7780 INC CURSYH
7790 X18 DEX
7800 STX SCY
7810 TXA
7820 CLC
7830 ADC #$12
7840 STA TEMPI
7850 LOOP4 LDA PLYR0,X
7860 STA PLYR0-1,X
7870 INX
7880 CPX TEMPI
7890 BNE LOOP4
7900 BEQ CHKDN
7910 X6 LDA YPOSL
7920 SEC
7930 SBC #$01
7940 BCS X7
```

```
7950 DEC YPOSH
7960 X7 STA YPOSL
7970 AND #$0F
7980 STA VSCROLL fine scroll
7990 CMP #$0F
8000 BNE CHKDN scroll overflow? If not, amble on
8010 LDA OFFLO yes, set up offset for character scroll
8020 SEC
8030 SBC #$30
8040 STA OFFLO
8050 LDA OFFHI
8060 SBC #$00
8070 STA OFFHI
8080 CHKDN PLA joystick down?
8090 LSR A
8100 BCS CHGDL no, trudge on
8110 LDA CURSYL
8120 CMP #$02
8130 BNE X5
8140 LDX CURSYH
8150 BEQ CHGDL
8160 X5 SEC
8170 SBC #$01
8180 STA CURSYL
8190 BCS X10
8200 DEC CURSYH
8210 X10 LDX SCY
8220 CPX #$4E
8230 BEQ X8
8240 SEC
8250 SBC #$01
8260 STA CURSYL
8270 BCS X19
8280 DEC CURSYH
8290 X19 INX
8300 STX SCY
8310 TXA
8320 CLC
8330 ADC #$12
8340 DEX
8350 DEX
8360 STX TEMPI
8370 TAX
8380 LOOP5 LDA PLYR0-1,X
8390 STA PLYR0,X
8400 DEX
8410 CPX TEMPI
8420 BNE LOOP5
8430 BEQ CHGDL
8440 X8 LDA YPOSL
```

```
8450 CLC no, decrement y-coordinate
8460 ADC #$01
8470 STA YPOSL
8480 BCC X9
8490 INC YPOSH
8500 X9 AND #$0F
8510 STA VSCROLL fine scroll
8520 BNE CHGDL no, move on
8530 LDA OFFLO yes, mark offset
8540 CLC
8550 ADC #$30
8560 STA OFFLO
8570 LDA OFFHI
8580 ADC #$00
8590 STA OFFHI
8600 ;
8610 ;In this loop we add the offset values to the existing
8620 ;LMS addresses of all display lines.
8630 ;This scrolls the characters.
8640 ;
8650 CHGDL LDY #$09
8660 DLOOP LDA (DLSTPT),Y
8670 CLC
8680 ADC OFFLO
8690 STA (DLSTPT),Y
8700 INY
8710 LDA (DLSTPT),Y
8720 ADC OFFHI
8730 STA (DLSTPT),Y
8740 INY
8750 INY
8760 CPY #$27
8770 BNE DLOOP
8780 ;
8790 ENDISR LDA YPOSH
8800 LSR A
8810 LDA YPOSL
8820 ROR A
8830 LSR A
8840 LSR A
8850 LSR A
8860 CMP #$11
8870 BCS X39
8880 LDA #$FF
8890 BMI X40
8900 X39 CMP #$1A
8910 BCC X41
8920 LDA #$02
8930 BPL X40
8940 X41 STA TEMPI
```

```
8950 INX
8960 LDA #$1D
8970 SEC
8980 SBC TEMPI
8990 X40 STA CNT1
9000 LDA #$00
9010 STA CNT2
9020 JMP XITVBV exit vertical blank routine
9030 ;
9040 *=$799C
9050 JSTP .BYTE 0,0,0,0,3,3,3,3
9060 .BYTE 2,2,2,2,1,1,1,0
9070 .BYTE 0,0,3,3,2,2,1,0
9080 DEFNC .BYTE 2,3,3,2,2,2,1,1,2,0
9090 *=$79C0
9100 ;
9110 ;SUBROUTINE DWORDS
9120 ;displays a single word from a long table of words
9130 ;
9140 DWORDS ASL A
9150 ASL A
9160 ASL A
9170 BCC ENTRY2
9180 TAX
9190 BOOP20 LDA WORDS+256,X
9200 SEC
9210 SBC #$20
9220 BEQ BNDW
9230 STA TXTWDW,Y
9240 INY
9250 INX
9260 TXA
9270 AND #$07
9280 BNE BOOP20
9290 BNDW INY
9300 RTS
9310 ENTRY2 TAX this is another entry point
9320 LOOP20 LDA WORDS,X
9330 SEC
9340 SBC #$20
9350 BEQ NDW
9360 STA TXTWDW,Y
9370 INY
9380 INX
9390 TXA
9400 AND #$07
9410 BNE LOOP20
9420 NDW INY
9430 RTS
9440 ;
```

```
9450 ;
9460 ;SUBROUTINE SWITCH FOR SWAPPING CORPS WITH TERRAIN
9470 ;
9480 SWITCH LDA #$00
9490 STA MAPHI
9500 LDA #$27
9510 SEC
9520 SBC CHUNKY
9530 ASL A
9540 ROL MAPHI
9550 ASL A
9560 ROL MAPHI
9570 ASL A
9580 ROL MAPHI
9590 ASL A
9600 ROL MAPHI
9610 STA TEMPLO
9620 LDX MAPHI
9630 STX TEMPHI
9640 ASL A
9650 ROL MAPHI
9660 CLC
9670 ADC TEMPLO
9680 STA MAPLO
9690 LDA MAPHI
9700 ADC TEMPHI
9710 ADC #$65
9720 STA MAPHI
9730 LDA #46
9740 SEC
9750 SBC CHUNKX
9760 TAY
9770 LDA (MAPLO),Y
9780 LDX CORPS
9790 BEQ X34
9800 PHA
9810 LDA SWAP,X
9820 STA (MAPLO),Y
9830 PLA
9840 STA SWAP,X
9850 X34 RTS
9860 ;
9870 ;SUBROUTINE CLRP1
9880 ;clears the arrow player
9890 ;
9900 CLRP1 LDA #$00
9910 LDY STEPY
9920 DEY
9930 TAX
9940 LOOP23 CPY #$80
```

```
9950 BCS X22
9960 STA PLYR1,Y
9970 X22 INY
9980 INX
9990 CPX #$0B
010000 BNE LOOP23
010010 RTS
010020 ;
010030 ;SUBROUTINE CLRP2
010040 ;clears the maltakreuze
010050 ;
010060 CLRP2 LDA #$00
010070 LDY KRZY
010080 TAX
010090 LOOP25 CPY #$80
010100 BCS X42
010110 STA PLYR2,Y
010120 X42 INY
010130 INX
010140 CPX #$0A
010150 BNE LOOP25
010160 RTS
010170 ;
010180 ;SUBROUTINE ERRCLR
010190 ;clears sound and the text window
010200 ;
010210 ERRCLR LDA ERRFLG
010220 BPL ENDERR
010230 LDA #$00
010240 STA ERRFLG
010250 LDY #$86
010260 LDX #$1F
010270 LOOP29 STA TXTWDW,Y
010280 DEY
010290 DEX
010300 BPL LOOP29
010310 ENDERR RTS
010320 ;
010330 BITTAB .BYTE $C0,3,$C,$30
010340 ROTARR .BYTE 4,9,14,19,24
010350 .BYTE 3,8,13,18,23
010360 .BYTE 2,7,12,17,22
010370 .BYTE 1,6,11,16,21
010380 .BYTE 0,5,10,15,20
010390 OBJX *=*+104
010400 ;
010410 ;From here to $7B00 is expansion RAM
010420 ;
010430 ;This is the DLI routine
010440 ;
```

```
010450 *=$7B00
010460 DLISRV PHA
010470 TXA
010480 PHA
010490 INC CNT2
010500 LDA CNT2
010510 CMP CNT1
010520 BNE OVER1
010530 LDX #$62 map DLI
010540 LDA #$28
010550 EOR COLRSH
010560 AND DRKMSK
010570 STA WSYNC
010580 STX CHBASE
010590 STA COLPF0
010600 JMP DLIOUT
010610 ;
010620 OVER1 CMP #$0F
010630 BNE OVER6
010640 LDA #$3A
010650 EOR COLRSH
010660 AND DRKMSK
010670 TAX
010680 LDA #$00
010690 EOR COLRSH
010700 AND DRKMSK
010710 STA WSYNC
010720 STX COLPF2
010730 STA COLPF1
010740 JMP DLIOUT
010750 ;
010760 OVER6 CMP #$01
010770 BNE OVER2
010780 LDA TRCOLR green tree color
010790 EOR COLRSH
010800 AND DRKMSK
010810 TAX
010820 LDA #$1A yellow band at top of map
010830 EOR COLRSH
010840 AND DRKMSK
010850 STA WSYNC
010860 STA COLBAK
010870 STX COLPF0
010880 LDA #$60
010890 STA CHBASE
010900 JMP DLIOUT
010910 ;
010920 OVER2 CMP #$03
010930 BNE OVER3
010940 LDA EARTH top of map
```

```
010950 EOR COLRSH
010960 AND DRKMSK
010970 STA WSYNC
010980 STA COLBAK
010990 JMP DLIOUT
011000 ;
011010 OVER3 CMP #$0D
011020 BNE OVER4
011030 LDX #$E0 bottom of map
011040 LDA #$22
011050 EOR COLRSH
011060 AND DRKMSK
011070 STA WSYNC
011080 STA COLPF2
011090 STX CHBASE
011100 JMP DLIOUT
011110 ;
011120 OVER4 CMP #$0E
011130 BNE OVER5
011140 LDA #$8A bright blue strip
011150 EOR COLRSH
011160 AND DRKMSK
011170 STA WSYNC
011180 STA COLBAK
011190 JMP DLIOUT
011200 ;
011210 OVER5 CMP #$10
011220 BNE DLIOUT
011230 LDA #$D4 green bottom
011240 EOR COLRSH
011250 AND DRKMSK
011260 PHA some extra delay
011270 PLA
011280 NOP
011290 STA COLBAK
011300 ;
011310 DLIOUT PLA
011320 TAX
011330 PLA
011340 RTI
011350 ;
011360 ;SUBROUTINE DNUMBR
011370 ;displays a number with leading zero suppress
011380 ;
011390 DNUMBR TAX
011400 CLC
011410 LDA HDIGIT,X
011420 BEQ X36
011430 ADC #$10
011440 STA TXTWDW,Y
```

```
011450 INY
011460 SEC
011470 X36 LDA TDIGIT,X
011480 BCS X38
011490 BEQ X37
011500 X38 CLC
011510 ADC #$10
011520 STA TXTWDW,Y
011530 INY
011540 X37 LDA ODIGIT,X
011550 CLC
011560 ADC #$10
011570 STA TXTWDW,Y
011580 INY
011590 RTS
011600 ;
011610 NDX .BYTE 0,1,2,3,4,9,14,19
011620 .BYTE 24,23,22,21,20,15,10,5
011630 .BYTE 6,7,8,13,18,17,16,11
011640 YINC .BYTE 1
011650 XINC .BYTE 0,$FF,0,1
011660 OFFNC .BYTE 1,1,1,1,1,1,2,2,1,0
011670 .END
```

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4679. Eastern Front EFT18T.ASM

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <743suv$4s1$6@news.alphalink.com.au>
Source record: 57750

```
10 ;EFT VERSION 1.8T (THINKING) 11/30/81 COPYRIGHT CHRIS CRAWFORD 1981
20 ;
30 ;Page zero RAM
40 ;
50 ;These locations are for the mainline routines
60 ;
70 CHUNKX=$BE
80 CHUNKY=$BF
90 CORPS=$B4
0100 *=$C0
0110 MAPPTR *=*+2
0120 ARMY *=*+1
0130 UNITNO *=*+1
0140 DEFNDR *=*+1
0150 TEMPR *=*+1
0160 TEMPZ *=*+1
0170 ACCLO *=*+1
0180 ACCHI *=*+1
0190 TURN *=*+1
0200 LAT *=*+1
0210 LONG *=*+1
0220 RFR *=*+1
0230 TRNTYP *=*+1
0240 SQVAL *=*+1
0250 ;
0260 ;
0270 TRIG0=$D010
0280 CONSOL=$D01F
0290 AUDF1=$D200
0300 AUDC1=$D201
0310 RANDOM=$D20A
0320 NMIEN=$D40E
0330 SETVBV=$E45C
0340 ;
0350 ;THESE VALUES ARE USED BY MAINLINE ROUTINE ONLY
0360 ;
0370 *=$605
0380 TRCOLR *=*+1
0390 EARTH *=*+1
0400 ICELAT *=*+1
0410 SEASN1 *=*+1
0420 SEASN2 *=*+1
0430 SEASN3 *=*+1
0440 DAY *=*+1
```

```
0450 MONTH *=*+1
0460 YEAR *=*+1
0470 *=$62A
0480 OLDLAT *=*+1
0490 TRNCOD *=*+1
0500 TLO *=*+1
0510 THI *=*+1
0520 TICK *=*+1
0530 UNTCOD *=*+1
0540 UNTCD1 *=*+1
0550 BVAL *=*+1 best value
0560 BONE *=*+1 best index
0570 DIR *=*+1 direction
0580 TARGX *=*+1 square under consideration
0590 TARGY *=*+1
0600 SQX *=*+1 adjacent square
0610 SQY *=*+1
0620 JCNT *=*+1 counter for adjacent squares
0630 LINCOD *=*+1 code value of line configuration
0640 NBVAL *=*+1 another best value
0650 RORD1 *=*+1 Russian orders
0660 RORD2 *=*+1
0670 HDIR *=*+1 horizontal direction
0680 VDIR *=*+1 vertical direction
0690 LDIR *=*+1 larger direction
0700 SDIR *=*+1 smaller direction
0710 HRNGE *=*+1 horizontal range
0720 VRNGE *=*+1 vertical range
0730 LRNGE *=*+1 larger range
0740 SRNGE *=*+1 smaller range
0750 CHRIS *=*+1 midway counter
0760 RANGE *=*+1 just that
0770 RCNT *=*+1 counter for Russian orders
0780 SECDIR *=*+1 secondary direction
0790 POTATO *=*+1 a stupid temporary
0800 BAKARR *=*+25
0810 LINARR *=*+25
0820 IFR0 *=*+1
0830 IFR1 *=*+1
0840 IFR2 *=*+1
0850 IFR3 *=*+1
0860 XLOC *=*+1
0870 YLOC *=*+1
0880 TEMPX *=*+1
0890 TEMPY *=*+1
0900 LV *=*+5
0910 LPTS *=*+1
0920 COLUM *=*+1
0930 OCOLUM *=*+1
0940 IFRHI *=*+1
```

```
0950 PASSCT *=*+1
0960 DELAY *=*+1
0970 HANDCP *=*+1
0980 TOTGS *=*+1
0990 TOTRS *=*+1
1000 OFR *=*+1
1010 ;
1020 ;declarations of routines in other modules
1030 DEFNC=$79B4
1040 ROTARR=$7A78
1050 OBJX=$7A91
1060 JSTP=$799C
1070 *=$7BD9
1080 NDX *=*+24
1090 YINC *=*+1
1100 XINC *=*+4
1110 OFFNC *=*+10
1120 OBJY=$5398
1130 IFR=$698
1140 TERR=$7240
1150 Y00=$72DE
1160 ;
1170 *=$5400
1180 CORPSX *=*+159 x-coords of all units (pixel frame)
1190 CORPSY *=*+159 y-coords of all units (pixel frame)
1200 MSTRNG *=*+159 muster strengths
1210 CSTRNG *=*+159 combat strengths
1220 SWAP *=*+159 terrain code underneath unit
1230 ARRIVE *=*+159 turn of arrival
1240 WORDS *=*+272 various words for messages
1250 CORPT *=*+159 codes for unit types
1260 CORPNO *=*+159 ID numbers of units
1270 HDIGIT *=*+256 tables for displaying numbers (hundreds)
1280 TDIGIT *=*+256 tens tables
1290 ODIGIT *=*+256 ones tables
1300 TXTTBL *=*+96 more text
1310 MONLEN *=*+13 table of month lengths
1320 HMORDS *=*+159 how many orders each unit has in queue
1330 WHORDS *=*+159 what the orders are
1340 WHORDH *=*+159
1350 BEEPTB *=*+4 table of beep tones
1360 ERRMSG *=*+128 table of error messages
1370 XOFF *=*+4 offsets for moving maltakreuze
1380 YOFF *=*+4
1390 MASKO *=*+4 mask values for decoding orders
1400 XADD *=*+4 offsets for moving arrow
1410 YADD *=*+4
1420 TRTAB *=*+13 tree color table
1430 MLTKRZ *=*+8 maltese cross shape
1440 ;
```

```
1450 ;RAM from $6000 to $6430 is taken up by
1460 ;character sets and the display list
1470 ;
1480 *=$6431
1490 ARRTAB *=*+32 arrow shapes
1500 *=$6450
1510 TXTWDW *=$6CB1
1520 STKTAB *=*+16 a joystick decoding table
1530 SSNCOD *=*+12 season codes
1540 TRNTAB *=*+60 terrain cost tables
1550 BHX1 *=*+22 intraversible square pair coordinates
1560 BHY1 *=*+22
1570 BHX2 *=*+22
1580 BHY2 *=*+22
1590 EXEC *=*+159 execution times
1600 ;
1610 ;
1620 ;Russian artificial intelligence routine
1630 ;
1640 *=$4700
1650 ;
1660 ;initialization loop
1670 ;
1680 LDX #$01
1690 STA TEMPR
1700 STA TOTRS
1710 STA TOTGS
1720 LDY #$9E
1730 LOOP80 LDA ARRIVE,Y
1740 CMP TURN
1750 BCS Z50
1760 LDA TEMPR
1770 CLC
1780 ADC CSTRNG,Y
1790 STA TEMPR
1800 BCC Z50
1810 INC TOTGS,X
1820 Z50 DEY
1830 CPY #$37
1840 BCS LOOP80
1850 LDX #$00
1860 CPY #$00
1870 BNE LOOP80
1880 ;
1890 ;now shift values 4 places right
1900 ;
1910 LDA TOTRS
1920 STA TEMPR
1930 LDA TOTGS
1940 LDX #$04
```

```
1950 LOOP81 ASL A
1960 BCC Z51
1970 ROR A
1980 LOOP82 LSR TEMPR
1990 DEX
2000 BNE LOOP82
2010 BEQ Z52
2020 Z51 DEX
2030 BNE LOOP81
2040 ;
2050 ;now calculate overall force ratio
2060 ;
2070 Z52 LDY #$FF
2080 LDX TEMPR
2090 BEQ Z53
2100 SEC
2110 LOOP83 INY
2120 SBC TEMPR
2130 BCS LOOP83
2140 Z53 STY OFR
2150 ;
2160 ;now calculate individual force ratios
2170 ;
2180 LDX #$9E
2190 LOOP50 STX ARMY
2200 LDA ARRIVE,X
2210 CMP TURN
2220 BCS Y44
2230 JSR CALIFR
2240 LDA CORPSX,X
2250 STA OBJX-55,X
2260 LDA CORPSY,X
2270 STA OBJY-55,X
2280 Y44 DEX
2290 CPX #$37
2300 BCS LOOP50
2310 ;
2320 ;here begins the main loop
2330 ;
2340 MLOOP LDX #$9E outer loop for entire Russian army
2350 LOOP51 STX ARMY inner loop for individual armies
2360 LDA ARRIVE,X
2370 CMP TURN
2380 BCC Z26
2390 Z54 JMP TOGSCN
2400 Z26 LDA CORPT,X
2410 CMP #$04
2420 BEQ Z54
2430 LDA OFR is army near the front?
2440 LSR A
```

```
2450 CMP IFR-55,X
2460 BNE Y51 yes
2470 STA BVAL no, treat as reinforcement
2480 ;
2490 ;find nearby beleaguered army
2500 ;
2510 LDY #$9E
2520 LOOP52 LDA ARRIVE,Y
2530 CMP TURN
2540 BCS Y54
2550 LDA CORPSX,Y
2560 SEC
2570 SBC CORPSX,X
2580 JSR INVERT
2590 STA TEMPR
2600 LDA CORPSY,Y
2610 SEC
2620 SBC CORPSY,X
2630 JSR INVERT
2640 CLC
2650 ADC TEMPR
2660 LSR A
2670 LSR A
2680 LSR A
2690 BCS Y54
2700 STA TEMPR
2710 LDA IFR-55,Y
2720 SEC
2730 SBC TEMPR
2740 BCC Y54 no good using nearby armies
2750 CMP BVAL
2760 BCC Y54
2770 STA BVAL
2780 STY BONE
2790 Y54 DEY
2800 CPY #$37
2810 BCS LOOP52
2820 LDY BONE beleagueredest army
2830 LDA CORPSX,Y
2840 STA OBJX-55,X
2850 LDA CORPSY,Y
2860 STA OBJY-55,X
2870 JMP TOGSCN
2880 ;
2890 ;front line armies
2900 ;
2910 Y51 LDA #$FF
2920 STA DIR a direction of $FF means 'stay put'
2930 STA BONE
2940 LDA #$00
```

```
2950 STA BVAL
2960 ;
2970 ;ad hoc logic for surrounded people
2980 ;
2990 LDA IFRE-55,X
3000 CMP #$10
3010 BCS Z55
3020 LDA MSTRNG,X
3030 LSR A
3040 CMP CSTRNG,X out of supply?
3050 BCC DRLOOP
3060 Z55 LDA CORPSX,X head due east!
3070 SEC
3080 SBC #$05
3090 BCS Z96
3100 LDA #$00
3110 Z96 STA OBJX-55,X
3120 JMP TOGSCN
3130 DRLOOP LDA OBJX-55,X
3140 LDY DIR
3150 BMI Y55
3160 CLC
3170 ADC XINC,Y
3180 Y55 STA TARGX
3190 LDA OBJY-55,X
3200 LDY DIR
3210 BMI Y56
3220 CLC
3230 ADC YINC,Y
3240 Y56 STA TARGY
3250 LDA #$00
3260 STA SQVAL
3270 LDA DIR
3280 BMI Y57
3290 STA WHORDS,X
3300 JSR Y00
3310 LDY ARMY
3320 LDA EXEC,Y is square accessible?
3330 BPL Y57 yes
3340 JMP EVALSQ no, skip this square
3350 ;
3360 ;now fill in the direct line array
3370 ;
3380 Y57 LDA #$00
3390 STA LINCOD
3400 LDA TARGX
3410 STA SQX
3420 LDA TARGY
3430 STA SQY
3440 LDY #$17
```

```
3450 LOOP56 STY JCNT
3460 LDA JSTP,Y
3470 TAY
3480 LDA SQX
3490 CLC
3500 ADC XINC,Y
3510 STA SQX
3520 LDA SQY
3530 CLC
3540 ADC YINC,Y
3550 STA SQY
3560 ;
3570 LDX #$9E
3580 LOOP55 LDA ARRIVE,X
3590 CMP TURN
3600 BEQ Z25
3610 BCS Y58
3620 Z25 LDA OBJX-55,X
3630 CMP SQX
3640 BNE Y58
3650 LDA OBJY-55,X
3660 CMP SQY
3670 BNE Y58
3680 CPX ARMY
3690 BEQ Y31
3700 LDA MSTRNG,X
3710 BNE Y59
3720 Y58 DEX
3730 CPX #$37
3740 BCS LOOP55
3750 Y31 LDA #$00
3760 Y59 LDY JCNT
3770 LDX NDX,Y
3780 STA LINARR,X
3790 DEY
3800 BPL LOOP56
3810 ;
3820 LDX ARMY
3830 LDA MSTRNG,X
3840 STA LINARR+12
3850 LDA #$00
3860 STA ACCLO
3870 STA ACCHI
3880 STA SECDIR
3890 ;
3900 ;build LV array
3910 ;
3920 Y88 LDX #$00
3930 STX POTATO
3940 Y92 LDY #$00
```

```
3950 Y90 LDA LINARR,X
3960 BNE Y89
3970 INX
3980 INY
3990 CPY #$05
4000 BNE Y90
4010 Y89 LDX POTATO
4020 TYA
4030 STA LV,X
4040 INX
4050 STX POTATO
4060 CPX #$01
4070 BNE Y91
4080 LDX #$05
4090 BNE Y92
4100 Y91 CPX #$02
4110 BNE Y93
4120 LDX #$0A
4130 BNE Y92
4140 ;
4150 Y93 CPX #$03
4160 BNE Z40
4170 LDX #$0F
4180 BNE Y92
4190 Z40 CPX #$04
4200 BNE Z41
4210 LDX #$14
4220 BNE Y92
4230 ;
4240 Z41 LDA #$00
4250 LDY #$04
4260 LOOP76 LDX LV,Y
4270 CPX #$05
4280 BEQ Z42
4290 CLC
4300 ADC #$28
4310 Z42 DEY
4320 BPL LOOP76
4330 ;
4340 ;now add bonus if central column is otherwise empty
4350 ;
4360 LDY LINARR+10
4370 BNE Y95
4380 LDY LINARR+11
4390 BNE Y95
4400 LDY LINARR+13
4410 BNE Y95
4420 LDY LINARR+14
4430 BNE Y95
4440 CLC
```

```
4450 ADC #$30
4460 Y95 STA LPTS
4470 ;
4480 ;now evaluate blocking penalty
4490 ;
4500 LDX #$00
4510 LOOP72 LDA LV,X
4520 CMP #$04
4530 BCS Y96
4540 STA TEMPR
4550 STX TEMPZ
4560 TXA
4570 ASL A
4580 ASL A
4590 ADC TEMPZ
4600 ADC TEMPR
4610 TAY
4620 INY
4630 LDA LINARR,Y
4640 BEQ Y96
4650 LDA LPTS
4660 SEC
4670 SBC #$20
4680 BCS A91
4690 LDA #$00
4700 A91 STA LPTS
4710 Y96 INX
4720 CPX #$05
4730 BNE LOOP72
4740 ;
4750 ;now evaluate vulnerability to penetrations
4760 ;
4770 LDY #$00
4780 LOOP54 STY OCOLUM
4790 LDX #$00
4800 LOOP73 STX COLUM
4810 CPX OCOLUM
4820 BEQ NXCLM
4830 LDA LV,X
4840 SEC
4850 SBC LV,Y
4860 BEQ NXCLM
4870 BMI NXCLM
4880 TAX
4890 LDA #$01
4900 LOOP74 ASL A
4910 DEX
4920 BNE LOOP74
4930 STA TEMPR
4940 LDA LPTS
```

```
4950 SEC
4960 SBC TEMPR
4970 BCS Y32
4980 LDA #$00
4990 Y32 STA LPTS
5000 NXCLM LDX COLUM
5010 INX
5020 CPX #$05
5030 BNE LOOP73
5040 INY
5050 CPY #$05
5060 BNE LOOP54
5070 ;
5080 ;now get overall line value weighted by danger vector
5090 ;
5100 LDX ARMY
5110 LDY SECDIR
5120 BNE Z18
5130 LDA IFRN-55,X
5140 JMP Z20
5150 Z18 CPY #$01
5160 BNE Z19
5170 LDA IFRE-55,X
5180 JMP Z20
5190 Z19 CPY #$02
5200 BNE Z17
5210 LDA IFRS-55,X
5220 JMP Z20
5230 Z17 LDA IFRW-55,X
5240 Z20 STA TEMPR
5250 LDX LPTS
5260 BEQ Z49
5270 LDA ACCLO
5280 CLC
5290 LOOP75 ADC TEMPR
5300 BCC Y34
5310 INC ACCHI
5320 CLC
5330 BNE Y34
5340 LDA #$FF
5350 STA ACCHI
5360 Y34 DEX
5370 BNE LOOP75
5380 ;
5390 ;next secondary direction
5400 ;
5410 Z49 INY
5420 CPY #$04
5430 BEQ Y35
5440 STY SECDIR
```

```
5450 ;
5460 ;rotate array
5470 ;
5480 LDX #$18
5490 LOOP70 LDA LINARR,X
5500 STA BAKARR,X
5510 DEX
5520 BPL LOOP70
5530 LDX #$18
5540 LOOP71 LDY ROTARR,X
5550 LDA BAKARR,X
5560 STA LINARR,Y
5570 DEX
5580 BPL LOOP71
5590 JMP Y88
5600 ;
5610 ;
5620 Y35 LDA ACCHI
5630 STA SQVAL
5640 ;
5650 ;get range to closest German into NBVAL
5660 ;
5670 Y65 LDY #$36
5680 LDA #$FF
5690 STA NBVAL
5700 LOOP59 LDA ARRIVE,Y
5710 CMP TURN
5720 BEQ Z45
5730 BCS Y68
5740 Z45 LDA CORPSX,Y
5750 SEC
5760 SBC TARGX
5770 JSR INVERT
5780 STA TEMPR
5790 LDA CORPSY,Y
5800 SEC
5810 SBC TARGY
5820 JSR INVERT
5830 CLC
5840 ADC TEMPR
5850 CMP NBVAL
5860 BCS Y68
5870 STA NBVAL
5880 Y68 DEY
5890 BPL LOOP59
5900 ;
5910 ;now determine whether to use offensive or defensive strategy
5920 ;
5930 LDX ARMY
5940 LDA IFR-55,X
```

```
5950 STA TEMPR
5960 LDA #$0F
5970 SEC
5980 SBC TEMPR
5990 BCC A40
6000 ASL A OK, let's fool the routine
6010 STA TEMPR
6020 LDA #$09
6030 SEC
6040 SBC NBVAL I know that NBVAL<9 for all front line units
6050 STA NBVAL
6060 ;
6070 ;now add NBVAL*IFR to SQVAL with defensive bonus
6080 ;
6090 A40 LDY NBVAL
6100 BNE Z24 this square occupied by a German?
6110 STY SQVAL yes, do not enter!!!
6120 JMP EVALSQ
6130 Z24 LDY TRNTYP
6140 LDA DEFNC,Y
6150 CLC
6160 ADC NBVAL
6170 TAY
6180 LDA #$00
6190 CLC
6200 LOOP60 ADC TEMPR
6210 BCC Y69
6220 Z22 LDA #$FF
6230 BMI Y71
6240 Y69 DEY
6250 BNE LOOP60
6260 ;
6270 Y71 CLC
6280 ADC SQVAL
6290 BCC X00
6300 LDA #$FF
6310 X00 STA SQVAL
6320 ;
6330 ;extract penalty if somebody else has dibs on this square
6340 ;
6350 LDY #$9E
6360 LOOP58 LDA OBJX-55,Y
6370 CMP TARGX
6380 BNE Y63
6390 LDA OBJY-55,Y
6400 CMP TARGY
6410 BNE Y63
6420 CPY ARMY
6430 BEQ Y63
6440 LDA ARRIVE,Y
```

```
6450 CMP TURN
6460 BEQ Z44
6470 BCS Y63
6480 Z44 LDA SQVAL
6490 SBC #$20
6500 STA SQVAL
6510 JMP EVALSQ
6520 Y63 DEY
6530 CPY #$37
6540 BCS LOOP58
6550 ;
6560 ;now extract distance penalty
6570 ;
6580 Y60 LDA CORPSX,X
6590 SEC
6600 SBC TARGX
6610 JSR INVERT
6620 STA TEMPR
6630 LDA CORPSY,X
6640 SEC
6650 SBC TARGY
6660 JSR INVERT
6670 CLC
6680 ADC TEMPR
6690 CMP #$07
6700 BCC Z48
6710 LDA #$00
6720 STA SQVAL this square is too far away
6730 BEQ EVALSQ
6740 ;
6750 Z48 TAX
6760 LDA #$01
6770 LOOP77 ASL A
6780 DEX
6790 BPL LOOP77
6800 STA TEMPR
6810 LDA SQVAL
6820 SEC
6830 SBC TEMPR
6840 STA SQVAL
6850 BCS EVALSQ
6860 LDA #$00
6870 STA SQVAL
6880 ;
6890 ;now evaluate this square
6900 ;
6910 EVALSQ LDY DIR
6920 LDX ARMY
6930 LDA SQVAL
6940 CMP BVAL
```

```
6950 BCC Y72
6960 STA BVAL
6970 STY BONE
6980 Y72 INY
6990 CPY #$04
7000 BEQ Y73
7010 STY DIR
7020 JMP DRLOOP
7030 ;
7040 Y73 LDA OBJX-55,X
7050 LDY BONE
7060 BMI Y74
7070 CLC
7080 ADC XINC,Y
7090 Y74 STA OBJX-55,X
7100 LDA OBJY-55,X
7110 LDY BONE
7120 BMI Y75
7130 CLC
7140 ADC YINC,Y
7150 Y75 STA OBJY-55,X
7160 ;
7170 ;
7180 TOGSCN LDA TRIG0
7190 BEQ A30 ignore game console if red button is down
7200 LDA #$08
7210 STA CONSOL
7220 LDA CONSOL
7230 AND #$01
7240 BEQ WRAPUP
7250 A30 DEX
7260 CPX #$37
7270 BCC Y76
7280 JMP LOOP51
7290 Y76 JMP MLOOP
7300 ;
7310 WRAPUP LDX #$9E
7320 LOOP62 STX ARMY
7330 LDA ARRIVE,X
7340 CMP TURN
7350 BCC Y78
7360 JMP Y77
7370 Y78 LDA OBJX-55,X
7380 LDY #$03
7390 SEC
7400 SBC CORPSX,X
7410 BPL Y79
7420 LDY #$01
7430 JSR INVERT+2
7440 Y79 STY HDIR
```

```
7450 STA HRNGE
7460 LDY #$00
7470 LDA OBJY-55,X
7480 SEC
7490 SBC CORPSY,X
7500 BPL Y80
7510 LDY #$02
7520 JSR INVERT+2
7530 Y80 STY VDIR
7540 STA VRNGE
7550 CMP HRNGE
7560 BCC Y81
7570 STA LRNGE
7580 LDA HRNGE
7590 STA SRNGE
7600 LDA HDIR
7610 STA SDIR
7620 STY LDIR
7630 JMP Y82
7640 Y81 STA SRNGE
7650 STY SDIR
7660 LDA HRNGE
7670 STA LRNGE
7680 LDY HDIR
7690 STY LDIR
7700 Y82 LDA #$00
7710 STA RCNT
7720 STA RORD1
7730 STA RORD2
7740 LDA LRNGE
7750 CLC
7760 ADC SRNGE
7770 STA RANGE
7780 BEQ Y86
7790 LDA LRNGE
7800 LSR A
7810 STA CHRIS
7820 ;
7830 LOOP61 LDA CHRIS
7840 CLC
7850 ADC SRNGE
7860 STA CHRIS
7870 SEC
7880 SBC RANGE
7890 BCS OVRFLO
7900 LDA LDIR
7910 BCC STIP
7920 OVRFLO STA CHRIS
7930 LDA SDIR
7940 STIP STA DIR
```

```
7950 LDA RCNT
7960 AND #$03
7970 TAY
7980 STA TEMPR
7990 LDA RCNT
8000 LSR A
8010 LSR A
8020 TAX
8030 LDA DIR
8040 Y85 DEY
8050 BMI Y84
8060 ASL A
8070 ASL A
8080 JMP Y85
8090 ;
8100 Y84 LDY TEMPR
8110 EOR RORD1,X
8120 AND MASKO,Y
8130 EOR RORD1,X
8140 STA RORD1,X
8150 LDX RCNT
8160 INX
8170 STX RCNT
8180 CPX #$08
8190 BCS Y86
8200 CPX RANGE
8210 BCC LOOP61
8220 Y86 LDX ARMY
8230 LDA RORD1
8240 STA WHORDS,X
8250 LDA RORD2
8260 STA WHORDH,X
8270 LDA RCNT
8280 STA HMORDS,X
8290 ;
8300 Y77 DEX
8310 CPX #$37
8320 BCC Y87
8330 JMP LOOP62
8340 Y87 RTS
8350 ;
8360 ;Subroutine CALIFR determines individual force ratios
8370 ;in all four directions
8380 ;
8390 CALIFR LDY #$00 initialize vectors
8400 STY IFR0
8410 STY IFR1
8420 STY IFR2
8430 STY IFR3
8440 STY IFRHI
```

```
8450 INY
8460 STY RFR
8470 LDA CORPSX,X
8480 STA XLOC
8490 LDA CORPSY,X
8500 STA YLOC
8510 LDY #$9E
8520 LOOP53 LDA ARRIVE,Y
8530 CMP TURN
8540 BCS Z07
8550 LDA CORPSY,Y
8560 SEC
8570 SBC YLOC
8580 STA TEMPY save signed vector
8590 JSR INVERT
8600 STA TEMPR
8610 LDA CORPSX,Y
8620 SEC
8630 SBC XLOC
8640 STA TEMPX
8650 JSR INVERT
8660 CLC
8670 ADC TEMPR
8680 Z21 CMP #$09 no point in checking if he's too far
8690 Z07 BCS Y48
8700 LSR A
8710 STA TEMPR this is half of range to unit
8720 ;
8730 ;now select which IFR gets this German
8740 ;
8750 LDA TEMPX
8760 BPL Z00
8770 LDA TEMPY
8780 BPL Z01
8790 LDX #$02
8800 CMP TEMPX
8810 BCS Z02
8820 LDX #$01
8830 BCC Z02
8840 Z00 LDA TEMPY
8850 BPL Z03
8860 JSR INVERT+2
8870 LDX #$02
8880 CMP TEMPX
8890 BCS Z02
8900 LDX #$03
8910 BCC Z02
8920 Z03 LDX #$00
8930 CMP TEMPX
8940 BCS Z02
```

```
8950 LDX #$03
8960 BCC Z02
8970 Z01 LDA TEMPX
8980 JSR INVERT+2
8990 LDX #$01
9000 CMP TEMPY
9010 BCS Z02
9020 LDX #$00
9030 Z02 LDA CSTRNG,Y
9040 LSR A
9050 LSR A
9060 LSR A
9070 LSR A
9080 Z11 CPY #$37
9090 BCC Z12
9100 CLC
9110 ADC RFR
9120 BCC Z13
9130 LDA #$FF
9140 Z13 STA RFR
9150 JMP Y48
9160 Z12 CLC
9170 ADC IFR0,X
9180 BCC Z05
9190 LDA #$FF
9200 Z05 STA IFR0,X
9210 Y48 DEY
9220 BEQ Z06
9230 JMP LOOP53
9240 ;
9250 Z06 LDX #$03
9260 LDA #$00
9270 Y37 CLC
9280 ADC IFR0,X
9290 BCC Y36
9300 LDA #$FF
9310 Y36 DEX
9320 BPL Y37
9330 ;
9340 ;
9350 ASL A
9360 ROL IFRHI
9370 ASL A
9380 ROL IFRHI
9390 ASL A
9400 ROL IFRHI
9410 ASL A
9420 ROL IFRHI
9430 LDX #$00
9440 SEC
```

```
9450 Z16 SBC RFR
9460 BCS Z14
9470 DEC IFRHI
9480 SEC
9490 BMI Z15
9500 Z14 INX
9510 JMP Z16
9520 Z15 TXA
9530 LDX ARMY
9540 CLC
9550 ADC OFR remember strategic situation
9560 ROR A average strategic with tactical
9570 STA IFR-55,X
9580 ;
9590 ;keep a record of danger vector
9600 ;
9610 LDA IFR0
9620 STA IFRN-55,X
9630 LDA IFR1
9640 STA IFRE-55,X
9650 LDA IFR2
9660 STA IFRS-55,X
9670 LDA IFR3
9680 STA IFRW-55,X
9690 RTS
9700 ;
9710 INVERT BPL Z46
9720 EOR #$FF
9730 CLC
9740 ADC #$01
9750 Z46 RTS
9760 ;
9770 IFRN *=*+104
9780 IFRE *=*+104
9790 IFRS *=*+104
9800 IFRW *=*+104
9810 .END
```

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

4680. Re: atari 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981202004054.17602B-100000@vtn1>
Source record: 57751

Another option is to ignore the RF output and use the monitor
output. If you don't have a monitor or TV that will take audio
and video input and you're desparate, you can run the Atari
video/audio into a VCR and from there go the TV cable route
to any TV.

On Tue, 1 Dec 1998, Bill McCord wrote:

>
> madray@eznet.net wrote in message <365DC374.E4F7A974@eznet.net>...
> >i need an rf imulater at least i thiink that is what it is called it is
> >in the case and is a metal box with a sercate board if you can help
> >please email
> >thank you
> >ray
>
>
> Ray,
> It is called an RF Modulator, and may be hard to find.....
> It is a special make. You may have to find a junk 130xe and scrap it out.
>
> Bill....
>
>
>
>

4681. WTB: MULE

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <3665360A.6E306358@mitre.org>
Source record: 57752

Anyone have a copy of MULE they would be willing to part with? It must include (at least) the disk and the folder. C64 or Atari format preferred.

Please send your asking price to:

sjohnson@mitre.org

Thanks,
Steve

4682. SIO2PC, and an old PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <743eqc$85j$1@guardian.matra.co.uk>
Source record: 57753

I'm considering using an old 8088 PC for hosting APE or SIO2PC, under DOS. The only problem I can see (other than the 8088 not being fast enough...would this be the case?) is getting the ATRs into the PC in the first place. Does anyone else have an antiquated old granny PC and the same set-up? If so, can DOS network? ...or are serial port comms enough?

Okay, I can do mass floppy exchanges or remove the HD and bung it in my main PC temporarily, but I'd rather have a method with less hassle!

Thanks in advance,

Trystan

4683. Re: New Atari User #85, Autumn 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: jaa1 <jaa1@ukc.ac.uk>
Message-ID: <366524FC.108A@ukc.ac.uk>
Source record: 57754

Michael Current wrote:
>
> Arrived at my place the other day.
>
> I'm not sure whether they're still taking new subscriptions, but here's
> the info on this issue anyway...

In reply to Michael Current's posting, yes, I think Page 6 Publishing will still be taking on new subscriptions but anyone who wishes to subscribe, please note (as I mentioned a while ago) that publication will cease with Issue #92; anyone subscribing from Issue #86 onwards will get a full 6 issues (at ï¿½15.00), but from Issue #87 onwards you will only be charged for those issues remaining. It's probably best to contact Page 6 Publishing for exact details on subscription details, but Les did mention in his editorial that it is his intention that no-one will lose any money on their subscriptions.

4684. Re: SIO2PC, and an old PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <36654C71.F75E331A@mitre.org>
Source record: 57755

Hi Trystan--

If you don't already have it.... A LAPLINK (parallel) cable is a great tool for this sort of thing. There are DOS (shareware/freeware?) versions of the software that will connect any PC computer with LPT1 to another. I am sure there are other ways, but this beats the heck out of "sneaker-net" :)

The cable is about $10 and available at most computer stores.

I have an atari "slave" pc and the setup works great with APE :)

have fun,
Steve

Trystan Negus wrote:

> I'm considering using an old 8088 PC for hosting APE or SIO2PC, under DOS.
> The only problem I can see (other than the 8088 not being fast
> enough...would this be the case?) is getting the ATRs into the PC in the
> first place. Does anyone else have an antiquated old granny PC and the same
> set-up? If so, can DOS network? ...or are serial port comms enough?
>
> Okay, I can do mass floppy exchanges or remove the HD and bung it in my main
> PC temporarily, but I'd rather have a method with less hassle!
>
> Thanks in advance,
>
> Trystan

4685. Re: SIO2PC, and an old PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <Usc92.17463$el4.28830978@c01read02.service.talkway.com>
Source record: 57756

Hi
I use an old IBM PS/2 for my APE computer. I used laplink and a serial cable to transfer some ATR files in. Before I had laplink I used a terminal program. Telix I think and a null modem cable and transferred files that way. Now I just zip up some files when I want to move them because I already have most of it transferred.
I don't have any speed problems at all even using doublespace to increase my HD space.

Mark
--
Surf Usenet at home, on the road, and by email -- always at Talkway.
http://www.talkway.com

4686. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yk90a615j.fsf@co.umist.ac.uk>
Source record: 57757

andrewh@panix.com (Andrew Huie) writes:

> In article <01bdcd47$a3672560$8001a8c0@gregm> "GMenke" <nospam@erols.com> writes:
> >
> >Jack H. Lee <eplicon@wam.umd.edu> wrote in article
> ><6rkgdb$9s2@dailyplanet.wam.umd.edu>...
> >> : Yeah, Journey To The Planets, by Roklan Corporation.
[snip]

> >To this day I've never figured that damn game out!! What happens when you
> >win the thing?
> >
> I'd like to know myself! I actually solved all the puzzles and returned to
> the home planet, but the game crashed when I left the ship and returned to
> the shrine which beamed energy into your head. What was supposed to
> happen?

I see the Journey to the Planets thread has come round again, maybe
this should be a FAQ? ;-)

Erm.. actually I don't think your game crashed, that sounds *very*
much like the end to me, assuming you did actualy land safely on the
empty landing pad, and didn't crash into to it. After you land on
your home planet, you get out of your ship, the music plays, and
everything else stops. Maybe you just started a new game, which took
you back to the shrine? Unfortunately the end is a bit of a let down
after all that hard work, but there is only so much you can cram into
one of those carts. Still felt great to finish it tho'

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4687. Re: Yet another Atari 810 disk emulator...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: idavis@my-dejanews.com
Message-ID: <743p4brhg1@nnrp1.dejanews.com>
Source record: 57758

Here's just a thought on the subject. Why not write the ape/disk emulator as basically a server, and with something like the r: handler, just write a browser on the atari, that will request a page, and display what is sent back. Let the pc do the tcp/ip and ppp work for you, just sit there and listen for a request from the atari, and when it gets one, then it goes and grabs the page, and ships it to the atari for display. Just write the pc side kind of like a proxy server, only a little smarter, keeping the "protocol" off the atari. Ftp could be done in a similar matter. Telnet would be pretty easy if you were just mirroring everything back and forth from the atari. You just need a way to open up channels of communication between the atari and the pc, and let the pc handle the tcp/ip side. If this is what you are already talking about then just slap me.

Isaac indavis@juno.com BTW: I have written some proxy server type programs (port redirection) for the pc, so I would be willing to lend a hand on that part.

In article <m3pva3gjm5.fsf@erols.com>,
Greg Menke <nospam@erols.com> wrote:
> ai123@FreeNet.Carleton.CA (Steven J. Tucker) writes:
>
> >
> > I was concerned with getting data back to the Atari using a scheme like this.
> >
> > How would an application know data was ready? I believe if there were no
> > central handler, the application would have to poll with read or status
> > commands to see if data was in the rx buffer.
>
> Oops, oh yeah. I was thinking this might be a great use for the Interrupt
> line on the SIO interface- it would require a modfied SIO2PC, but the PC could
> raise the interrupt line with CTS or something, then the Atari could catch the
> interrupt and query.
>
> Kind of sucky because a standard SIO cable wouldn't work. Probably each
> packet from the PC would include a "more data" flag, prompting for another
> query- but ultimately it'd fall back to a timed poll.
>
> >
> > A secondary device driver could itself chain to any R: driver present, and
> > just provide a new API. This would have the advantage of working w/ any
> > serial device, so even a XM301 could interface to a client app running on
> > a remote shell server or whatever.
> >
> > The SIO2PC software could then be just one of many possibele servers to the
> > generic network client.

> >
> > Connections could be opened using IOCB commands, and callbacks to program
> > code could handle data that is received.
>
> I'm in something of 2 minds. I like the sockets API idea on the Atari, but
> that adds a fair bit of overhead, and what I think I'd want in Atari Basic is a
> simpler approach where I use an IOCB open to a given host address w/ port,
> if it succeeds, I have an operational TCP/IP connection. I then read/write
> using the normal routines and close when done. There are a few other operations
> which might use useful to implement via XIO. (Flush buffers, interrogate for
> more data, set blocking/nonblocking) This doesn't speak to accept/listen, which
> could be somewhat problematic. I think it'd be kind of cool to write ftp/http
> servers for the Atari 800 and this level of sockets connectivity would be
> sufficient for basic needs.
>
> I think being able to open and close sockets in a simple way, leaving the
> hairy details on the PC is a good approach because of the limited resources
> in the Atari. It also fits a little better with the IOCB model also.
>
> This doesn't approach the stack orientation you're speaking of, but it does
> offer simplicity and somewhat easier coding.
>
> If the PC handles the blocking/unblocking of data, than the Atari's problem
> more resembles the way DOS moves data in and out of disk sector buffers-
> a much simpler problem than a TCP/IP stack.
>
> If we keep talking, I'll get excited enough to start writing it!!
>
> >
> > > be able to close them so the PC can also. Since IOCBs are used via N:,
> > > maybe the PC holds the socket open until the Atari closes the IOCB,
> > > reboots, or re-opens the IOCB. As far as compression goes, do you have
> > > any ideas on a low overhead algorithm for the Atari side?
> >
> > RLE would be a good choice, but since packets will probably be small and
> > not transferred in massive amounts, it may be best to just leave out server
> > side compression to keep the driver very small.
>
> I think you're right. My preference is to keep the Atari side as small as
> possible. The savings of lightweight packet compression may not add much
> when you take the performance implications into account.
>
> >
> > Serial comms in win32 apps are completely message based, which is why you get
> > the terrible latency and halting behavior when vxd's block. Blame microsoft :)
>
> It is pretty yucky. If the machine is idle, latencies are quite low- but if you
> do ANYTHING on the desktop, performance becomes unpredictable- even in NT.
>
> >

> > Dos boxes go right through a chain of VXD's to the hardware. Still there
> > are some problems when other VXD's block, thus the timing issue again, but
> > just not as bad.
> >
> > I've never even used NT, so I couldnt speculate on how WDM device drivers
> > do it.
>
> I can't say NT does much better of a job. I ran AS under 95 and NT and saw
> similar performance issues. It works under both, but not very well on either
> if you're doing much stuff with the PC at the same time. You end up with
> lots of retries from the Atari because the protocol timing specs are exceeded.
>
> >
> > Microsofts real crime is thier poorly documented brain twisting API. And saying
> > 'poorly' is giving them undue credit :)
> >
>
> That damn thing has been a mess since before Windows 3- Win32 just made it
> worse. M$ had a chance to do it right and keep backwards compatibility
> by maintaining a "legacy" Win16 API, but I guess it was easier the way they did it.
>
> Gregm
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4688. Using OmniMon XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <NEd92.17487$el4.28856737@c01read02.service.talkway.com>
Source record: 57759

Greetings
I have had my omnimon modded XL for 11 years and still really don't
know what it's capabilities are.
Can someone point me to a resource. I do have the mapping your atari
book.
Any info greatly appreciated.
Thanks
Mark
--
Surf Usenet at home, on the road, and by email -- always at Talkway.
http://www.talkway.com

4689. Re: Using OmniMon XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <743sd7$1lh$1@alexander.INS.CWRU.Edu>
Source record: 57760

```
Omnimon Basics
Enter Omnimon:
SELECT/RESET
OPTION/SELECT/RESET (always use this
if entering from BASIC)
JSR $C001 or X=USR(49152)
Will enter Omnimon upon any encounter
with a BRK instruction.

Once in Omnimon:
PC NV-BDIZC AC X Y SP
Program counter, status registers,
Accumulator, X reg, Y reg, Stack
pointer.

Leave Omnimon, return to program:
Hold START, hit RETURN, use D to
set PC first.

Command Summary:
A: Alter Memory: A addr byte byte... -
Used to change 1 or more contiguous
bytes of memory.
B: Boot Disk B - Will boot off of the
selected drive.
C: CPU Registers: C - Used to
display and alter the registers.
D: Display Memory: D (start addr) (
End addr) - Used to view memory data.
To alter memory, position cursor and
type change.
E: Execute Memory: E (option/=steps)
- Will execute one or more
instructions at a time and display
intermediate results.
F: Fill Prgm Buffer: F addr - Teach
monitor a sequence of commands for
later execution with the 'O' command.
G: Get File: G (filespec) (addr) = A
full binary load function, single or
double density. Doubles as disk
directory command.
H: Hex Arithmetic: H= (= oper) (=
oper) ... - Hex conversion allowing
addition, subtraction, multiplication
```

```
and division.
J: Jump Subroutine: J (addr) - Go
execute subroutine.
L: Link Drive: L (drv=) - Select
drive = and linked or sequential
sector modes. All disk I/O will go to
the selected drive.
M: Move Memory: M addr0 addr1 addr2
= Move a block of memory from anywhere
in memory to anywhere else.
N: Relocate Memory: N addr0 addr1
addr2 (addr3) (addr4) = Adjust 6502
code that it will execute in another
location.
O: Operate Prgm Buffer: O addr =
Execute the commands stored earlier
with the 'F' Command.
P: Printer Control: P - Screen I/O
and be echoed to a printer.
R: Read Disk: R (sect=) (buff addr)
(=sects) = Read one or more sectors
from selected disk drive into a
specified buffer area. See W for eg.
S: Search Memory: S addr byte byte
... = Search memory for and print out
occurrences of a sequence of bytes.
T: Toggle Format : T = Toggle between
hex and character formats.
V: Verify Memory: V addr0 addr1
addr2 = Compare 2 blocks of memory and
print out the differences.
W: Write disk: W (sect=) (buff addr)
(=sects) - Write one or more sectors
to disk from a specified buffer
address. eg. W 1 A000 40 (writes 64
decimal sectors, dumping $A000 to
$BFFF to sectors 1 to 64)
X: Disassembler: X (addr0) (addr1) =
Translate machine code into assembly
language. Can be used to create a
source file.
Y: Assembler: Y addr instr -
Translate assbly lang. into machine
code one line at a time. Usefull for
patching programs.
************************
Russ
```

4690. Dr. Goodcode's Cavern?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: Jerry C <cptvimes@hotmail.com>
Message-ID: <Hzf92.75$V27.10135761@IConNet>
Source record: 57761

Does anyone have a disk image of Dr Goodcode's Cavern? I had it ages ago
and for some bizarre reason I feel like playing it again.

4691. AMAC

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: kames@pcmagic.net
Message-ID: <f5O4dXX6MbiT-pn2-Y8m0BHK5i2SH@DRACO>
Source record: 57762

Does anyone have a copy of the old AMAC assembler around and if so, could you share it? thanks.

Ken

4692. CTH

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: kames@pcmagic.net
Message-ID: <f5O4dXX6MbiT-pn2-H258pHSGi7ZU@DRACO>
Source record: 57763

This is a message for Tom Hunt of CTH. I have great difficulty in getting to CTH almost 100% of the time. This would seem to be an intolerable situation for you as CTH is about the most popular Atari site on the web. I just wish it was accessable more than it is.

Ken

4693. David Leaver! *hoisted up on shoulders*

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10cf59b04c31f5b19896f5@news.midwest.net>
Source record: 57764

Woo HOO!! Alrighty! 3 cheers for David!
(am i being a little over the top? :)

--
Ron
rlaski@midwest.net

4694. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10cf5cf2b898218a9896f6@news.midwest.net>
Source record: 57765

In article <742fnu$q4e@bgtnsc01.worldnet.att.net>,
gareee@worldnet.att.net says...
>
> Andrew Huie wrote in message
>
> >'Behind Jaggi Lines' was the beta version of 'Rescue on Fractalus'. There
> >was one bug in particular which caused all the 'good' astronauts to appear
> >in just 2 locations, so all you needed to do was go back and forth between
> >those points, grabbing astronauts. Once you were done, you knew any other
> >astronauts were aliens. In the same vein, 'Ballblaster' was the beta
> >version of 'Ballblazer'. Check out the easter egg when one player shuts
> >out the other 8-).
> >I also liked 'Koronis Rift' (I NEVER figured out what all the devices did)
> >and the 'Eidolon' (I got THISCLOSE to finishing the game!). Lucasfilm
> >Ltd. really did a great job, as did the early Electronic Arts.
>
>
When i first discovered pc emulators, one of the earliest things i did
was get an apple emulator (applepc) and download all 4 of the LucasArts
games... had them on the atari, needed to see how they looked on the
apple! i have to admit, for the low-tech apple (at least lower than the
atari 8bit) i was impressed, good frame rates, smooth anims, etc (well,
on the emulator anyway) i have an apple II+ now, but i don't have the
cables to set up for apple-pc xfers... Also, for Infocom, i also enjoyed
HGTTG, but my all time favorite was Planetfall. (bootleg copy, no docs)
played totally from scratch w/ no hints... man, the days i lost playing
THAT game! very engrossing... almost cried when the robot got attacked!
(i think i already posted about my 'screaming' during the alien attack in
Fractalus, and my buddy falling over the back of his broken recliner,
even tho he knew it was coming!) :)

--
Ron (Great days, that are STILL here!) :)
rlaski@midwest.net

4695. Re: Help me with name of game

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10cf5d486f8ae7b69896f7@news.midwest.net>
Source record: 57766

```
In article <v7yk90a615j.fsf@co.umist.ac.uk>, rje@co.umist.ac.uk says...
> andrewh@panix.com (Andrew Huie) writes:
>
> > In article <01bdcd47$a3672560$8001a8c0@gregm> "GMenke" <nospam@erols.com> writes:
> > >
> > >Jack H. Lee <eplicon@wam.umd.edu> wrote in article
> > ><6rkgdb$9s2@dailyplanet.wam.umd.edu>...
> > >> : Yeah, Journey To The Planets, by Roklan Corporation.
> [snip]
>
> > >To this day I've never figured that damn game out!! What happens when you
> > >win the thing?
> > >
> > I'd like to know myself! I actually solved all the puzzles and returned to
> > the home planet, but the game crashed when I left the ship and returned to
> > the shrine which beamed energy into your head. What was supposed to
> > happen?
>
> I see the Journey to the Planets thread has come round again, maybe
> this should be a FAQ? ;-)
>
> Erm.. actually I don't think your game crashed, that sounds *very*
> much like the end to me, assuming you did actualy land safely on the
> empty landing pad, and didn't crash into to it. After you land on
> your home planet, you get out of your ship, the music plays, and
> everything else stops. Maybe you just started a new game, which took
> you back to the shrine? Unfortunately the end is a bit of a let down
> after all that hard work, but there is only so much you can cram into
> one of those carts. Still felt great to finish it tho'
>
>
:) i tried to play this on an emulator the other day... keypad joystick
don't quite cut it.. :)
--
Ron
rlaski@midwest.net
```

4696. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10cf5f857704bbbf9896f8@news.midwest.net>
Source record: 57767

In article <3664d06e.25327702@news.secoast.net>, dwebster@mediaone.net
says...
> On Wed, 02 Dec 1998 03:42:28 GMT, jvogel@mail1.i1.net (John Vogel)
> wrote:
>
>
> >I was going poll everyone here asking if a PC game ever came close to the
> >excellence of Star Raiders, and then I thought, there actually is, IMHO -
> >X-Wing and Tie Fighter.
> >
> >John
> >jvogel@i1.net
> >
>
> You know, Star Raiders jaded me so much that when people were going
> nuts over Wing Commander, X-Wing, etc. I was like "Yea, they're nice,
> but....". In SR, you had to conserve energy, manage ship damage and
> repairs, decide when and where you needed to go, etc. It was more
> like piloting a ship, you were in total control. In WC and XW, you
> were sent out on a predetermined course with no decision on your part,
> and had to complete missions that were more like solving puzzles.
> For people who never experienced SR, these games were amazing. But
> for us Star Commander Class 1 vets, they were a little ho-hum, almost
> a step back. Good graphics though.
>
> My pick for a game that matches the gameplay of Star Raiders is not a
> space game, but a jet sim. Fleet Defender from Microprose gives me a
> lot of the same feeling, control and excitement that I used to get
> back in '82 staying up all night play SR.
>
> -----
>
> dwebster@mediaone.net
>
This is getting a bit off topic here, but one other really 'intense'
moment that comes to mind is the F/A 18 Interceptor (i probably have the
name wrong) it had 7 missions (last one i never finished) but there's one
mission where you take off from your base (or carrier) and head out to
the ocean toward the enemy carrier (or sub) and he launches an icbm
toward San Francisco, and you have to turn tail, hit the afterburners and
catch the freaking thing and shoot it down, or you and millions go up in
a nuclear blaze! VERY intense, tho graphically simpler than todays flight
sim (oh, this is for the amiga btw)

--
Ron
rlaski@midwest.net

4697. Gave away my Diskey disk! Can you help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: Larry Senetza <lsenetza@direct.ca>
Message-ID: <U%h92.264$_c.1084005@newsgate.direct.ca>
Source record: 57768

Hi,

A long time ago, I gave away my Diskey disk. The recent Atari 800 emulators have peaked my interest in the old 8-bit Atari again. I have downloaded two different Diskey ATRs from the Internet, but alas, they have been hacked to remove the copy protection, or should I say, been hacked to allow its use with the emulators. So, does any have an original, non altered ATR or PRO image of this disk? I would even settled for the single file, AUTORUN.SYS, from the original Diskey disk. Thanks if you can help.

Larry

4698. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <744clt$7q6@bgtnsc03.worldnet.att.net>
Source record: 57769

I remember that VERY well, and I completed that game! That was a fun ride,
like strike eagle II.. Kinghts of the sky also grabbed my flight attention,
but the wing commander and such games have just left me wanting.. PLUS I
could keep replaying star raiders forever.. try that with the same boring
mission on Xwing tie...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Ronald A. Laski, Jr. wrote in message ...
>In article <3664d06e.25327702@news.secoast.net>, dwebster@mediaone.net
>says...
>> On Wed, 02 Dec 1998 03:42:28 GMT, jvogel@mail1.i1.net (John Vogel)
>> wrote:
>>
>>
>> >I was going poll everyone here asking if a PC game ever came close to
the
>> >excellence of Star Raiders, and then I thought, there actually is,
IMHO -
>> >X-Wing and Tie Fighter.
>> >
>> >John
>> >jvogel@i1.net
>> >
>>
>> You know, Star Raiders jaded me so much that when people were going
>> nuts over Wing Commander, X-Wing, etc. I was like "Yea, they're nice,
>> but....". In SR, you had to conserve energy, manage ship damage and
>> repairs, decide when and where you needed to go, etc. It was more
>> like piloting a ship, you were in total control. In WC and XW, you
>> were sent out on a predetermined course with no decision on your part,
>> and had to complete missions that were more like solving puzzles.
>> For people who never experienced SR, these games were amazing. But
>> for us Star Commander Class 1 vets, they were a little ho-hum, almost
>> a step back. Good graphics though.
>>
>> My pick for a game that matches the gameplay of Star Raiders is not a
>> space game, but a jet sim. Fleet Defender from Microprose gives me a
>> lot of the same feeling, control and excitement that I used to get

>> back in '82 staying up all night play SR.
>>
>> -----
>>
>> dwebster@mediaone.net
>>
>This is getting a bit off topic here, but one other really 'intense'
>moment that comes to mind is the F/A 18 Interceptor (i probably have the
>name wrong) it had 7 missions (last one i never finished) but there's one
>mission where you take off from your base (or carrier) and head out to
>the ocean toward the enemy carrier (or sub) and he launches an icbm
>toward San Francisco, and you have to turn tail, hit the afterburners and
>catch the freaking thing and shoot it down, or you and millions go up in
>a nuclear blaze! VERY intense, tho graphically simpler than todays flight
>sim (oh, this is for the amiga btw)
>
>--
>Ron
>rlaski@midwest.net

4699. Re: spelunker II arcade rom..

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3682b6a8.12153701@news.demon.co.uk>
Source record: 57770

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>was posted in alt.binaries.emulation.misc...
>
>it looks MUCH like the old spelunker, but has larger more detailed graphics
>(I hesitate to say better, since they don't have the colors right...)
>
>I played it a bit, and can't wait for them to get the colors correct!! It's
>like revisiting an old friend!!
>
>Hey Paul, does this count as a newer update?? I still want my invisable
>prize! ;))

:)

Its in front of you...DOH!!!!!

:)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4700. tutorial

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: lame1999@aol.com
Message-ID: <19981202165920.01042.00000507@ng-ch1.aol.com>
Source record: 57771

I would like to hire someone to create a tutorial for myself on how to construct sprite animations in 6502 assembler. I want to be able to program in 6502 on my PC. I want the tutorial to include everything I would need to do this. Additional items that I would want in the tutorial are,

A 6502 assembler
Editor\debugger\linker
Sourcecode examples
Step by step instructions on how to install and implement the above

Thanks

4701. FS: Buckaroo Banzai and other new/sealed stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <QOi92.17565$el4.28972837@c01read02.service.talkway.com>
Source record: 57772

Greetings programs.
I noticed a 'rare' buckaroo banzai game up on eBay with no bids at $30
:)

I have also run across a list of new shrink wrapped atari 8 bit
software and cartridges for $6.95 including buckaroo banzai.

here is the URL
http://members.tripod.com/eightbits/atari84sale.html

Please use the email address on that page for questions. Tell Angelo
8bitz sent ya :)

Mark
--
Surf Usenet at home, on the road, and by email -- always at Talkway.
http://www.talkway.com

4702. Re: Help me with name of game - JTTP

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <wUi92.17566$el4.28974683@c01read02.service.talkway.com>
Source record: 57773

On Wed, 2 Dec 1998 14:21:34 -0600 rlaski@midwest.net (Ronald A. Laski, Jr.) wrote:
> >
> :) i tried to play this on an emulator the other day... keypad joystick
> don't quite cut it.. :)
> --
> Ron
> rlaski@midwest.net

Geez,
I have the cart and a 400 and I have trouble controlling the thing with my slik stick. I can't imagine trying to use a keyboard :)

Mark
--
Surf Usenet at home, on the road, and by email -- always at Talkway.
http://www.talkway.com

4703. Re: Journey to the Planets (was: Help me with name of game)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: Brian Whitman <bwhitman@wpi.edu>
Message-ID: <Pine.OSF.4.05.9812021710120.4801-100000@wpi.WPI.EDU>
Source record: 57774

I'd love to buy this game if anyone is selling. For real, on a cart. I've
been playing Wyzle! for the past couple of weeks but it isn't the same. I
lost my JTTP cart such a long time ago.

Let me know if you've got it.

-brian
bwhitman@wpi.edu

On Wed, 2 Dec 1998, Ronald A. Laski, Jr. wrote:

> In article <v7yk90a615j.fsf@co.umist.ac.uk>, rje@co.umist.ac.uk says...
> > andrewh@panix.com (Andrew Huie) writes:
> >
> > > In article <01bdcd47$a3672560$8001a8c0@gregm> "GMenke" <nospam@erols.com> writes:
> > > >
> > > >Jack H. Lee <eplicon@wam.umd.edu> wrote in article
> > > ><6rkgdb$9s2@dailyplanet.wam.umd.edu>...
> > > >> : Yeah, Journey To The Planets, by Roklan Corporation.
> > [snip]
> >
> > > >To this day I've never figured that damn game out!! What happens when you
> > > >win the thing?
> > > >
> > > I'd like to know myself! I actually solved all the puzzles and returned to
> > > the home planet, but the game crashed when I left the ship and returned to
> > > the shrine which beamed energy into your head. What was supposed to
> > > happen?
> >
> > I see the Journey to the Planets thread has come round again, maybe
> > this should be a FAQ? ;-)
> >
> > Erm.. actually I don't think your game crashed, that sounds *very*
> > much like the end to me, assuming you did actualy land safely on the
> > empty landing pad, and didn't crash into to it. After you land on
> > your home planet, you get out of your ship, the music plays, and
> > everything else stops. Maybe you just started a new game, which took
> > you back to the shrine? Unfortunately the end is a bit of a let down
> > after all that hard work, but there is only so much you can cram into
> > one of those carts. Still felt great to finish it tho'
> >
> >
> :) i tried to play this on an emulator the other day... keypad joystick
> don't quite cut it.. :)
> --

> Ron
> rlaski@midwest.net
>
>

Brian Whitman - bwhitman@wpi.edu
http://www.netspace.org/users/bwhitman
Crudites - sound _is_ information. http://www.netspace.org/crudites

4704. Re: Yet another Atari 810 disk emulator...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wk1zmixkcy.fsf@pop.erols.com>
Source record: 57775

idavis@my-dejanews.com writes:

> Here's just a thought on the subject. Why not write the ape/disk emulator as
> basically a server, and with something like the r: handler, just write a
> browser on the atari, that will request a page, and display what is sent
> back. Let the pc do the tcp/ip and ppp work for you, just sit there and
> listen for a request from the atari, and when it gets one, then it goes and
> grabs the page, and ships it to the atari for display. Just write the pc side
> kind of like a proxy server, only a little smarter, keeping the "protocol"
> off the atari. Ftp could be done in a similar matter. Telnet would be pretty
> easy if you were just mirroring everything back and forth from the atari. You
> just need a way to open up channels of communication between the atari and
> the pc, and let the pc handle the tcp/ip side. If this is what you are
> already talking about then just slap me.
>
> Isaac indavis@juno.com BTW: I have written some proxy server type programs
> (port redirection) for the pc, so I would be willing to lend a hand on that
> part.

The proxy approach is not bad, but I prefer socket level support because it doesnt restrict your implementation of protocols. If a socket style interface could be implemented via IOCB, then one could write a http browser, ftp client, news, email- without concerning oneself with the proxy support on the PC end. It turns into an issue of relaying socket data back and forth to the Atari. I think UDP support could be implemented similarly.

The Telnet model you mention is very similar to what I'm thinking, it works fine for http/nntp/smtp/pop, for ftp it is necessary to manipulate a couple connections- somewhat more complex.

Implicitly, we need to be able to accept/listen for incoming connections. Possibly a parameter to an IOCB open would suffice- you read the IOCB until you get an identifier which is used in a subsequent IOCB open that completes the incoming connection. The PC is actually doing the listening/ accepting, but the Atari initiates both.

No slaps required unless you use a C-64... ;)

Gregm

4705. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3665c8fb.4315879@news.secoast.net>
Source record: 57776

On Wed, 2 Dec 1998 14:31:07 -0600, rlaski@midwest.net (Ronald A.
Laski, Jr.) wrote:

>This is getting a bit off topic here, but one other really 'intense'
>moment that comes to mind is the F/A 18 Interceptor (i probably have the
>name wrong) it had 7 missions (last one i never finished) but there's one
>mission where you take off from your base (or carrier) and head out to
>the ocean toward the enemy carrier (or sub) and he launches an icbm
>toward San Francisco, and you have to turn tail, hit the afterburners and
>catch the freaking thing and shoot it down, or you and millions go up in
>a nuclear blaze! VERY intense, tho graphically simpler than todays flight
>sim (oh, this is for the amiga btw)
>
>--
>Ron
>rlaski@midwest.net

I remember it, first game I bought for my Amiga. Great sound effects
too.
-----

dwebster@mediaone.net

4706. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3665c9ac.4493283@news.secoast.net>
Source record: 57777

On 2 Dec 1998 21:49:49 GMT, "Gareee" <gareee@worldnet.att.net> wrote:

>I remember that VERY well, and I completed that game! That was a fun ride,
>like strike eagle II.. Kinghts of the sky also grabbed my flight attention,
>but the wing commander and such games have just left me wanting.. PLUS I
>could keep replaying star raiders forever.. try that with the same boring
>mission on Xwing tie...
>
>Gary Tabar Jr,
>@ Da Mouzzz...

It's still great 12 years after I bought it, even to people of the
'Playstation' generation. I loaded Atariwin and 'booted' Star Raiders
to show my two nephews. At first they thought it looked funny, but
after a few minutes they were fighting each other to play it. I run
my sound card through a pretty powerful sound system (my recording
studio rig), they fell out of the chair when a photon torpedo
crashed into the shields.

dw
-----

dwebster@mediaone.net

4707. Re: Gave away my Diskey disk! Can you help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3688c949.16923085@news.demon.co.uk>
Source record: 57778

The other Day "Larry Senetza" <lsenetza@direct.ca> wrote:

>Hi,
>
>A long time ago, I gave away my Diskey disk. The recent Atari 800 emulators
>have peaked my interest in the old 8-bit Atari again. I have downloaded two
>different Diskey ATRs from the Internet, but alas, they have been hacked to
>remove the copy protection, or should I say, been hacked to allow its use
>with the emulators. So, does any have an original, non altered ATR or PRO
>image of this disk? I would even settled for the single file, AUTORUN.SYS,
>from the original Diskey disk. Thanks if you can help.
>
>Larry
>
Hmmm..the version you speak of came by way of me and me using Chipmunk
or some such proggy to remove the protection. No one had ever put
anything other than diskey 2 on the net...

Wish I could help you, after I patched my original to upload it died (OK
I dropped a PSX on it and it made a big dent in the disk) :)

Why are you after an original atr of it ?

The patched version works 100% and at the end of the day its still going
to be a copy of the original..
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4708. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3687c782.16467985@news.demon.co.uk>
Source record: 57779

The other Day rlaski@midwest.net (Ronald A. Laski, Jr.) wrote:

>This is getting a bit off topic here, but one other really 'intense'
>moment that comes to mind is the F/A 18 Interceptor (i probably have the
>name wrong) it had 7 missions (last one i never finished) but there's one
>mission where you take off from your base (or carrier) and head out to
>the ocean toward the enemy carrier (or sub) and he launches an icbm
>toward San Francisco, and you have to turn tail, hit the afterburners and
>catch the freaking thing and shoot it down, or you and millions go up in
>a nuclear blaze! VERY intense, tho graphically simpler than todays flight
>sim (oh, this is for the amiga btw)

Hi there Ronald

Yep I remember / Love this game..

Written by Bob Dinnerman (?) and it was a fantastic bit of early sneak
peeks by EA. The demo appeared as if it had been sneaked out the back
door from EA but it was really let out by them..

Never had I seen a game sooooooooo wanted after this demo...

What a nice game too, still play it on my Amiga emu. And the name is
correct...

I still (sadly) watch the demo it plays when you put it in demo mode
even tho I have seen it a thousand times. And don't forget to fly under
the bridge and between the two thin towers like in the demo mode :)

BTW I think he has done a series of similar games on the PC called
Jet-fighter 1-3 ????
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4709. Re: Gave away my Diskey disk! Can you help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: Larry Senetza <lsenetza@direct.ca>
Message-ID: <o8l92.301$_c.1215115@newsgate.direct.ca>
Source record: 57780

Hi Paul,

>Hmmm..the version you speak of came by way of me and me using Chipmunk
>or some such proggy to remove the protection. No one had ever put
>anything other than diskey 2 on the net...

There are two different ATRs, one named DISKEY.ATR and the other
DISKEY_UTIL.ATR. They are both the same program by Sparky Starks.

>Why are you after an original atr of it ? The patched version works
>100% and at the end of the day its still going to be a copy of the
>original..

I thought someone might ask this. When I had the original, I made a
copy on which I removed the protection. What I did then, I don't
remember. So after all these years and have given away my disks, I have
come across these 2 Diskey ATRs. I have disassembled the altered
AUTORUN.SYS file on both images, and found both to have altered the code
differently. So...at the start of the day, I had nothing better to do,
and at the end of the day... I'm just plain curious! :-)

Larry

4710. Re: Gave away my Diskey disk! Can you help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: Larry Senetza <lsenetza@direct.ca>
Message-ID: <hSl92.367$_c.1243941@newsgate.direct.ca>
Source record: 57781

Hi Larry W,

>What is Diskey 2? I am aware of the original
>version that would not run on XL's, and the
>tweaked version that would run on XL's.
>There was even a complied version that
>retained most of the Diskey features, but
>I presume that was a "hack", also.

I have never heard of Diskey 2 either.
>
>There are several files that are needed to make Diskey work, including a
short
>data file.
>I am pretty sure that one file won't do it.

Yes, AUTORUN.SYS will do it if someone will send it to me. The file you are thinking of, is simply named "D", which is a basic program called in by the AUTORUN.SYS file and does that fancy titling stuff at the start of the program. It could be DISKEYDAT, but that, I believe, is an image of the first 2 sectors of a DOS disk.

Larry S

4711. Re: Gave away my Diskey disk! Can you help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: Larry Senetza <lsenetza@direct.ca>
Message-ID: <DDn92.549$_c.1309074@newsgate.direct.ca>
Source record: 57782

Hi Jon,

>Is it bad that the copy protection was removed? You mentioned no
>other difference so I am wondering why you see that as a problem.

There is absolutely no problem. I suppose it is not bad that the copy
protection has been removed as it allows emulator users the use of
the program. However, I am simply VERY curious to see the original
coding. This is why I hope someone can provide me with an image of
an original (unaltered) Diskey disk, or, at least, the file AUTORUN.SYS
from this disk.

Larry

4712. WTB: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: Sarawoot Chittratanawat <c641625@showme.missouri.edu>
Message-ID: <7456g6$o6a$1@news.missouri.edu>
Source record: 57783

Want to buy Atari 800, please make me an offer with your spec.
OOPS.. I need working condition + great cosmetic.
thanks

4713. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <7421lg$sdj@dailyplanet.wam.umd.edu>
Source record: 57835

Andrew Huie (andrewh@panix.com) wrote:
: If you're into Infocom games, don't forget 'Hitchhiker's Guide to the
: Galaxy', based on the Douglas Adams book. It's funny and very much in the
: spirit of the book. It really helps to read the book first. Hint: don't
: drink the Advanced Tea Substitute! ;-)

Although the humour <g> is one of the game's best attributes, I found it to be actually one of my least favorite Infocom games. Never mind that some of the puzzles were tricky (or illogical at times). My biggest gripe is that it amounted to nothing more than a "treasure hunt," in which you grabbed everything in sight to work your way towards a solution at the finale. I felt it lacked the sort of sophistication that made the other Infocom games what they were. "Hitchhiker's" had its moments, like experiencing the story from different points-of-view, but overall I didn't have as much fun in it than the others.

: Did anybody ever get the game with the original packaging, complete with
: peril-sensitive sunglasses, pocket-fluff, and the insulting green ball?

I miss the old fancy packaging myself. A few years ago, I bought the re-releases on CD-ROM for my PC, and well...Xerox copies of real items just doesn't cut it!

4714. Re: Yet another Atari 810 disk emulator...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7428as$902@freenet-news.carleton.ca>
Source record: 57836

Greg Menke (nospam@erols.com) writes:
> ai123@FreeNet.Carleton.CA (Steven J. Tucker) writes:
>
>> Greg Menke (nospam@erols.com) writes:
>> > Hi,
>> >
>
> I was thinking along the lines of making the PC something of a proxy, using
> N:, where the desired address and port is supplied via the filename. Granted
> the SIO is block oriented, but the PC could "blockify/unblockify". I was
> thinking only of TCP at the moment, although UDP is conceptually a bit easier
> to envision. If TCP were implemented this way, FTP/Telnet/HTTP/email/ whatever
> clients could be written for the Atari without a lot of change to the "normal"
> sockets based architecture. This also allows several concurrent connections.

I was concerned with getting data back to the Atari using a scheme like this.

How would an application know data was ready? I believe if there were no
central handler, the application would have to poll with read or status
commands to see if data was in the rx buffer.

A secondary device driver could itself chain to any R: driver present, and
just provide a new API. This would have the advantage of working w/ any
serial device, so even a XM301 could interface to a client app running on
a remote shell server or whatever.

The SIO2PC software could then be just one of many possibele servers to the
generic network client.

Connections could be opened using IOCB commands, and callbacks to program
code could handle data that is received.

The R: driver would take care of serial buffering and flow control, while the
network driver could take care of reliable transmission/reciept and
the connection stack.

> If the ICMP/DNS overhead were dealt with by the PC, the Atari is left to
> transmitting the desired address/port to the PC, which opens the socket and
> relays the socket level data to the Atari. This would be a little easier
> than a primitive sockets API for the Atari itself.

Yes, the real horror of PPP for the Atari is the TCP/IP part :) The PPP
packets are easy.

> be able to close them so the PC can also. Since IOCBs are used via N:,
> maybe the PC holds the socket open until the Atari closes the IOCB,
> reboots, or re-opens the IOCB. As far as compression goes, do you have

> any ideas on a low overhead algorithm for the Atari side?

RLE would be a good choice, but since packets will probably be small and
not transferred in massive amounts, it may be best to just leave out server
side compression to keep the driver very small.

>> Could you elaborate on that a little? You might be suprised to find out that

> I admit my comment is mostly taken from a somewhat cursory read of your webpages.
> From personal experience timing sensitive DOS programs tend to suffer from
> inaccurate timing under Windows- but thats a general observation. A given app might

> at all. Consequently it runs fine under NT without resorting to
> screwball drivers. The problem is, you get undefined latency and a truly obnoxious
> and confusing API to deal with- and it makes it impossible (I think) to grab the
> COMMAND level as the header is received because I don't read each character
> individually.

Serial comms in win32 apps are completely message based, which is why you get
the terrible latency and halting behavior when vxd's block. Blame microsoft :)

Dos boxes go right through a chain of VXD's to the hardware. Still there
are some problems when other VXD's block, thus the timing issue again, but
just not as bad.

I've never even used NT, so I couldnt speculate on how WDM device drivers
do it.

Microsofts real crime is thier poorly documented brain twisting API. And saying
'poorly' is giving them undue credit :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4715. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-02 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <EG292.70$er.1664222@news1.i1.net>
Source record: 57837

Brian Reynolds (reynolds@panix.com) wrote:
:
: Check Deja News for the newsgroups I mentioned previously. There was
: a recent discussion among the developers of Battle Sphere and others
: as to the merits of Colony Wars (I think), the Star Wars based gaems
: (X-Wing, Tie Fighter), other console based space games, and Star
: Raiders.

I was going poll everyone here asking if a PC game ever came close to the excellence of Star Raiders, and then I thought, there actually is, IMHO - X-Wing and Tie Fighter.

John
jvogel@i1.net

4716. Re: Gave away my Diskey disk! Can you help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3666fedb.78826647@news.pressenter.com>
Source record: 57688

On Wed, 2 Dec 1998 13:13:07 -0800, "Larry Senetza"
<lsenetza@direct.ca> wrote:

>Hi,
>
>A long time ago, I gave away my Diskey disk. The recent Atari 800 emulators
>have peaked my interest in the old 8-bit Atari again. I have downloaded two
>different Diskey ATRs from the Internet, but alas, they have been hacked to
>remove the copy protection, or should I say, been hacked to allow its use
>with the emulators. So, does any have an original, non altered ATR or PRO
>image of this disk? I would even settled for the single file, AUTORUN.SYS,
>from the original Diskey disk. Thanks if you can help.
>
>Larry
>

Is it bad that the copy protection was removed? You mentioned no
other difference so I am wondering why you see that as a problem.

4717. Re: Assembly Source Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: Andrew Mcintosh <ASIIndustries@usa.net>
Message-ID: <01be1e6d$bfc54e40$LocalHost@default>
Source record: 57689

Yes i have been using it for the last eight years and about two years before it got a name, but then again i wrote it!

Strange its been out as freeware since September 1992, yet i have not seen any listing in any of the main Atari 8bit archives i have been so far?

At least i know two people that have used it, Michael Zino of Manhasset USA and Raphael Espino of Peterborough (Manchester) UK!

Then again most of this newsgroup probally does'nt know what Assembly Source Interface is!

Well ASI is the best disk-file based dis-assembly program on the Atari 8-bit, and you dont need to take my word for it!

Theres a copy of the latest freeware release on this newsgroup!

4718. Re: WACCI/8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <912667849.13605.3.nnrp-10.9e98ea3a@news.demon.co.uk>
Source record: 57690
Cross-posted to: comp.sys.amstrad.8bit,alt.c64,comp.sys.oric,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.msx

David wrote in message <744g9f$l0e$1@eros.clara.net>...
>Any firm decision on the above?
>
Not yet, but as publicity officer for WACCI & the IEBA I really must speak
to myself about it urgently.

:-)

Seriously, I will contact Angie of WACCI about it and see if the two groups
can get something definite in the diary for 1999.

I'll report back.

In the mean time, anyone who'd like to go on the mailing list for it to be
sent information updates, please e-mail me at 8bitshow@spheroid.demon.co.uk.

A repeat request from those who expressed an interest before would also be
appreciated as I had a computer crash which (I think) may have lost me some
contacts.

Thank You.

--
Brian Watson

4719. Re: SIO2PC, and an old PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981203001824.27298E-100000@vtn1>
Source record: 57691

I first used an Eagle PC-Plus (8088 with 256k and two floppies),
then an XT clone (Oh wow! 640k and a 20 mb HD!) and finally,
a 386 with a 1.2 mb HD (oh joy!) with SIO2PC. All worked well
and speed is not a problem--the 8088's plenty fast enough for
SIO2PC disk operations.

With the old Eagle, I used custom Atari disk formats (354k) to
maximize floppy usage on the DOS 360k disks and set up a Sparta
startup.bat to load from the a: and b: drives. The floppies were
a little slow but still beat the heck out of a standard 1050
since the SIO2PC data transfer rate with Sparta is about double
that of a stock 1050.

I wouldn't recommend APE for use with the 8088 box as I could
never get it to run on one and it uses more RAM than SIO2PC.
To get your best speed with SIO2PC, you'll want to maximize
free RAM on the PC so you can get maximum RAMdisk sizes in
the Atari images. I would recommend Drvspace (Dblspace in
DOS 6.0 or 6.2) or Stacker: odds are pretty good the old
beast's HD is not all that big and the compression software
does not noticeably slow things down.

As to transferring files from the PC to the "granny":
MS-DOS 6.22 comes with Interlnk and Intersvr which permit file
transfer between computers using either the serial or parallel
ports. Assuming your PC's last drive is C: once you install
Interlnk on the PC and Intersvr on the 8088, DOS will see
the "granny's" floppy as D: and its HD as E:

The DOS Help facility includes diagrams for the requisite
cables (essentially the serial one is just a null-modem).
With my system, I use a regular modem cable and a null-modem
adapter plug to connect the 386 and 8088 boxes. It's then
simply a matter of copying files. I believe this is the
simplest way to move files between the two computers. The
transfer rate via the serial connection is around 115k baud.

I would not think you'd get much success popping the HD from
the 8088 into your PC as the controllers are probably
incompatible. When I put the 1.2gb HD into my 386 I mounted
the old 100mb HD as the "slave" and transferred that way.
Because of the incompatibilities between the EIDE drive C:
and the old IDE D: it took the computer about 10 minutes
to get through its self test and boot. Odds are the "granny"
drive is not even IDE so you might not even be able to access
it.

4720. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: NoSPAMmauricem@bigfoot.com
Message-ID: <a3s92.25116$aF1.69674@typhoon-sf.snfc21.pbi.net>
Source record: 57692

In article <73rm9l$jee@bgtnsc02.worldnet.att.net>, "Gareee" <gareee@worldnet.att.net> wrote:

>what all versions of star raiders are there?? which is considered the "best"
>version??
>
>Be nice to have one with better graphics then the 800 version....

Actually, having played them all, I wound actually nominate the 5200 version over the 800 version. Yes, it's the same game, but the main thing that makes it better is what is usually the 5200's Achilles Heel: the controllers! 800 Star Raiders uses the usual digital stick. The 5200 controller is analog, and the game was re-coded to take advantage of this. You thus have more subtlety of control than on the 800 (it takes a bit of getting used to, but once you get the hang on it, you don't go back). Additionally, the keypad being built into the controller makes accessing it really easy. I used to have it so down that I could be maneuvering and firing while simultaneously hitting keypad buttons to adjust speed or whatnot. Tough to go on the 800, unless you have a controller with a fire button on the top of the stick.

Additional differences:
1. The sector scan clearly differentiates between ships and asteroids.
2. On the 800 version, no matter how your ship is destroyed, it cays it was "destroyed by Zylon fire". On the 5200, this was eliminated, so asteroids are no longer "Zylon fire".

Just my 2 cents. :)

4721. Re: "The Star Raiders Academy" ANTIC article on the Star Raiders Tribute site

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: NoSPAMmauricem@bigfoot.com
Message-ID: <uis92.25119$aF1.69674@typhoon-sf.snfc21.pbi.net>
Source record: 57693

In article <36613d60.30358681@news.secoast.net>, dwebster@mediaone.net (Bishop) wrote:
>Ok, I'll start scanning. I also have an ANALOG interview with Doug
>Neubauer that's pretty interesting, I'll dig it out and send it too.

Ah yes! That issue has find memories for me...both because it featured the
Neubauer article, and because it my first pro magazine sale was in that issue.

<feeling nostalgic>

4722. Re: Computor want boot up

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F3DxHA.524@cix.compulink.co.uk>
Source record: 57694

In article <36645f4a.0@news.iglou.com>, bmarcum@iglou.com () wrote:

>
>
> On 1998-11-28 dcjaocbs@2fords.net(DonCJacobs) said:
> >What does this have to do with Atari computers?
> Nothing to do with Atari 8-bit computers, but at one time Atari did try
> to
> make IBM-compatible PCs. (They were XT-clones, which were already
> becoming
> obsolete.)
In Europe they sold machines up to 386 and one even got good reviews in
the PC mags..

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4723. Re: tutorial

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F3DxHC.52p@cix.compulink.co.uk>
Source record: 57695

In article <19981202165920.01042.00000507@ng-ch1.aol.com>,
lame1999@aol.com (LAME1999) wrote:

> I would like to hire someone to create a tutorial for myself on how to
> construct sprite animations in 6502 assembler. I want to be able to
> program in 6502 on my PC. I want the tutorial to include everything I
> would need
Well, you'd need a cross assembler for starters as the PC doesn't use 6502
but I'm assuming you know this. What you're asking for is a lot of work
for someone and would probably cost you dearly in cash. Wouldnt it be
better to get abit more self-motivated and get off your but and look for
the info yourself? It's hardly difficult to come by. You can buy a book on
6502 or get it from your library. Atari documentation is freely available
across the net as is info on sprites. Whatever method you choose, don't
think it's going to be easy. assembler and machine architecture isn't
something you learn in a weekend.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4724. Technical and Service manuals!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: Emmanuel Fernandes <manu@ifdh2.sc.ucl.ac.be>
Message-ID: <36666BE1.DAC6349F@ifdh2.sc.ucl.ac.be>
Source record: 57696

Hi Everybody !

Doen anyone know where or how to find Technical and Service manuals
for Atari 8bits computers ? I mean "very technical"
information about the hardware, with schematics, and all that stuff!

Thanks for the information. Bye!

Emmanuel F.

--
****
Emmanuel Fernandes Phone : ++32-(10) 45 63 30 (home)
Institut de Mathematiques ++32-(10) 47 31 75 (offi)
Universite Catholique de Louvain
Chemin du Cyclotron, 2
B-1348 Louvain-La-Neuve
Belgique (Belgium) E-mail : fernandes@agel.ucl.ac.be
****

4725. Re: spelunker II arcade rom..

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <7468ta$kp6$1@guardian.matra.co.uk>
Source record: 57697

A bit off the subject, but wasn't a spelunker the man you controlled in the Boulders and Bombs game?

Trystan

4726. Who owns the exclusive rights

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01be1ed0$a4ffa200$bd03883e@default>
Source record: 57698

Atari Macro Assembler (AMAC)

4727. Re: ZIP Drive & Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <746avp$ni7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 57699

In article <73msps$dn6$1@newsreader3.core.theplanet.net>,
chris_davis@atari.freeserve.co.uk says...
>
>I am trying to connect a SCSI ZIP Drive to my Black Box, and get them to
>talk to each other. Apparently, MATHY VAN NISSELROY has succeeded. If you
>are out there, please help.
>Chris Davis

Howdy Chris

WHen you want to connect a SCSI ZIP drive to a BlackBox you have two problems:

1) The ZIP expects PARITY enabled, and the BlackBox doesn't usually have that.

Solution 1: Hook the ZIP drive to a MAC/PC/whatever and switch PARITY off via software (modern HD's no longer have jumpers)

Solution 2: Buy yourself a PARITY PAL from CSS/Bob Puff. I probably comes with instructions (my BB+FB was at CSS for a checkup, so I asked Bob to install it for me), but I don't know. Otherwise you solder the parity pal to the 74LS640 chip. Either on top of the BB or below it (if you have a FloppyBoard, there is not enough room for the PAL over the LS640.)

2) The ZIP has a 25 pin "external" connector, the BB's SCSI connector has a 50 pin "internal" connector.

Solution 1: Try to find an adaptor cable (we only need two connectors and some wire, no electronic components) at a place like Jameco or RAdioShack. The things I've seen in their catalogs (I live in the Netherlands, Europe, so I can not "hop by" at the nearest Ratshack) that MIGHT do the trick have these silly pieces of metal connected to them, that are used to close up the back of a PC (every PC card has one of these "L" shaped things)

Solution 2: buy the connectors and some flatcable and do some soldering.

I have the Parity PAL and the selfmade adapter cable. Works fine.

I don't have the pinouts of both connectors by hand, but you might want to look for the IOMEGA ZIP FAQ. In the AMIGA section, it tells you how to build such a cable. Check out the numbering on you connectors before you start. In the FAQ, they mention that something is numbered wrong on a certain connector. That was not true with the connector I bought. And they suggest you start soldering all the cables that are not connected to ground. I did it the other way around. I soldered the ground wires together in groups (maybe you can use just one or two and connect the rest of them together on one connector) and did the rest later. It's easier to run one small wire around a bunch of wires already connected to two plugs, that the other way around. BTW I used a IDC

connector on the BB side. IDC are these connectors you press onto a flatcable.
Remember to keep them short. The FAQ mentiones 30 cm (1.2 inch) if I remember
correctly, I used 10 cm.

CU Mathy van Nisselroy

PS beware of you "terminator switch" settings.
The ZIP drive can only be SCSI number 5 or 6
Therefor you can not save you configuration on the ZIP drive.
Unless you change the code in the BB's EPROM ofcourse.

4728. Re: CTH

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <746c1n$ni7$2@nets3.rz.RWTH-Aachen.DE>
Source record: 57700

In article <f5O4dXX6MbiT-pn2-H258pHSGi7ZU@DRACO>, kames@pcmagic.net says...
>
>This is a message for Tom Hunt of CTH. I have great difficulty in
>getting to CTH almost 100% of the time. This would seem to be an
>intolerable situation for you as CTH is about the most popular Atari
>site on the web. I just wish it was accessable more than it is.
>
>Ken

I usually can get in, but then JAVA keeps acting up. Everytime I try to access
the download area, bang, JAVA error.

CU Mathy van Nisselroy

4729. Re: Connecting Atari Joysticks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3666BA2F.4B13@volcano.net>
Source record: 57701

William Kendrick wrote:
>
> Emmanuel Fernandes (manu@ifdh2.sc.ucl.ac.be) wrote:
> : Does anyone know if there exists somewhere in the Net any electronic
> : devices which give you the possibility of connecting standard Atari
> : Joysticks to the game port of the PC ?

Here's the easy way to do it:

Go out and get a cheap-o game pad (digital controller) for your PC (I got one with a 100% rebate, so essentially it was free.) You will need to wire the four directional switches for the Atari stick across the same directional switches in the game pad. Then wire the fire button across the game pad fire button (you may need to internally modify your Atari stick to do this.) Then you'll have a PC compatible stick!

Depending on the design of the PC pad, you may even be able to use this method to wire up an adapter cable so you can plug any 2600 stick into it...

the Mav

--
THE SPACE AND FANTASY GAMER'S GUIDE http://www.brainiac.com/micro/sfgg/
The guide is a comprehensive game index for the magazines Space Gamer, Fantasy Gamer, Ares, Interplay, Nexus and VIP of Gaming.

NEW! INTERPLAY #1 will be given away with the first 25 copies sold!

4730. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <hpz92.29$X5.801913@news1.i1.net>
Source record: 57702

Paul Irvine (mclane@dellos.demon.co.uk) wrote:
: The other Day rlaski@midwest.net (Ronald A. Laski, Jr.) wrote:
:
: >This is getting a bit off topic here, but one other really 'intense'
: >moment that comes to mind is the F/A 18 Interceptor (i probably have the
:
: Written by Bob Dinnerman (?) and it was a fantastic bit of early sneak
: peeks by EA. The demo appeared as if it had been sneaked out the back
: door from EA but it was really let out by them..
:
: BTW I think he has done a series of similar games on the PC called
: Jet-fighter 1-3 ????
: --

Not sure, but Jetfighter (1) had something similar; enemy fires harpoon(?)
missile at your San Francisco-based carrier and you have to shoot it down.

Doesn't really compare the the F/A 18 scenario you all spoke of (that I've
never seen). Flight sims have had a real bias against inclusion of
nukes; the only other exception I've seen is Back to Baghdad.

Sorry for getting off topic, but most of us are gamers, aren't we?

John
jvogel@i1.net

4731. Re: Assembly Source Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ypva1gnjp.fsf@co.umist.ac.uk>
Source record: 57703

"Andrew Mcintosh" <ASIIndustries@usa.net> writes:
> Strange its been out as freeware since September 1992, yet i have not seen
> any listing in any of the main Atari 8bit archives i have been so far?

I guess no one has uploaded it yet... I've got a copy I could upload,
it's version 1.5 Plus, but I guess that's a bit outdated now. What's
the latest version? What new features does it have?

> At least i know two people that have used it, Michael Zino of Manhasset USA
> and Raphael Espino of Peterborough (Manchester) UK!
yup! That'd be me *grin*

> Then again most of this newsgroup probally does'nt know what Assembly
> Source Interface is!
>
> Well ASI is the best disk-file based dis-assembly program on the Atari
> 8-bit, and you dont need to take my word for it!

It is a nice disassembler, with options for disassembling in AMAC and
Mac65 format, Hex or Decimal, AMAC-Decimal being my output of choice
(My brain never has worked properly in Hex mode, maybe I should ask for a
refund? :-). It also has an option for specifying which sections of
the file are code and which are data, so you can get decent
disassembly even when data and code have been mixed together in the
source. It is written in Turbo Basic, and can be compiled for speed.
If anyone is looking for a disassembler, then give this one a try.

> Theres a copy of the latest freeware release on this newsgroup!

It's best not to post binaries to this group, just use
alt.binaries.comp.atari8bit instead, and post a short message here
telling people what you've posted on the binary group.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4732. Re: Gave away my Diskey disk! Can you help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36679a34.3095863@news.demon.co.uk>
Source record: 57704

The other Day lwhite6497@aol.com (LWhite6497) wrote:

>>No one had ever put
>>anything other than diskey 2 on the net...
>
>What is Diskey 2? I am aware of the original
>version that would not run on XL's, and the
>tweaked version that would run on XL's.
>There was even a complied version that
>retained most of the Diskey features, but
>I presume that was a "hack", also.

Exactly, they called it Diskey 2 but it was merely a ripped and I think
cut down diskey (seemed cut down)

--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4733. Re: spelunker II arcade rom..

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36689ade.3266333@news.demon.co.uk>
Source record: 57705

The other Day jmelbo@pressenter.com (Jon Melbo) wrote:

>Hey, can anyone email me the arcade Spelunker or Spelunker II ROM? I
>can't seem to find it anywhere when I search the news archives.
>
>Thanks.
>
> Jon

Gareee, I will mail it..

Here's hoping that too many people dont send you it Jon.
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4734. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: mr_maddog@my-dejanews.com
Message-ID: <7471js$m9r$1@nnrp1.dejanews.com>
Source record: 57706

In article <366173f5.4756983@news.secoast.net>,
dwebster@mediaone.net (Bishop) wrote:
> In order of appearance (I think)
>
> * Original 8 bit version for the 400/800/XL/XE series computers-
> The first and still the best version in terms of gameplay and
> challenge.

The one and only original... :)

> * 2600 VCS version with separate keypad controller-
> Simpler version graphically and gameplay wise because of the limited
> VCS hardware.

Plus the fact that you can't play it without the keypad (which is never
included with the cart at a thrift store or flea market) is a major bummer :P

> * 5200 Version-
> Basically the 8bit version, with some very minor graphic enhancements
> (you could see the ship type in the long range scan, the original just
> showed a blip)

Not to mention the way it works with the analog joystick :)

> * Star Raiders II for the 8bit computers-
> More of a sequel than an update, it was an interesting game with
> somewhat better graphics, but still not as exciting or challenging as
> the original..

A copy of Last Starfighter they just found and decided to sell under another
name, no doubt.

> * Star Raiders ST-
> This version had beautiful graphics, but that was about it. Gameplay
> was very poor, downright boring, and the sound effects were awful.
> Again, no contest when compared to the original.

I 'hated' that game! Not only did the firing shots look stupid but you had a
large group of asteroids flying towards you when you don't use hyperspace
after killing the Zylons. Those earlier ST ports were not really that good.

> * Star Rangers for the PC-
> I'm including this even though it's not a true version or sequel.
> Interactive Magic's Bill Steally (Microprose ex president) said Star
> Raiders was one his all time favorite games and an inspiration to get
> into the industry. Star Rangers was his 'Ode to Star Raiders', and
> actually is pretty faithful to the original game concept. It didn't

> do well in the saturated PC market, but if you were a SR fan it wasn't
> bad. You can pick it up in the bargain bins for about $5 now.

Hmm...I hadn't heard of that one. But there are alot of those types of games for the PC starting with the Wing Commander series.

And for the Playstation there's Colony Wars which has the same SR feel in space flight combat. Still, as with all other games of this type, you can only do one mission at a time as oppose to flying anywhere you want in the galaxy like in Star Raiders.

But you forgot one important game...the official Star Raiders sequel on the 2600 called Solaris made by Doug Neubauer himself! :) It's more of an action arcade game but made real good use of galaxy map/hyperspace with using the second joystick button. And you don't even need that as it comes up after you kill all the ships in the sector. If you see a Solaris cart lying around, pick it up as that was what the 2600 version of Sr should have been like.

> I think if you polled any Star Raiders fan who has played all of these
> and asked which was his/her favorite, I think the response would be
> pretty unanimous that the original was and still is the best version
> ever.

Got that right! :) I have to make an image copy of my SR cart to play on Atari800 because I really miss playing that game...

Eric Noss
a.k.a.
Mr. Maddog

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4735. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: mr_maddog@my-dejanews.com
Message-ID: <74726emri1@nnrp1.dejanews.com>
Source record: 57707

In article <7404tp$37s$1@ultra.sonic.net>,
nbs@sonic.net (William Kendrick) wrote:
> Brian Reynolds (reynolds@panix.com) wrote:
> : In article <73s5q2$p6g@bgtnsc01.worldnet.att.net>,
> : Gareee <gareee@worldnet.att.net> wrote:
> : >
> : >I would like to see a 90's version of star raiders, similar to the
> : >battlezone release earlier this year.. centepede looks interesting, but I
> : >think they might have missed the ball on the new asteroids.. it should have
> : >been a full 3d game, like the asteroid sequence in empire strikes back...
>
> Unfortunately, a zillion more people have heard of Centepede, Frogger and
> Battlezone than have heard of Star Raiders. I'd be surprised if Hasbro
> bothered doing something like this. (Sounds like what you were hoping for.)

I would rather have Activision, who done these types of games since the days
of the 2600, do a modern version of SR instead of Hasbro, who only care about
using nostalga to sell a bunch of shoddy looking and playing games.

In fact, I have some ideas on how to implement a new Star Raiders like
commanding more than one ship in your squadron, building up "experience" to a
higher rank, multi-player armada missions, standard missions like the 8-bit
game and a quest mode which is just like Solaris.

> : Battle Sphere from 4Play for the Jaguar is due out real soon now
> : (there have been problems getting the encryption key to make the
> : cartridges). Star Raiders is given as the main source of inspiration
> : for Battle Sphere. You might want to check out rec.games.video.atari
> : or alt.atari-jaguar.discussion to find out when it is finally
> : released.

I heard that one for a few years now... :)

> On the other hand, there's Colony Wars for the PSX and PC which has been
> making me pee my pants when the commercial comes on. :) Anyone know
> anything about this? How does IT stand up to the original Star Raiders?

Get it! It really captures that Star Raiders feeling. Be aware that it can
be a hard game (Vengence even more harder) and it's mission based, although
you affect the story outcome depending on how well you do. Plus it's the
only game that makes using the Duel Shock control actually that useful :)

Eric Noss
a.k.a.
Mr. Maddog

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4736. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: brix@NOSPAMplush.de
Message-ID: <MPG.10d0028bb75f7f7d98979a@news.uni-x.net>
Source record: 57708

In article <7420ka$g9e@panix2.panix.com>, Andrew Huie (andrewh@panix.com) says...

> If you're into Infocom games, don't forget 'Hitchhiker's Guide to the
> Galaxy', based on the Douglas Adams book. It's funny and very much in the
> spirit of the book. It really helps to read the book first. Hint: don't
> drink the Advanced Tea Substitute! ;-)

God, I loved this game on c-64.. didn't know that it was ported to Atari, but It shouldn't have been too difficult.. both have 6502-Instruction set... hm.. just thinking that it should have been prted to BBC Micros too... they also had a 6502.

By the way... how do you get that Damn Babelfish into your ears.. it always rushes out of the dispenser and disappears into a hole in the wall.
Never got any further than that.

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

4737. Re: Assembly Source Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01be1f0a$3e299880$LocalHost@default>
Source record: 57709

Hi Raphael,

What do you mean by a refund!?

As far as i can remember, you got it free and i even paid for the disk and stamp to mail it to you by snail mail!

Also it's not ASI SV thats in this server while it lasts, but the older ASI v1.5AM Revised Edition, that one only supports hex mode, however it is a little updated in the docs department than the official DGS version!

Been thinking, maybe you could up-load it onto your website as it would be more safer than the other newsgroup you mention, also got my BMC music demo disk (full version with source) can suppy in both XFD and DC3 formats?

4738. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3667125d.2114044@news.secoast.net>
Source record: 57710

On Thu, 03 Dec 1998 21:59:25 GMT, mr_maddog@my-dejanews.com wrote:

>But you forgot one important game...the official Star Raiders sequel on the
>2600 called Solaris made by Doug Neubauer himself! :) It's more of an action
>arcade game but made real good use of galaxy map/hyperspace with using the
>second joystick button. And you don't even need that as it comes up after
>you kill all the ships in the sector. If you see a Solaris cart lying
>around, pick it up as that was what the 2600 version of Sr should have been
>like.
>
Yep, I did forget about Solaris. I remember seeing it at Toys-R-Us
years ago, but I didn't know it was Neubauers game until I read his
interview in ANALOG. I've been searching the flea markets looking for
it.
>> I think if you polled any Star Raiders fan who has played all of these
>> and asked which was his/her favorite, I think the response would be
>> pretty unanimous that the original was and still is the best version
>> ever.
>
>Got that right! :) I have to make an image copy of my SR cart to play on
>Atari800 because I really miss playing that game...
>
>
>Eric Noss
>a.k.a.
>Mr. Maddog

You can get a Star Raiders executable (EXE) at
http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/BINARIES/EXEStoZ/

I use Atari800Win v2.4 and plays almost perfectly on it.

dw

---

dwebster@mediaone.net

4739. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <36671abc.4256695@news.secoast.net>
Source record: 57711

On Thu, 03 Dec 1998 21:59:25 GMT, mr_maddog@my-dejanews.com wrote:

>> * Star Rangers for the PC-
>> I'm including this even though it's not a true version or sequel.
>> Interactive Magic's Bill Steally (Microprose ex president) said Star
>> Raiders was one his all time favorite games and an inspiration to get
>> into the industry. Star Rangers was his 'Ode to Star Raiders', and
>> actually is pretty faithful to the original game concept. It didn't
>> do well in the saturated PC market, but if you were a SR fan it wasn't
>> bad. You can pick it up in the bargain bins for about $5 now.
>
>Hmm...I hadn't heard of that one. But there are alot of those types of games
>for the PC starting with the Wing Commander series.
>
>And for the Playstation there's Colony Wars which has the same SR feel in
>space flight combat. Still, as with all other games of this type, you can
>only do one mission at a time as oppose to flying anywhere you want in the
>galaxy like in Star Raiders.
>

That's how Star Rangers plays. There are 17 'missions' but each one
is like a separate SR type game. You're dropped into a quadrant full
of starbases and friendly ships (on some missions). The Taureg
bandits start moving in from all directions and you and your wingman
warp around clearing out the quadrant while protecting your bases.
The missions are random so every time you play it's a different setup.
Of all the PC space sims this is the closest to SR in design. The
problem was in a PC Market dominated by the Wing Commander and XWing
series, Star Rangers just didn't have enough 'fluff' to make it.

dw
-----

dwebster@mediaone.net

4740. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36673B35.5BB26D2F@sisna.com>
Source record: 57712

Thank you for your input. What I was attempting to determine was exactly who, Mike had screwed. FACTUALLY! Not hypethicatly If he owed you a ROM or a hardware product ect. Seeing this posted here to myself, If I could help, which I have in the past as far as some items he owed I will, If I have access to the product. I know he reads this base, doesn't want to surface until he feels comfortable in what he is doing project wise. I have many offers from Programers,Hardware hackers ect to expand my product, without naming any well known names, have been over 3 years attempting to get items created for the Atari 8-bit users. I sent hardware boards and software source code to a well known programer via a fiend to someone who was to expand my hard drive interface. Well I know the person is/was busy but to date it has cost you as users. If I named the person you would all be in SHOCK! and wondering why it didn't come about. I will not do that, as this person has his/her reasons for not doing anything with the project, sorry for you, and my efforts..I tried so did Mike Hohman..he spent far more than I would have!

bob

4741. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36673BDA.50F8BDF5@sisna.com>
Source record: 57713

Thank you for your input. What I was attempting to determine was exactly who, Mike had screwed. FACTUALLY! Not hypethicatly If he owed you a ROM or a hardware product ect. Seeing this posted here to myself, If I could help, which I have in the past as far as some items he owed I will, If I have access to the product. I know he reads this base, doesn't want to surface until he feels comfortable in what he is doing project wise. I have many offers from Programers,Hardware hackers ect to expand my product, without naming any well known names, have been over 3 years attempting to get items created for the Atari 8-bit users. I sent hardware boards and software source code to a well known programer via a fiend to someone who was to expand my hard drive interface. Well I know the person is/was busy but to date it has cost you as users. If I named the person you would all be in SHOCK! and wondering why it didn't come about. I will not do that, as this person has his/her reasons for not doing anything with the project, sorry for you, and my efforts..I tried so did Mike Hohman..he spent far more than I would have!

bob

4742. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36673DD5.57519CC5@sisna.com>
Source record: 57714

Show me the shipping receipts!

bob

4743. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36673E50.336CFAB0@sisna.com>
Source record: 57715

ASSUNE!

Make an Ass out of you and ME!

no one knows Mike's problems but himself.

bob

4744. M.U.L.E. website

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: jack <jdarel@jeffnet.org>
Message-ID: <747bjp$3lv$1@haus.efn.org>
Source record: 57716

I have had a website up for quite a while with links and downloads for Atari and M.U.L.E. I have recently began to update the page, and would appreciate any ideas or new links I could add to the page. I also recently started a M.U.L.E. discussion board, because the other one has been gone for some time now. Also, does anyone know why the M.U.L.E. web disappeared a while back?

Page: http://www.geocities.com/Heartland/Acres/3234
Forum: http://www.insidetheweb.com/mbs.cgi/mb241554

4745. M.U.L.E. website

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: jack <jdarel@jeffnet.org>
Message-ID: <747bld$3ol$1@haus.efn.org>
Source record: 57717

I have had a website up for quite a while with links and downloads for Atari and M.U.L.E. I have recently began to update the page, and would appreciate any ideas or new links I could add to the page. I also recently started a M.U.L.E. discussion board, because the other one has been gone for some time now. Also, does anyone know why the M.U.L.E. web disappeared a while back?

Page: http://www.geocities.com/Heartland/Acres/3234
Forum: http://www.insidetheweb.com/mbs.cgi/mb241554

4746. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <36673547.8A399FCE@net66.com>
Source record: 57718

BobKlaas wrote:
>
> ASSUNE!
>
> Make an Ass out of you and ME!
>
> no one knows Mike's problems but himself.

Bob, Please.

You will gain no sympathy for Mike's problems if we never hear what they are/were. If you expect those who feel they've been shortchanged, or those of us who have heard nothing but bad news about FT for the last year or so to 'back off & give him a break', I suggest you have Mike send you a message explaining the problem(s), peel off the headers, and let him speak for himself.

I frankly appriciate anyone who tries to help keep the platform alive, but at this point even if/when he gets back on his feet and makes good on prior committments *I'm* gonna be *extremely* hesitant to step into the bear-trap that FineTooned apparently has become.

Most of us are adults here (you at least have to be old enough to be interseted this 'aged' system) and would appreciate real information about the status of FT, instead of the 'pat on the head'/handwave that, for whatever reason (good ones, I'm sure) you are giving us.

If he reads this, even if he doesn't quite know *now* how he can pay it off/make it happen/make parole/escape/sell the rights, at least he can attempt to explain *how* and *why* it went down the tubes and what he hopes to do in the future.

Hell, maybe if I read a straight answer I'll *help*....

Mark 'Blowing the dust 'out my ATR800' Statzer

4747. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36676478.77CCE69B@sisna.com>
Source record: 57719

First of all you nor I would have spent the thousand of $$ it took to buy out ICD and the rage that went with it. As I stated before his problems are private. He will emerge when he feel comfortable. Your wife/girfriend tickes you off, no one's business but yours..Offer him a buy out comparable to what he put our here and I am sure you will receive a response?

bob

4748. Anyone using a IOMEGA 20mg Bernoulli?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36676561.DF944594@sisna.com>
Source record: 57720

I have just uncovered several 20mg Iomega, Bernoulli cartridges, if in need of some let me know. Make offer..will erase IBM data and give you a clean formatted disk.

bob

4749. Atari 130XE/800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <366765FD.47186905@sisna.com>
Source record: 57721

Have a couple of these check out ready to send

130XE, stock, power supply and video cable..$35.00 shipped

800XL, stock, power supply and video cable..$25.00 shipped

all items are each..

Atari 1050 Disk Drive, stock comes with SIO cable and power supply price
$20.00ea shipped.

bob

4750. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: "Stephen C. Johnson" <scjohnson@bigfoot.com>
Message-ID: <366748D4.F8DD6A48@bigfoot.com>
Source record: 57722

Brix wrote:

> God, I loved this game on c-64.. didn't know that it was ported to Atari, but It shouldn't

"Ported" to Atari.... Ha... spoken like a true Commodore user! ;)

> Listening to your car radio doesn't make you an amatuer radio operator.
> Driving said car doesn't make you an automotive engineer. Hell, even
> speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
> a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

... But I love your sig file... I might "port" that to my Atari!!!

All in fun,
--Steve

4751. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <7737-36674830-22@newsd-223.iap.bryant.webtv.net>
Source record: 57723

how do you know when a game has gone pd,like the zorks? is there a web site that lists these or what?

4752. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <36676914.B15371B0@net66.com>
Source record: 57724

BobKlaas wrote:
>
> First of all you nor I would have spent the thousand of $$ it took to
> buy out ICD

If I had it at the time, I would like to have. If you have proof otherwise that I wouldn't have, please present it here. Otherwise, I would appreciate you didn't bitch-slap me whenever I try to put forth a possible solution to this little holy-war. Which, of course, I plan to never address here again, since so far everyone who does gets a kick in the privates *by you* when they do.

> and the rage that went with it.

I'll be the very first to stand up and admit that I have no earthly idea what the hell you are talking about. I don't remember ICD being such a reviled company. Did I miss something?

> As I stated before his problems are private. He will emerge when he feel comfortable.
Your
> wife/girfriend tickes you off, no one's business but yours

So am I to assume, since you and he are completely unable to answer the &*^$%&*^% question, that he had some sort of personal and/or financial trouble, and would like someday, after it's all settled to get back into the business?

I really don't know, so when you reply to this and kick me in the privates for even deigning to guess remember that many of us out here would empathize with such vague explanation as *that*, and wish him well?

> ..Offer him a buy out comparable to what he put our here and I am sure you will
> receive a response?

Well, I'd love to - but I have no idea what he paid, what is included, or any details of the "deal". I never tried to find out about the "deal", I was just happy to hear someone was picking it up and running with it. I was also looking forward to buying some of those products, now that I am older and more solvent than I was when I was selling 400's all those years ago..

<ducking and running as I take it in the 'naughty bits' once again>

> bob

Mark 'Walking with a limp for my troubles, thank you very much' Statzer

4753. Re: Gave away my Diskey disk! Can you help?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981202195137.21310.00001410@ng-cb1.aol.com>
Source record: 57784

>No one had ever put
>anything other than diskey 2 on the net...

What is Diskey 2? I am aware of the original
version that would not run on XL's, and the
tweaked version that would run on XL's.
There was even a complied version that
retained most of the Diskey features, but
I presume that was a "hack", also.

There are several files that are needed to make Diskey work, including a short
data file.
I am pretty sure that one file won't do it.

Larry White

4754. Assembly Source Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01be1e5f$386c4a60$LocalHost@default>
Source record: 57785

Anyone out there that have used or and still using ASI?

4755. User groups in need?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <744sqb$m1j@freenet-news.carleton.ca>
Source record: 57786

Any user groups out there need a pooldisk? I purchased a Pooldisk Too, so my original is sort of redundant. I will happily donate it to any legitimate users group.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4756. Re: spelunker II arcade rom..

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-03 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3665fc9d.78252889@news.pressenter.com>
Source record: 57787

On Wed, 02 Dec 1998 21:53:04 GMT, mclane@dellos.demon.co.uk (Paul
Irvine) wrote:

>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>>was posted in alt.binaries.emulation.misc...
>>
>>it looks MUCH like the old spelunker, but has larger more detailed graphics
>>(I hesitate to say better, since they don't have the colors right...)
>>
>>I played it a bit, and can't wait for them to get the colors correct!! It's
>>like revisiting an old friend!!
>>
>>Hey Paul, does this count as a newer update?? I still want my invisable
>>prize! ;))
>
> :)
>
>Its in front of you...DOH!!!!!
>
>:)

Hey, can anyone email me the arcade Spelunker or Spelunker II ROM? I
can't seem to find it anywhere when I search the news archives.

Thanks.

Jon

4757. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981204110845.06360.00000296@ng07.aol.com>
Source record: 57588

Its all well and good that he would be willing to sell the rights to company. However what he paid "THEN" which included actual hardware, pallettes of manuals, and then the rights are mostly gone. Its sorta like, the Tremails paid $100 million (roughly) for Atari back in 1984, all that was left of Atari in 1998 were some rights, licenses and some items left over at the JTS warehouse for $5 million.

So FT may have paid $40,000 for the right to ICD back then (it was something like that, Tom Harker from ICD told me at one point, but I don't remember the figure exactly). So here we are today with a envelope of rights and maybe some leftover hardware, so perhaps its worth $2,000-$4,000 in todays market.

Also take into account that back in 89 or 90 product demand was in the 1,000's for products like the MIO and MARS-8, but today you'll most likely sell maybe 100 each of your product, not much more, that has to be taken into account too when guaging the value of the assests.

Curt

Curt Vendel
webmaster@atari-history.com

The Atari Historical Society
"Your #1 Internet Source for Atari History and Information"
http://www.atari-history.com

4758. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <16409-36680561-21@newsd-222.iap.bryant.webtv.net>
Source record: 57589

thanks

4759. Re: Assembly Source Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yg1avyh7z.fsf@co.umist.ac.uk>
Source record: 57590

"ASI Industries" <ASIIndustries@usa.net> writes:

> Hi Raphael,

>>(My brain never has worked properly in Hex mode, maybe I should ask
>>for a refund? :-).
> What do you mean by a refund!?
>
> As far as i can remember, you got it free and i even paid for the disk and
> stamp to mail it to you by snail mail!

Hi there,

Yes you did, many thanks. I actually meant a refund for the brain
that doesn't work in hex rather than for ASI which I'm plenty happy
with! That's why I put a smiley at the end of the sentence, meaning
it was a joke.

> Also it's not ASI SV thats in this server while it lasts, but the older ASI
> v1.5AM Revised Edition, that one only supports hex mode, however it is a
> little updated in the docs department than the official DGS version!
>
> Been thinking, maybe you could up-load it onto your website as it would be
> more safer than the other newsgroup you mention, also got my BMC music demo
> disk (full version with source) can suppy in both XFD and DC3 formats?

OK, if I catch that message I'll put it on my page, and upload it to
umich too, so that anyone who wants a copy can get one.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4760. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <577A1B89155606DD.69FF92E99D3F20A8.E78E60F4C140479D@library-proxy.airnews.net>
Source record: 57591

I'm not sure I'd pay all that money for everything, but I'd be willing to pay
to get a portion of the rights open-sourced (i.e. Action, Basic XE, SpartaDOS,
SDX...)

Jason

Cvendel <cvendel@aol.com> wrote:

> Its all well and good that he would be willing to sell the rights to
> company. However what he paid "THEN" which included actual hardware,
> pallettes of manuals, and then the rights are mostly gone. Its sorta like,
> the Tremails paid $100 million (roughly) for Atari back in 1984, all that was
> left of Atari in 1998 were some rights, licenses and some items left over at
> the JTS warehouse for $5 million.

> So FT may have paid $40,000 for the right to ICD back then (it was something
> like that, Tom Harker from ICD told me at one point, but I don't remember the
> figure exactly). So here we are today with a envelope of rights and maybe
> some leftover hardware, so perhaps its worth $2,000-$4,000 in todays market.

> Also take into account that back in 89 or 90 product demand was in the
> 1,000's for products like the MIO and MARS-8, but today you'll most likely sell
> maybe 100 each of your product, not much more, that has to be taken into
> account too when guaging the value of the assests.

4761. Re: Assembly Source Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: kames@pcmagic.net
Message-ID: <f5O4dXX6MbiT-pn2-nZdudydx1K9q@DRACO>
Source record: 57592

On Thu, 3 Dec 1998 17:09:30, Raphael James Espino <rje@co.umist.ac.uk>
wrote:

> "Andrew Mcintosh" <ASIIndustries@usa.net> writes:
> > Strange its been out as freeware since September 1992, yet i have not seen
> > any listing in any of the main Atari 8bit archives i have been so far?
>
> I guess no one has uploaded it yet... I've got a copy I could upload,
> it's version 1.5 Plus, but I guess that's a bit outdated now. What's
> the latest version? What new features does it have?
>
> > At least i know two people that have used it, Michael Zino of Manhasset USA
> > and Raphael Espino of Peterborough (Manchester) UK!
> yup! That'd be me *grin*
>
> > Then again most of this newsgroup probally does'nt know what Assembly
> > Source Interface is!
> >
> > Well ASI is the best disk-file based dis-assembly program on the Atari
> > 8-bit, and you dont need to take my word for it!
>
> It is a nice disassembler, with options for disassembling in AMAC and
> Mac65 format, Hex or Decimal, AMAC-Decimal being my output of choice
> (My brain never has worked properly in Hex mode, maybe I should ask for a
> refund? :-). It also has an option for specifying which sections of
> the file are code and which are data, so you can get decent
> disassembly even when data and code have been mixed together in the
> source. It is written in Turbo Basic, and can be compiled for speed.
> If anyone is looking for a disassembler, then give this one a try.
>
>
> > Theres a copy of the latest freeware release on this newsgroup!
>
> It's best not to post binaries to this group, just use
> alt.binaries.comp.atari8bit instead, and post a short message here
> telling people what you've posted on the binary group.
>
> --
> Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
> http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
> http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
> ----------------- Join The Atari 8-bit Computer WebRing at: -----------------
> ------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

and speaking of AMAC, where can a copy be obtained?

4762. Re: Assembly Source Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36684643.228201435@news.pressenter.com>
Source record: 57593

On 3 Dec 1998 22:14:54 GMT, "ASI Industries" <ASIIndustries@usa.net>
wrote:

>Hi Raphael,
>
>What do you mean by a refund!?
>
>As far as i can remember, you got it free and i even paid for the disk and
>stamp to mail it to you by snail mail!

He made a reference to his brain never being able to do hex very well.
The refund he was joking about was for his brain. That's also why he
had the smiley face immediately afterwards.

4763. Re: Assembly Source Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981204143634.22117A-100000@vtn1>
Source record: 57594

On 4 Dec 1998 kames@pcmagic.net wrote:
>
> and speaking of AMAC, where can a copy be obtained?
>
I downloaded a 1050 density ATR image of it from somewhere on the web a while back (forget where). When I tried emailing it to you the message bounced--something about invalid address or double messaging.

John

4764. Atari 400 won't read disk or tape drive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: Mark and Kim Glyshaw <glyshaw@mvp.net>
Message-ID: <dHZ92.641$fu2.7406020@typhoon.stlnet.com>
Source record: 57595

I recently got a 400 that won't work with the tape drive or my old 1050 that has been sitting in the basement for years. It doesn't even try to boot from them --- acts just as if they weren't plugged in.

I checked the FAQ and found a mention of a 1050 400/800 problem that might explain this --- Any idea or how to fix it would greatly be appreciated.

You can email me at glyshaw @ mvp.net

4765. Re: SIO2PC, and an old PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: walker@netconx.net
Message-ID: <366870a0.164804832@news.netconx.net>
Source record: 57596

Are there any well written instructions on building an SIO2PC cable?
The few web pages I've seen on the subject all have cryptic
instructions and a poorly drawn schematic...

I'll be the first to admit that I'm far from being an electronics
expert and the schematics give me a problem to begin with...but if
there were some decent step-by-step instructions, I think I would be
able to do it.

I mean, I'm not a chef either, but I can follow a well-written recipe.
grin

Thank you for any help!

Brian Walker

4766. Free in Minneapolis Area

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <74a04r$3f0$1@supernews.com>
Source record: 57597

I have all my Atari 8-bit hardware that I don't need anymore. Someone can have it all provided....

1. They really want to use it
2. They don't just turn around & sell it

Jim Klein
Coon Rapids Mn.
(612) 754-1406

Oh Yea my stufff....

800
couple of 800xl's
couple of 1050s one with spartados
powersupplies
modems
printers
joysticks
mabe a few manuals
more...
SIO cables
I'm pretty sure all is in working & great confition...

P.S. You need to come to my door to pick it up.... Nothing for sale, & absolutly nothing shipped.

Need to get it within 1 week.

4767. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: atari@bright.net
Message-ID: <747j7b$85i$1@cletus.bright.net>
Source record: 57725

On 3 Dec 1998 20:26:32 , BobKlaas wrote:
>First of all you nor I would have spent the thousand of $$ it took to
>buy out ICD and the rage that went with it. As I stated before his
>problems are private. He will emerge when he feel comfortable. Your
>wife/girfriend tickes you off, no one's business but yours..Offer him a
>buy out comparable to what he put our here and I am sure you will
>receive a response?

I have not commented on this, however I do have a friend who had an
order that was not completely fullfilled by FTs. I hate to say it but
at this point you make it sound like Mike is waiting to unload and not
really doing anything developmentwise.

Which is what most suspect anyway... so if Mike is not gonna surface
and give a reason I'm getting real tired of hearing about $$ amounts.
Yes it takes balls to buy into what he did, but at this rate it will
take even bigger balls to right the wrongs too. The longer he hides
the harder it's gonna be.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

4768. Re: Assembly Source Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01be1f3d$e8241ee0$3331883e@default>
Source record: 57726

A copy now exists in "alt.binaries.comp.atari8bit"

If you cant get from there try me!

Andrew Mcintosh
ASI Industries

E-mail: ASIIndustries@usa.net

4769. Re: SIO2PC, and an old PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: Chris Gill <seqrdat@die-spam-die.ihug.co.nz>
Message-ID: <747q8n$r32$1@newsource.ihug.co.nz>
Source record: 57727

Trystan Negus wrote in message <743eqc$85j$1@guardian.matra.co.uk>...
>I'm considering using an old 8088 PC for hosting APE or SIO2PC, under DOS.
>The only problem I can see (other than the 8088 not being fast
>enough...would this be the case?) is getting the ATRs into the PC in the
>first place. Does anyone else have an antiquated old granny PC and the same
>set-up? If so, can DOS network? ...or are serial port comms enough?

I use a 286 with a fastlynx cable to my pc and the 286 is full of the ATRs,
works fine.
yup, DOS can network, do a search for netware and there are a few shareware
setups for using ne2000 cards etc.

4770. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <747sci$q4t$1@flood.xnet.com>
Source record: 57728

Lance Ringquist <Video61@webtv.net> wrote:

: how do you know when a game has gone pd,like the zorks? is there a web
: site that lists these or what?

Zork isn't PD, it's actually restricted freeware--you can have it for free
but only after registering on Activision's website.

The best place to look is publisher's websites.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

4771. MAC65 File Format

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: Jindrich Kubec <kubecj.spam@asw.cz>
Message-ID: <3667A01A.97D6EF@asw.cz>
Source record: 57729

Hello!

Does anybody know the format of tokenized MAC65 files?
Or has some BASIC convertor?

Thanks,
--
Jindroush <kubecj@asw.cz>

4772. Re: MAC65 File Format

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981204005945.21575D-100000@vtn1>
Source record: 57730

On Fri, 4 Dec 1998, Jindrich Kubec wrote:

> Hello!
>
> Does anybody know the format of tokenized MAC65 files?
> Or has some BASIC convertor?
>
> Thanks,
> --
> Jindroush <kubecj@asw.cz>
>
>
ANALOG Magazine published a BASIC program called DETOKEN that would convert M65 saved files to readable source code. I sometimes use a slightly hacked copy to "de-cartridge" it and remove the syntax that doesn't work with the disk-based version. You can find it on several ftp sites as DETOKEN.BAS or DETOK.BAS. If you have no luck, let me know and I'll hunt up a real disk drive and get a copy for you.

John

4773. Re: Journey to the Planets (was: Help me with name of game)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10d16b33da7859f49896f9@news.midwest.net>
Source record: 57731

```
In article <Pine.OSF.4.05.9812021710120.4801-100000@wpi.WPI.EDU>,
bwhitman@wpi.edu says...
>
> I'd love to buy this game if anyone is selling. For real, on a cart. I've
> been playing Wyzle! for the past couple of weeks but it isn't the same. I
> lost my JTTP cart such a long time ago.
>
> Let me know if you've got it.
>
> -brian
> bwhitman@wpi.edu
>
>
>
> On Wed, 2 Dec 1998, Ronald A. Laski, Jr. wrote:
>
> > In article <v7yk90a615j.fsf@co.umist.ac.uk>, rje@co.umist.ac.uk says...
> > > andrewh@panix.com (Andrew Huie) writes:
> > >
> > > > In article <01bdcd47$a3672560$8001a8c0@gregm> "GMenke" <nospam@erols.com> writes:
> > > > >
> > > > >Jack H. Lee <eplicon@wam.umd.edu> wrote in article
> > > > ><6rkgdb$9s2@dailyplanet.wam.umd.edu>...
> > > > >> : Yeah, Journey To The Planets, by Roklan Corporation.
> > > [snip]
> > >
> > > > >To this day I've never figured that damn game out!! What happens when you
> > > > >win the thing?
> > > > >
> > > > I'd like to know myself! I actually solved all the puzzles and returned to
> > > > the home planet, but the game crashed when I left the ship and returned to
> > > > the shrine which beamed energy into your head. What was supposed to
> > > > happen?
> > >
> > > I see the Journey to the Planets thread has come round again, maybe
> > > this should be a FAQ? ;-)
> > >
> > Erm.. actually I don't think your game crashed, that sounds *very*
> > much like the end to me, assuming you did actualy land safely on the
> > empty landing pad, and didn't crash into to it. After you land on
> > your home planet, you get out of your ship, the music plays, and
> > everything else stops. Maybe you just started a new game, which took
> > you back to the shrine? Unfortunately the end is a bit of a let down
> > after all that hard work, but there is only so much you can cram into
```

> > > one of those carts. Still felt great to finish it tho'
> > >
> > >
> > :) i tried to play this on an emulator the other day... keypad joystick
> > don't quite cut it.. :)
> > --
> > Ron
> > rlaski@midwest.net
I'd have to check my Yogi local 'mirror' but i think it's on a mega disk,
and w/ an sio2pc cable the disk image w/ the cart image (which conjures
an image i am not at liberty to mention :) should work identical to the
cart...
--
Ron "who has one, but if it's for Atari, it don't get sold" :)
rlaski@midwest.net

4774. Re: Best/Favorite XL Games (Spoiler for HGTTG)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10d16bf3c7bea4569896fa@news.midwest.net>
Source record: 57732

> By the way... how do you get that Damn Babelfish into your ears.. it always rushes out of
> the dispenser and disappears into a hole in the wall.
> Never got any further than that.
>
> -Brix-
>

there's something above the hole, and something you are wearing... that's
as much as i give right now.. :)

--
Ron "who has caused more and bloodier wars than anything else in the
history of creation" :)
rlaski@midwest.net

4775. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: andrewh@panix.com
Message-ID: <748hml$ri0@panix2.panix.com>
Source record: 57733

In article <742fnu$q4e@bgtnsc01.worldnet.att.net> "Gareee" <gareee@worldnet.att.net>
writes:
>
[....]
>>It'd be REALLY nice to see 90's updates on these titles.. a fractalus one
>especially would be SUPER!!
>
>same with eidolon, and koronis as well... not tons more complicated controls
>and such, but the same great gameplay, maybe a few added controls, and of
>course today's graphics...imagine the alien in fracatlus done in full 3d
>animated graphics.. (drool!)

To see it on a TNT or Voodoo2 in hi-res, nice textures, etc. - I could kill
for that!

>
>Gary Tabar Jr,
>@ Da Mouzzz...
>EMAIL: gareeeNOSPAM@worldnet.att.net
>INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
>HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
>Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
>http://www.fortunecity.com/tattooine/ellison/86/index.html
>
>
>

4776. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <3667d626.352068@news.pipeline.com>
Source record: 57734

BobKlaas <bobkla19@sisna.com> rambled:

>Thank you for your input. What I was attempting to determine was
>exactly who, Mike had screwed. FACTUALLY! Not hypethicatly If he owed
>you a ROM or a hardware product ect. Seeing this posted here to myself,
>If I could help, which I have in the past as far as some items he owed I
>will, If I have access to the product. I know he reads this base,
>doesn't want to surface until he feels comfortable in what he is doing
>project wise. I have many offers from Programers,Hardware hackers ect
>to expand my product, without naming any well known names, have been
>over 3 years attempting to get items created for the Atari 8-bit users.
>I sent hardware boards and software source code to a well known
>programer via a fiend to someone who was to expand my hard drive
>interface. Well I know the person is/was busy but to date it has cost
>you as users. If I named the person you would all be in SHOCK! and
>wondering why it didn't come about. I will not do that, as this person
>has his/her reasons for not doing anything with the project, sorry for
>you, and my efforts..I tried so did Mike Hohman..he spent far more than
>I would have!
>
>bob
>---
>
>Show me the shipping receipts!
>
>bob
>---
>
>ASSUNE!
>
>Make an Ass out of you and ME!
>
>no one knows Mike's problems but himself.
>
>bob
>

I don't know if it's alcohol or drugs that makes you carry on
incoherently, but maybe you should only take half as much next time.

...and learn to quote the previous message so WE know what you're
referring to, even if you don't.

John

4777. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: brix@NOSPAMplush.de
Message-ID: <MPG.10d1fab43b1673af9897a5@news.uni-x.net>
Source record: 57735

In article <366748D4.F8DD6A48@bigfoot.com>, Stephen C. Johnson (scjohnson@bigfoot.com) says...
> Brix wrote:
>
> > God, I loved this game on c-64.. didn't know that it was ported to Atari, but It shouldn't
>
> "Ported" to Atari.... Ha... spoken like a true Commodore user! ;)

Sorry. To be honest I don't know which machine came first. I meant to say "released" on atari... sounds better :)

>
> > Listening to your car radio doesn't make you an amatuer radio operator.
> > Driving said car doesn't make you an automotive engineer. Hell, even
> > speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
> > a bona fide computer hobbyist, qualified to scorn me and my lowly C64.
>
> ... But I love your sig file... I might "port" that to my Atari!!!

Yep. Do that. I took it from a comp.sys.cbm thread where some guy said that as a response to some guy. The thread was about the question if a C64 User was closer to programming his computer than a PC owner. The main argument PRO was that a C-64 had a basic Prompt (like atari and CPC) so most users started at least a few tries to code Basic programs. The main reason against this claim was that a c-64 player was typing load"bla",8,1 while a Pc owner points his mouse on an Icon.

-Brix-

(here it is again, like everytime :))
--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

4778. Re: Best/Favorite XL Games (Spoiler for HGTTG)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: brix@NOSPAMplush.de
Message-ID: <MPG.10d1faf312a7eda99897a6@news.uni-x.net>
Source record: 57736

In article <MPG.10d16bf3c7bea4569896fa@news.midwest.net>, Ronald A. Laski, Jr. (rlaski@midwest.net) says...
> > By the way... how do you get that Damn Babelfish into your ears.. it always rushes out of
> > the dispenser and disappears into a hole in the wall.
> > Never got any further than that.
> >
> > -Brix-
> >
> there's something above the hole, and something you are wearing... that's
> as much as i give right now.. :)

Thanks for the tip.. I'll try it when I get my hands on this game again.
-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

4779. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-04 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_912781550@rtfm.mit.edu>
Source record: 57737
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: December 1, 1998

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- Atari Classics, published by Bob Woolley
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4Jays Classic Video Games and Old Computers (Jay Colen)
mailto:4jays@ccnet.com
http://www.ncal.verio.com/~4jays/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

AIMS Lab., Inc.
46740 Lakeview Boulevard
Fremont, CA 94538
USA
Tel: (510) 661-2525
Fax: (510) 252-1572
mailto:sales@aimslab.com / mailto:info@aimslab.com
Developer: JAM!! (The JAM!! is a small purple/lilac colored box made by AIMS Labs that allows an composite or S-video (chroma/luma) output device to connect to and display on a standard VGA or SVGA monitor.)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

American Techna-Vision (Ralph Maddox)
15338 Inverness St.
San Leandro CA 94579-2016
USA
tel: (510) 352-3787
mailto:rmax99@ix.netcom.com
Vendor: new hardware

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

AS
See: Mirage Media

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC e.V.)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
tel/FAX: +49 2366 39623
BBS: +49 5439 92592
mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface. also available: QMEG+ 4.0
Publisher: ABBUC Magazin (disk magazine)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
"Super Video 2.1XL" - http://members.delphi.com/lmcclure/svxl/
some other reprints - http://www.redshift.com/~cdyson/atari.html
Publisher: Atari Classics (print magazine)
Bob writes: "I have altered the format of a 'subscription' somewhat. Send me
your name and address, but no money. I'll send you the next issue and a bill
for your subscription. We'll try that for a while.
$25 for six issues (about six years at the present rate)
$9 additional for a disk that only includes the code in the magazine and
any related data.
higher in other countries due to higher postage costs. (varies)
(The above information was current as of 6/20/98)

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
P.O. Box 71017
16655 Yonge Street
Newmarket
Ontario
L3X 1Y8
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.

145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avalon
See: L.K. Avalon

Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, Ca. 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.
Stockton, CA 95204-4405
USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/

Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
150 00 Praha
Czech Republic
Developer: BW-DOS 1.30

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller (available via ABBUC)

Bit Busters Computer Group
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.atari.benjamin.net
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card, ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

James Catalano / Classic 8-Bit Atari / Artacyis Software
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below, Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,

Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
http://www.geocities.com/Hollywood/Lot/4205/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K)

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software

Classic Atari OnLine (online magazine)
See: David Schmudde

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware

Repair shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services (CSS)
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:audioguy@cheerful.com
http://www.nleaudio.com/ (under construction)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyber Networking (Nelson Nieves)
1621 Green St Unit 2B
Philadelphia PA 19130-3909
USA
mailto:atari@cybernetworking.com
http://www.cybernetworking.com/atari/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game
Programmers (software for Mac or PC)

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210

Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

Databyte Hard- & Softwareservice
Firma Matthias Faust
Fanny-Lewald-Ring 102
D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84
Fax: +49-(0)40-735 57 80
BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:info@databyte.hh.eunet.de
http://databyte.www-discount.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DataQue (NO LONGER REACHABLE???)
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
mailto:dataque.1@genie.com
mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM, Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit, Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

David M. Deaven
mailto:deaven@ishmael.ameslab.gov
http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA

tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com

Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer 98, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Raphael James Espino
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html or
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html
Developer: Ramdrive v1.0

Evangelo's Software (Angelo Vahatouras)
27 Stiles St
Elizabeth NJ 07208-1902
USA
tel: (908) 558-9518
mailto:VangelisV@AOL.com
Vendor: commercial software."has over 1,000 titles for the Atari 8 & 16 bit
machines. Mailorder ONLY! No Store front. Please E-mail for complete listings"

Subject: F

Far North Atari Computers (attn: Frank)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/

Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety,
Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster

DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: back issues of News-Paper and News-Disk

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovaki
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo,

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz, Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, Der 800 XL-DJ

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080

Vendor: hardware and software
Repair shop.

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton in the Isle
Ely
Cambs
CA6 2RA
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition
(revised) Winter 1997

Subject: J

Jay Software (Jan Krupka and Stanislav Opichal)
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not complete
version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
Czech Republic
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz

http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kaiser Soft (Markus Romer)
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polish/Tschechien games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
NEWER NUMBER -> +48 601 21-29-05
FAX: -659-34-14
mailto:karin@polbox.com
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas) K-Products (Bob Klaas)
4267 W. Midway Dr. *or* P. O. Box 22122 A.M.F.
Salt Lake City, Ut. 84120 Salt Lake City, Ut. 84122
USA USA
tel/FAX: (801) 967-7400 after 3:30pm mountain time
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra"
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software

Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO, SpartaDOS 3.3c (disk or cart)
Repair Shop. (800XL/130XE motherboards, keyboards)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

KE-Soft (Kemal Ezcan) (reported no longer supporting the Atari. CONFIRM???)
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation,
Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II,
Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0,
EmuXL v0.32 (emulator for Falcon030)

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/rainbow.html
Developer: Rainbow - Atari 8-Bit Emulator for the Apple Mac and
Windows 95/NT with Direct X

Rich "Twist" Lawrence
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.2 (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja (Mission Shark)+Fred, Neron, Piekielko,
Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian,
Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum,
Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour,
Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw,
Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor), RAM Cart

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
mailto:halliwee@dyess.af.mil
mailto:e.halliwell@genie.com
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacDonald Associates (Rod MacDonald)
909 NW Starlite Place
Grants Pass, OR 97526
USA
mailto:stinformer@chatlink.com
http://www.chatlink.com/~stinformer/
tel: (541) 476-2555
Publisher: ST Informer (online magazine) US$12/12 issues

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem

The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
mailto:101755.2443@compuserve.com
http://ourworld.compuserve.com/homepages/derekfern/
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Mirage Media s.c. / AS
ul. Obroncow 2c
03-933 Warsaw
Poland
Phone: +48 22 616 15 51, +48 22 616 15 55
Fax: +48 22 617 93 21, +48 22 671 76 22
mailto:mirage@mirage.com.pl
http://www.mirage.com.pl/
http://nostalgia.mirage.com.pl/
Vendor: hardware and software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bank Bang!,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt,
Tommings, Mortyr
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),

Sampler (with some software), VideoInterFace (digitizer+genlock),
OMC65 (MAC/65 cross-assembler for DOS/Windows), Sprint XL, RAM-CART,
AST Turbo System

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738

United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software (NBS)
c/o Bill Kendrick
619 Pole Line Road #249
Davis, CA 95616
USA
tel: 1-530-759-1019
mailto:nbs@sonic.net
http://www.newbreedsoftware.com/
Developer: demos: Bob Test, Color Bars, Cells, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Aster Blast, Balloonier, Boom!, Chicken, Cooltris, Gem Drop, Mah Jongg, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: SIFE (Super-IRG Font Editor), File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Orphaned Computers & Game Systems
c/o Adam Trionfo & Chris Federico
4321 Montgomery NE Apt 339
Albuquerque, NM 87109
USA

mailto:chris@abq.com
mailto:adam@thuntek.net
http://w3.tvi.cc.nm.us/~atrionfo/
Publisher: Orphaned Computers & Game Systems
bi-monthy, 5-7 page, double-sided, photocopied newsletter with
information on all the classic game systems and computers (with particular
affection for Atari). Sample issue: $1.00, three issue subscription: $3.00.

Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153 (from the USA: 011-44-1785-241153)
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual,
10th Anniversary Demo, Mini Office II, Transdisk IV
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
mailto:potterj@real3d.com
mailto:jdpotter@worldnet.att.net
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, SAM (Screen Aided Management) 80 column Desktop System, SAM
Budget (spreadsheet), SAM Utilities 1, SAM Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe

Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
mailto:audioguy@cheerful.com
Developer: BobTerm 1.22
(There's also a 1.23 that's specific to PC XFormer)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware, 800 XL-DJ

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software

systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Thomas Richter
mailto:thor@einstein.math.tu-berlin.de
http://www.math.tu-berlin.de/~thor/thor/
Developer: Atari800 Emulator for Unix, Amiga and MS-DOS, Version 0.9.2

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox, Mad editor.
Publisher: ATARIX - paper magazin in Slovak language

David Schmudde
mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fcao.htm
Publisher: Classic Atari OnLine (online magazine)

Bo Schreurs
mailto:stack@xs4all.nl
http://www.xs4all.nl/~stack/atarixle.html
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM
Developer: DIR2ATR, XDIRLIST, ATR2XFD, XFD2ATR, XDIR v09.01.00,
XDIR 10.01.00 beta with SpartaDos support

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS 2.6

Ken Siders
mailto:ksiders@columbus.nospam.rr.com (remove nospam to reply)
http://atari8bit.home.ml.org or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Programming: KAsm65 V2.51, KLink65 1.51, KEdit. Games: Burger Boy, PacMunch Jr,
Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
SKR. POCZT. 16
02-100 WARSZAWA 119
POLAND
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23
D-70794 Filderstadt

Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.online.de/home/sintech/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box
interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK Atari (print magazine)
See: Revista STAK Atari

Petr Stehlik
mailto:stehlik@cas3.zlin.vutbr.cz
http://cas3.zlin.vutbr.cz/~stehlik/
Developer: MS-DOS port of Atari800 emulator 0.9.6,
Atari800/Falcon v0.8.9 (Falcon030)

SteveR's Classic Cartridges (Steve Reed)
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart

Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Vendor/Developer: education related

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
See: Kaiser Soft

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444

United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.17, APE ProSystem 1.17,
APE Warp+ OS, Imagic 1.06

TWAUG (Tyne & Wear Atari User Group)
J. Matthewson
80 George Road
Wallsend, Tyne & Wear
NE28 6BU
United Kingdom
tel: (0191)-2710086 (? --not updated with address)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:amg@zetnet.co.uk (Max Gerum)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette

1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (612) 462-2500 24 Hours
FAX: (612) 449-0488
BBS: (612) 462-3680
mailto:Video61@webtv.net
Vendor: new/used hardware, new/used software
Developer: (all ROM carts) MYDOS, Rocks, Amazemaze, Hearts,
Montana Solitaire, Checkers, Jailbreak, Ricochet, Sharp Shooter, My Jong,
Paddle Wars

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:VideoGameAdvantage@DittosRush.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only

Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
mailto:chasm@earthling.net (Charles Marslett)
mailto:chasm@bix.com (Charles Marslett)
mailto:audioguy@cheerful.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Z Systems
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

4780. Re: spelunker II arcade rom..

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981204225000.16704.00002876@ng141.aol.com>
Source record: 57598

>the arcade Spelunker or Spelunker II ROM?

What is a "Spelelunker II ROM"?
I.e. was Spelunker made into a cart?
Larry

4781. Re: SIO2PC, and an old PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981204225800.16704.00002880@ng141.aol.com>
Source record: 57599

>>I'm considering using an old 8088 PC for hosting APE or SIO2PC, under DOS.

I was thinking about those very small PC's
that were the size of a disk drive. There
were several kinds. One of the last that I
remember (386, I think) was "The Brick"
or some such. If someone could find one
of those, it could be dedicated, with a built
in hard drive. Sort of the "ultimate Atari
peripheral." Anybody remember the name
of those small PC's?
Larry

4782. AMAC (was Re: Assembly Source Interface)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: abaddon88@aol.com
Message-ID: <19981205000520.28268.00000141@ng-fd1.aol.com>
Source record: 57600

If you have trouble getting a copy I have a version I cracked(thanks to the instructions of someone that posted them here, sorry I forgot who!). I'll have to pull out the sio2pc and download APE though.
Just let me know

4783. Atari800Win 2.5 followup

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: rich@cstone.net
Message-ID: <3669e871.78891329@news.cstone.net>
Source record: 57601

A side note: I no longer have time to read news groups on any kind of regular basis. Even my scans via deja news are very intermittent these days, as my real world job is picking up extensively and will consume most of my time.

This means if you have questions or comments, you need to e-mail them to me if I'm going to notice them. And, if you don't mention Atari in the message header, you run the risk of being discarded by my draconian spam filters. So keep that in mind.

-Rich

4784. Re: Fine Tooned software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3668EB64.804159E3@arn.net>
Source record: 57602

Wow! Bob Klass! Do you still sell 8-bit stuff?

Laters,

antbaker@arn.net

P.S. In case you don't remember me I bought 3 1050s and an 130XE from
you about a year ago.

BobKlaas wrote:
>
> ASSUNE!
>
> Make an Ass out of you and ME!
>
> no one knows Mike's problems but himself.
>
> bob

4785. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3668EE80.2F44C014@arn.net>
Source record: 57603

Hello,

Does anyone remember that game XTAL (The game from the ANTIC monthly disk)? That to me seemed damn close to something in the Star Raiders family. That game was MUCH longer than Star Raiders. It had pretty cool music in the intro. though.

Laters,

antbaker@arn.net

4786. Re: M.U.L.E. website

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3668EF4B.675C051@arn.net>
Source record: 57604

M.U.L.E. is one of the best RPG (for lack of a better word I guess)
err...finance?? game for ATARI.

Did you all know the co-creator of M.U.L.E. died recently?

Laters,

antbaker@arn.net

jack wrote:
>
> I have had a website up for quite a while with links and downloads for Atari
> and M.U.L.E. I have recently began to update the page, and would appreciate
> any ideas or new links I could add to the page. I also recently started a
> M.U.L.E. discussion board, because the other one has been gone for some time
> now. Also, does anyone know why the M.U.L.E. web disappeared a while back?
>
> Page: http://www.geocities.com/Heartland/Acres/3234
> Forum: http://www.insidetheweb.com/mbs.cgi/mb241554

4787. FS: WIZARDRY collectable Software. Buy one for a gift.

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <368c787a.10794827@news.earthlink.net>
Source record: 57605
Cross-posted to: comp.ibm.pc.games.marketplace,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.mac.games.marketplace,comp.sys.tandy,rec.games.int-fiction,rec.games.video.classic,rec.games.video.marketplace

WIZARDRY Software: (Assume there is a box)
==========

Apple 2 Software:
==========
WIZARDRY Scenario #3 LEGACY OF LLYLGAMYN. 1983 from Sir-Tech. One double sided 5.25" floppy. Manual plus various inserts.
NM/VG++
$20.00

WIZARDRY Scenario #4, THE RETURN OF WERDNA, 1987. from Sir-Tech. Three double sided 5.25" floppys for Apple II., Franklin Ace 2000, Laser 128. Manual is NM. Reference card has been written on. 10 pages of MAP PLOTTING AID (graph paper). 7 have been written on. One clue page with the answer unopened.
NM/VG+
$20.00

WIZARDRY Scenario #5, HEART OF THE MAELSTROM. 1988 from Sir_Tech. Five 5.25" double sided floppys. Manual, plus the Myths and Muses of the Maelstrom booklet, Heart of the Maelstrom Magic Word List plus various inserts.
NM/NM
$20.00

WIZARDRY WIZIPRINT for Apple II. 5.25" floppy . Manual, plus registration card. This is a character Statistics Printout Program for All Scenarios of Wizardry1
NM/NM
$20.00

IBM,TANDY and Compatibles:
==========

WIZARDRY Scenario #1, PROVING GROUND OF THE MAD OVERLORD. New and Improved version. 5.25" floppy . Manual, plus registration card, quick reference card, pad of graph paper, special effects card..
NM/NM
$25.00

WIZARDRY Scenario #3 LEGACY OF LLYLGAMYN. 1983 from Sir-Tech. One double sided 5.25" floppy. Manual, graph pad plus various inserts.
VG++/VG++
$20.00

WIZARDRY Scenario #4, THE RETURN OF WERDNA, 1987. from Sir-Tech. 5.25" floppys for IBM. Manual, Reference cards, 10 pages of MAP PLOTTING AID (graph paper).
VG++/NM
$20.00

WIZARDRY. CRUSADERS OF THE DARK SAVANT. from Sir-Tech. MS-Dos 1992. Three 5.25" floppys, playmaster's guide, reference card, paper map, plastic MODOR Charge card.
VG+/NM
$20.

WIZARDRY. BANE OF THE COSMIC FORGE. from Sir-Tech. MS-Dos 1990. four 5.25" and two 3.5" floppys, playmaster's guide, icon list.
VG/NM
$20

WIZARDRY V, HEART OF THE MAELSTROM. 1988 from Sir_Tech. Three 5.25" floppys. Manual, plus the Myths and Muses of the Maelstrom booklet, Heart of the Maelstrom Magic Word List plus various inserts and a pad of graph plotting paper.
VG+/NM
$20.00

AMIGA:
==========

WIZARDRY COSMIC FORCE from Sir-Tech. 1990. 5 floppys, Playmater's guide, icon list, pad of special graph paper, Amiga reference card, inserts. Dealer Demo sticker on each floppy, stamped on inside of box.
NM/NM
$25.

COMMODORE 64/128

KNIGHTS OF DIAMONDS THE 2ND SCENERIO. floppy, player's guide, graph pad.
VG++/NM
$20

==========

WIZARDRY MODOR CHARGE PACKET. Includes charge card # 018357, and the folder it was shipped in (bulk rate). Also in folder is a MODOR CHARGE HOTLIST, a red booklet with dark blue ink, full of numbers. This seems to be all about a club for Wizards which promisses, "free poster, 10% off accessories, meeting Wizardry authors at events, 10% off promotions, etc.
NM
$20.00

==========

Here is the way I grade software. There are seperate grades for the box first, and what's in the box second. For example, VG++/NM would mean the box is VG++ and the contents of the box is near mint.

Shrinkwrapped (ss)
Self-explanatory.

Near Mint (NM)
This is the highest grade for an unsealed item. "Mint" is not used as a grade because, without a microscope and 40 minutes of inspection, perfection cannot be verified to everyone's satisfaction. Near Mint ranges from appearing unused, to an item that may have been used, but is without a notable cosmetic defect as evidence of that use.

Basically, a NM/NM package should be a reasonable simile to a fresh, unused copy.

Very Good Plus Plus (VG++)
This grade refers to an attractive, fresh-in-appearance item that, upon closer inspection, has been disqualified from the NM category due to (usually) one flaw that could not be overlooked.

For boxes, this includes: a small split of the seam; some clear tape on one corner.
Basically, and this includes the contents of the box as well, a VG++ item is qualified by having a noticeable, yet functionally insignificant defect that verifies that the item has been used. A VG++ item appears neither blatantly second-hand, nor does it have the sparkle of "brand-new".

Very Good Plus (VG+)
This is the broadest grade serving as a catch-all for any decent, presentable, average, usable (not marred or defective) item. People ordering VG+ items usually are prepared to accept an imperfect item representing the artifact that it is, and are going to enjoy it without being excessively preoccupied with cosmetic details. VG+ is a fine copy that is indisputably "used", being your basic "decent used package" for utilitarian purposes.

Boxes and contents will have some combination of one
to a few of the following
defects:
partial seam split (with or without clear tape
repairs), minor dirt ring,
some minor warping due to moisture, a creased
corner, small squishing of the
box.
The box and contents must be free of major
defacements, and will certainly not have ALL of the
preceding minor ones on the same piece!

Very Good (VG)
This is the beginning of "rough" for collector's
purposes. A VG record is
usually one that a collector will buy to fill a
"hole" in his/her library until a better copy
comes along. We usually don't advertise items with either VG
covers or discs unless they are deemed scarce enough
to attract a collector
for this purpose.

Good Plus (G+)
Averaged between VG and G,

Good (G)
Items graded "good" are very used and only
presentable to the least
discriminating collector. This classification is
usually employed for
boxes when it's the contents that's worth collecting,
and vice-versa; or when
the component in question is so very rare that its
existence in any condition
is regarded as manna from heaven. It should not be
confused as referring to "Good" COLLECTIBLE

Fair (Fr) or Poor (P) or Missing Component (*)
For advertising purposes, if either box or contents
is either Fair or Poor, we
treat it as functionally missing , and we have graded
only the component
that is G or better, essentially selling that
component "as is", theoretically
without its decrepit companion. In these cases, the
grade should include an
asterisk in place of the Fair/Poor cover or jacket to
reflect its effective
absence.

Supplementary Notations
Condition augmentations: there are some common
exceptions to the overall

condition of an item that merit independent notation
from the
overall grade assigned, rather than being "averaged
in" as with standard
gradeable wear. These are usually after-production
aberrations courtesy of
the record company such as:

Writing on front cover, back cover, label, tape
on seams or spine,
water damage (especially if it's growing "hair"),
applied era "pop-culture"
stickers (such as "right-on" with fist) etc.
These minute details are usually only noted on
rare and expensive items.

4788. FS: Early Game Disk based Software Games (Pre 1985)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <36917b3d.11502166@news.earthlink.net>
Source record: 57606
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.int-fiction,comp.sys.tandy,comp.sys.mac.games.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.marketplace,comp.sys.amiga.marketplace,comp.ibm.pc.games.marketplace

Early game software. Assume there is a box unless stated otherwise.
Shipping is usually $3.00 Priority in USA. Foreign shipping is extra.

==========

APPLE GALAXIAN from Broderbund for Apple II. 1980. (when BroderFun was still in Oregon). Shameless clone of Galaxian. Floppy and folder/cover in a plastic baggie.
NM
$15.00

ASTEROIDS IN SPACE by Bruce Wallace from Quality Software. 1980. Apple II. Floppy, Cover card and loading card only. No Plastic baggie.
NM
$10.00

B-1 NUCLEAR BOMBER from Microcomputer Games-Avalon Hill. 1980. Cassette for Apple 2, Trs-80, Pet, manual.
VG++/VG++
$15.00

BATTLE FOR NORMANDY from SSI. 1981. Manual, roster, game card. For Atari and Trs-80. Missing the cassette. manual has some writing on it. Box is excellent.
VG++/good
$10.00

BATTLE FOR NORMANDY from SSI. 5.25" floppy for Atari 400/800 and Apple 2. Manual. map and loading card. 1982.
VG/VG+
$20

THE BATTLE OF THE BULGE: TIGERS IN THE SNOW from SSI. 1981. Cassette For Trs-80. Manual, roster, game card.
Cassette For Trs-80.
VG+/VG+
$15.00

The BILESTEAD from Datamost by Mangrove Earthshoe. 1983. Strategy Adventure for Apple II. Floppy, manual.
VG++/VG++
$19.00

BUMBLE GAMES from IBM for IBM. 5.25" floppy, manual, instruction card in a hard plastic box. 1983. Demo copy. Not for sale (then).

VG++/VG++
$12.00

COMPUTER AMBUSH 2ND EDITION from SSI. 1982 for Apple II. Floppy, Squad card, game selection card, rule book and dossier, plastic map and reference card in a thick 9x12" box.
VG/VG++
$15.00

COMPUTER FOOTBALL STRATEGY from Microcomputer Games. 1983. Cassette, manual, box
Good/VG++
$10.00

COMPUTER STOCKS AND BONDS from Microcomputer Games-Avalon Hill. 1982. 5.25" floppy for TRS 80 model 1 and 3, manual.
VG/VG+
$15.00

CONFLICT 2500 from Microcomputer Games-Avalon Hill. 1981. Cassette for Atari 800, Apple 2, Trs-80, Pet, manual, addenum. Star Raiders type game.
VG++/Good
$15.00

DAVID'S MIDNIGHT MAGIC. Broderbund. 5.25" floppy, folder with instrictions on the back.
VG++/VG+
$10.00

DODGE CARS from Video Wizard's. 1982. Cassette for Vic 20, instructions in a beta video plastic folder.
NM/NM
$25.00

EPOCH by Larry Miller from Sirius. 1981. Floppy for Apple in a folder/instruction card all inside a plastic envelope.
NM
$12.00

FIELD OF FIRE from SSI. 5.25" floppy for Apple II. 1986. Manual, loading card, small box
VG++/NM
$15.00

FIREBIRD from Gebelli for Apple II or Plus. Floppy, instruction card/face card in a plastic pouch.
NM
$12.00

GALACTIC DEFENDER from Video Wizard's. 1982. Cassette for Vic 20, instructions in a beta video plastic folder.
NM/NM

$25.00

GERMANY 1985; WHEN SUPERPOWERS COLLIDE from SSI. 1982. 5.25" floppy for Apple IImanual, reinforcement schedule, color paper map in a 9x12" box
Telarium/VG++
$20.00

GETTYSBURG; THE TURNING POINT from SSI. 1986. 48k required.
New (shrinkwrapped)
$15.00

GETTYSBURG; THE TURNING POINT from SSI. 1986. 48k required.
New (shrinkwrapped)
$15.00

GETTYSBURG; THE TURNING POINT from SSI. 1986. 5.25" floppy for IBM.
Manual, Plastic map, inserts.
VG+/NM
$10.00

GORGON from Sirius for Apple II. 1981. Floppy, folder/instruction card. No plastic baggie.
NM
$12.00
Sold

GUADAL CANAL CAMPAIGN from SSI. Floppy, manual, 2 cardboard maps for Apple II. large 9x12" box.
VG+/NM
$18.00

GULF STRIKE. from Microcomputer Games-Avalon Hill. 1985. Strategy (aircraft and carriers). 5.25" floppy for Commodore 64 and Apple 2, manual, map, box.
VG++/NM.
$15.00

IMPERIUM GALACTUM from SSI. 1984 for Apple II. Floppy, manual, cardboard map.
VG+/VG++
$15.00

JEFFERY ACHER; NOT A PENNY MORE, NOT A PENNY LESS from Simon and Schuster. Floppy for Commodore 64/128, instruction sheet, hint guide, and paperback novel of the same name. Graphic and text adventure.
VG++/NM
$20.00

MIDWAY CAMPAIGN drom Microcomputer Games-Avalon Hill. Cassette, manual, box. for Atari 800, Apple 2, Trs-80,
Good/GV++
$10.00

MUNCHER from Video Wizard's. 1982. Cassette for Vic 20, instructions in a beta video plastic folder.
NM/NM
$25.00

NORTH ATLANTIC '86 from SSI. 1984 for Apple II. Floppy, manual, 2 cardboard maps.
VG+/VG++
$18.00

NORTH ATLANTIC CONVOY RAIDER from Microcomputer Games-Avalon Hill. 1980. Cassette for Apple 2, Trs-80, Pet, manual.
VG++/VG++
$15.00

OBJECTIVE: KURSK from SSI. 1984. Floppy, manual, 2 plastic coaed color maps.. Large 9x12" box.
VG++/VG++
$18.00

OPERATION APOCALYPSE from SSI. 1981 for Apple II. Floppy, manual, instruction card, 2 plastic coated maps.
VG++/VG++
$18.00

PANZER GRENADIER from SSI. 1985. 5.25" floppy for Apple II, manual, loading card, warranty card. in a 9x12" box.
VG++/NM
$20.00

PHANTASIE from SSI. 5.25" floppy for Apple II. No manuak, small box. 1985.
VG+/VG++
$7.00

PLANET MINERS from Microcomputer Games-Avalon Hill. 1981. Cassette for Apple 2, Trs-80, Pet, manual. Mule clone.
VG+/VG+
$15.00

POOL 1.5 from ISDI for Apple II. 1981. Floppy, manual only
NM
$12.00

POLLYWOG from Softsmith. 1982. Floppy for Apple II, manual warranty card only
NM
$12.00

PRESIDENT ELECT from SSi. Early 80's. 9x12" box for Apple II.
New(shrinked)
$18.00

PROFESSIONAL TOUR GOLF from SSi. Early 80's. 9x12" box for Apple II.
New(shrinked)

$22.00

RASTER BLASTER by Bill Budge from Budgeco. 1981. Floppy for Apple II, instruction card, in a hanging type folder. The folder has a couple crease marks. Otherwise excellent.
VG+
$12.00

RENDEZVOUS from Eduware for Apple II. Floppy, manual, inserts. 1982. Space shuttle Simm.
VG+/NM
$10.00

RIBBIT from Picadilly Software. 1982 Floppy, manual and cover card only (I think it came in a baggie). Frogger clone.
VG++/VG++
$10.00

SARGON III. Haydon Software. 1983. 5.25" floppy for Apple II plus 80 page book/manual only.
VG++
$10.00

SEA DRAGON from Adventure International. 1982. For Apple 2. Floppy, manual and inserts in a plastic folder.
VG++/VG+
$18.00

SHARD OF SPRING from SSI. 5.25" floppy from 1986. No manual. Small box.
VG++/VG++
$5.00

SNOGGLE from Broderbund for Apple 2. No date. Shameless Pac-Man clone. Floppy in folder/cover/instructions. No Plastic baggie.
NM
$10.00

SOUTHERN COMMAND from SSI. 5.25" flopy for Apple 2. Manual, map, loading card. 1981.
VG/VG+
$20.00

TANKTICS from Microcomputer Games-Avalon Hill (written by Chris Crawford). 1981. Cassette for Atari 800, Apple 2, Trs-80, Pet, manual, dice, game piece, 2 folding game boards. Wargame.
VG+/VG
$15.00

TELENGARD from SSi. Floppy, manual, etc. for IBM. 1981 in a 9x12" box
NEW(shrinked)
$20.00
sold

THREE MILE ISLAND *special edition* from Muse for Apple II or Plus.
1980. Floppy, 35 page manual. No plastic baggie.
NM
$20.00

VC from Microcomputer Games-Avalon Hill. 1982. 5.25" floppy for TRS 80
model 1 and 3, manual. Vietnam game.
VG++/VG+
$15.00

WARSHIP from SSI. 1986. 5.25" floppy for Apple 2. Manual.
VG++/VG++
$15.00

WIZARD'S CROWN from SSI. Floppy for Apple II, manual in a small box.
VG++/VG++
$15.00

Books Etc.
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33 CHALLENGING COMPUTER GAMES FOR TRS-80/APPLE/PET by David Chance .
1981 Tab books. 256 pages.
VG++
$7.50

The APPLE CARD. A nice hard plastic quick reference card for
programmers filled with information on both sides. 1980.
NM
$5.00

The APPLE TAPES. Introductory Programs for the Apple II from Apple.
1979. 42 page softcover.
VG++
$10.00

ASSEMBLY LINES: THE BOOK A Beginner's guide to 6502 programming on the
Apple II by Roger Wagner. 1982. 270 pages. Spiral bound.
VG++
$5.00

BACKGROUND MATH FOR A COMPUTER WORLD by Ruth Ashley from Wiley and
Sons. 2nd Edition. 1980. 308 pages. Soft cover.
NM
$7.50

BAG OF TRICKS by Don Worth and Pieter Lechner. 1982. Spiral bound.
About 200 pages.
VG++
$5.00

THE BASIC CONVERSIONS HANDBOOK FOR APPLE, TRS-80, AND PET USERS. 1981
from Hayden . 80 pages. Soft cover.
NM
$7.50

BENEATH APPLE DOS by Don Worth and Pieter Lechner. 1981. Spiral bound. About 200 pages.
VG++
$5.00

CELESTIAL BASIC Astronomy On Your Computer by Eric Burgess from Sybex. 1982. 300 pages. Soft cover.
NM
$10.00

COMPUTER STATION'S PROGRAMMER'S GUIDE TO THE APPLE II from Computer Station. 1978. 40 page softcover.
VG++
$10.00

PROGRAMMER'S AID #1 for APPLE UTILITY PROGRAMS INSTALLATION AND OPERATING MANUAL. 1978. 97 pages. This seems to need software (the Apple Utility programs), which are not included.
VG++
$7.50

WHAT'S WHERE IN THE APPLE. An Atlas to the Apple Computer by William F. Luebbert from Micro Ink. 1981. About 100 large pages for programmers. Spiral bound soft cover
NM
$10.00

Manuals only
==========

ABM Anti-ballistic Missile Game from Muse. 1980. Apple II or Plus. Cover/instruction card only.
NM
$3.00

BUG ATTACK from Cavalier. 1981. Apple II Folder/cover only.
5.00

MISSILE DEFENSE from On-Line Systems. Apple II or Plus. Cover/instruction card only. A missile Command clone.
NM
$3.00

SPACE EGGS from Sirius. 1981. Apple II. Manual plus iron-on decal for tee shirts.
$10.00

WORD PROCESSING SYSTEM from Programma. 1980. Missing the disk. Manual in spiral notebook only.
$5.00

Floppy disk only
==========

ADVENTURE from Software House for Apple II. 1981
make offer

APPLE PLOT from General Plotting Program. 1980 Apple. Floppy only.
Make offer

B.C'S QUEST FOR TIRES from Sierra On-line. System unknown. Floppy
only.
make offer

CALIFORNIA PACIFIC COMPUTERS PRESENTS BILL BUDGE'S 3-D GRAPHICS SYSTEM
boot disk only. 1980 from California Pacific Computers. for Apple II.
VG++
Make offer

CALIFORNIA PACIFIC COMPUTERS PRESENTS BILL BUDGE'S SPACE ALBUM. 1980.
Diskette only. for Apple II.
NM
make offer.

CALIFORNIA PACIFIC COMPUTERS PRESENTS Sirius Software's STAR CRUISER.
1980. diskette only. for Apple II.
VG++
Make offer

DEATH IN THE CARRIBEAN from Microfun. 1982. Floppy only.
make offer

FLIGHT SIMULATOR II from SubLogic. 1983. Floppy only
Make offer

MARAUDER from ON-LINE SYSTEMS, INC. 1982. System unknown. gold label.
Floppy only.
make offer.

MARAUDER from ON-LINE SYSTEMS, INC. 1982. System unknown. White label.
Floppy only.
make offer.

MICROCHESS 2.0 from Personal Software Inc. 1978-80. Floppy only.
VG++
make offer

MINER 2049er FROM Microfun. 1982. Floppy only. Unknown system
Make offer

MINER 2049er FROM Microfun. 1984. Floppy only. Unknown system
Make offer

MONEY MUNCHERS by Bob Bishop from Datamost. 1982. Floppy only.
Make offer

MUMMY'S CURSE from Highland's Computer. 1981 for Apple.
make offer

ROUNDABOUT from Gumby Bitworks. (Datamost) 1983, Floppy only for
Apple?
Make offer

RUSSKI DUCK from Gebelli. 1981. System unknown. Floppy only.
VG
make offer

SOFTSIDE DV/MAGAZINE. 12 floppys beginning with April 1982, May 1982,
then Issue #30-#38, then DV Bonus disk.
Make offer

SPACE CONQUERERS from Softsmith, The Software Guild. Apple II. Floppy
only.
Make offer.

WORDSMITH from Softsmith, The Software Guild. Apple II. Floppy only.
Make offer.

Books:
==========

The BASIC CONVERSIONS HANDBOOK FOR APPLE, TRS-80, AND PET USERS. by
Brian Bank from Hayden. 80 pages. Soft cover. 1981.
VG++
$14

COMPUTER CRAZINESS by Somerson and Manes. 1984 from Scholastic Inc.
173 pages. large softcover about all the 8 bit computers of the day.
VG
$9

ELECTRONIC GAMES by Fred D'Ignazio. Published by Franklin Watts. 1982.
64 pages with photos of early computer games. Hard cover.
VG++
$25

INTRODUCING LOGO FOR THE APPLE II, TI/4A, AND TANDY COLOR COMPUTER by
Peter Ross from Micro books. 1983. 249 page softcover.
VG+
$8.00

The KAYPRO PLAIN AND SIMPLE by Houze and Lenfest. Tab books. 194
pages. Soft cover.
VG+
$18.00

USBORNE GUIDE TO UNDERSTANDING THE MICRO from Usborne Hayes
Electronics. 1982. 48 colorful pages.
NM
$18

==========

Here is the way I grade software. There are seperate grades for the box first, and what's in the box second. For example, VG++/NM would mean the box is VG++ and the contents of the box is near mint.

Shrinkwrapped (ss)
Self-explanatory.

Near Mint (NM)
This is the highest grade for an unsealed item. "Mint" is not used as a grade because, without a microscope and 40 minutes of inspection, perfection cannot be verified to everyone's satisfaction. Near Mint ranges from appearing unused, to an item that may have been used, but is without a notable cosmetic defect as evidence of that use.

Basically, a NM/NM package should be a reasonable simile to a fresh, unused copy.

Very Good Plus Plus (VG++)
This grade refers to an attractive, fresh-in-appearance item that, upon closer inspection, has been disqualified from the NM category due to (usually) one flaw that could not be overlooked.

For boxes, this includes: a small split of the seam; some clear tape on one corner.
Basically, and this includes the contents of the box as well, a VG++ item is qualified by having a noticeable, yet functionally insignificant defect that verifies that the item has been used. A VG++ item appears neither blatantly second-hand, nor does it have the sparkle of "brand-new".

Very Good Plus (VG+)
This is the broadest grade serving as a catch-all for any decent, presentable, average, usable (not marred or defective) item. People ordering VG+ items usually are prepared to accept an imperfect item representing the artifact that it is, and are going to enjoy it without being excessively preoccupied with cosmetic details. VG+ is a fine copy that is indisputably "used", being your basic "decent used package" for utilitarian purposes.

Boxes and contents will have some combination of one
to a few of the following
defects:
partial seam split (with or without clear tape
repairs), minor dirt ring,
some minor warping due to moisture, a creased
corner, small squishing of the
box.
The box and contents must be free of major
defacements, and will certainly not have ALL of the
preceding minor ones on the same piece!

Very Good (VG)
This is the beginning of "rough" for collector's
purposes. A VG record is
usually one that a collector will buy to fill a
"hole" in his/her library until a better copy
comes along. We usually don't advertise items with either VG
covers or discs unless they are deemed scarce enough
to attract a collector
for this purpose.

Good Plus (G+)
Averaged between VG and G,

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Items graded "good" are very used and only
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and vice-versa; or when
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For advertising purposes, if either box or contents
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without its decrepit companion. In these cases, the
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exceptions to the overall

condition of an item that merit independent notation
from the
overall grade assigned, rather than being "averaged
in" as with standard
gradeable wear. These are usually after-production
aberrations courtesy of
the record company such as:

Writing on front cover, back cover, label, tape
on seams or spine,
water damage (especially if it's growing "hair"),
applied era "pop-culture"
stickers (such as "right-on" with fist) etc.
These minute details are usually only noted on
rare and expensive items.

4789. Re: SIO2PC, and an old PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: Richard Cortese <ricortes@worldnet.att.net>
Message-ID: <366984CF.6A60@worldnet.att.net>
Source record: 57607

Brian & Laurie Walker wrote:
>
> Are there any well written instructions on building an SIO2PC cable?
> The few web pages I've seen on the subject all have cryptic
> instructions and a poorly drawn schematic...
>
> I'll be the first to admit that I'm far from being an electronics
> expert and the schematics give me a problem to begin with...but if
> there were some decent step-by-step instructions, I think I would be
> able to do it.
>
> I mean, I'm not a chef either, but I can follow a well-written recipe.
> *grin*
>
> Thank you for any help!
>
> Brian Walker
Probably because the device is that easy to build, it looks like it
should be tougher?

It really is as simple as it looks, a lot of people do not even bother
buying a circuit board: Just solder Black wire from Atari to 1489 pin
etcetera, kind of thing. Only actual part that you have to add is the
diode & that can be left out if you never plug anything other then the
sio2pc cable.

4790. Re: SIO2PC, and an old PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: Richard Cortese <ricortes@worldnet.att.net>
Message-ID: <36698772.55A6@worldnet.att.net>
Source record: 57608

LWhite6497 wrote:
>
> >>I'm considering using an old 8088 PC for hosting APE or SIO2PC, under DOS.
>
> I was thinking about those very small PC's
> that were the size of a disk drive. There
> were several kinds. One of the last that I
> remember (386, I think) was "The Brick"
> or some such. If someone could find one
> of those, it could be dedicated, with a built
> in hard drive. Sort of the "ultimate Atari
> peripheral." Anybody remember the name
> of those small PC's?
> Larry
Little Board? I never found one of those, but did find a couple of old SBCs with built in most everything. Even bought a couple of 20 meg hard cards so I could set them up.

They work really well for auto booting a large ATR, but I always had trouble trading off the joy of only needing the Atari monitor for the difficulty in manipulating the ATR images.

AFAIK, everything you need for manipulating files is built in, but I never bothered to write a front end/user interface from the Atari.

4791. Re: M.U.L.E. website

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <366e74fa.1384390@news.demon.co.uk>
Source record: 57609

The other Day Anthony Baker <antbaker@arn.net> wrote:

>M.U.L.E. is one of the best RPG (for lack of a better word I guess)
>err...finance?? game for ATARI.
>
Either that or Archon was the first game I wrote a review on for Atari
User in the UK.

>Did you all know the co-creator of M.U.L.E. died recently?
>
>Laters,

Yep Dan / Dani will be missed..
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4792. WTB: 1050 Happy Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: JuanS <staalejg@ix.netcom.com>
Message-ID: <74c0uu$lq6@sjx-ixn5.ix.netcom.com>
Source record: 57610

Please e-mail me if you have one to sell.

staalejg@bigfoot.com

4793. 130XE to SC1224 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: JuanS <staalejg@ix.netcom.com>
Message-ID: <74c10p$lrg@sjx-ixn5.ix.netcom.com>
Source record: 57611

Can a 130XE be hooked up to a SC1224 ST Monitor or Commodore 1084S Monitor?

4794. FS Shilo Grant's trail in the west game

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: yendor3@aol.comnojunk
Message-ID: <19981205143803.04527.00000375@ng145.aol.com>
Source record: 57612

Disk game.Boxed with booklet,warranty card and map.$4 shipped in the US.

4795. 8 bit games for trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: yendor3@aol.comnojunk
Message-ID: <19981205144135.04527.00000376@ng145.aol.com>
Source record: 57613

```
all are loose:
atlantis
demon attack
pitfall
gateway to apshai
congo bongo
spy hunter
wizard of war
frogger 2 threedeep.
I'm looking for atari 2600 games or cash offers.
```

4796. De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: Jim Schmidt <skibo@fuse.net>
Message-ID: <36699A7B.62@fuse.net>
Source record: 57614

Folks,
Anyone have a copy od DE RE Atari they would like to sell or trade for?
Thanks, Jim

4797. FA on Yahoo: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <36789a1e.19408712@news.earthlink.net>
Source record: 57615

http://auctions.yahoo.com/auction/1580508

4798. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: atari-stuff@spam-not-ehrich.com
Message-ID: <SFia2.52386$%X2.16079906@news3.voicenet.com>
Source record: 57616

```
Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device.................. $14
Atari XMM801 printer............................... $15
Atari 410 Tape Deck................................ $15
Atari 1020 Printer................................. SOLD
Hot Stuff Joystick (rough)......................... $ 4
Joysticks (square) (3)............................. $ 8 each
DVE Printer Power Supply Model DV-2412A............ $ 8
50 5-1/4 diskettes ................................ $10
50 3-1/2 diskettes................................. $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
```

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

4799. Re: 130XE to SC1224 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <74ccgl$j2l$1@sci3.sri.ucl.ac.be>
Source record: 57617

JuanS wrote in message <74c10p$lrg@sjx-ixn5.ix.netcom.com>...
>Can a 130XE be hooked up to a SC1224 ST Monitor or Commodore 1084S Monitor?
>
>
>
>

Does your monitor have Video and Audio input jacks (RCA jacks) ? If so, I
can solve the problem for you. It is just a simple cable. I can help you to
build one if you need.

Bye,

Emmanuel F.

4800. Re: M.U.L.E. website

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: jack <jdarel@jeffnet.org>
Message-ID: <74cdmc$4ul$1@haus.efn.org>
Source record: 57618

Yes, Dani Bunton and I corresponded quite a bit in the last months of
his/her life. BTW--I think Mike's MULE page sums it up best when it calls
MULE the best "strategy" game of all time, although role playing and finance
are also ways MULE could be classified.

Jack
Anthony Baker wrote in message <3668EF4B.675C051@arn.net>...
>M.U.L.E. is one of the best RPG (for lack of a better word I guess)
>err...finance?? game for ATARI.
>
>Did you all know the co-creator of M.U.L.E. died recently?
>
>Laters,
>
>antbaker@arn.net
>
>jack wrote:
>>
>> I have had a website up for quite a while with links and downloads for
Atari
>> and M.U.L.E. I have recently began to update the page, and would
appreciate
>> any ideas or new links I could add to the page. I also recently started
a
>> M.U.L.E. discussion board, because the other one has been gone for some
time
>> now. Also, does anyone know why the M.U.L.E. web disappeared a while
back?
>>
>> Page: http://www.geocities.com/Heartland/Acres/3234
>> Forum: http://www.insidetheweb.com/mbs.cgi/mb241554

4801. Re: M.U.L.E. website

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: jack <jdarel@jeffnet.org>
Message-ID: <74cdqm$4uq$1@haus.efn.org>
Source record: 57619

I also have the Atari and Commodore emulators and MULE disk images available
for download on my webpage. http://www.geocities.com/Heartland/Acres/3234,
along with MULE icons and wallpaper. The wallpaper must be tiled to fill
the whole screen, and when tiled in this manner, the store is in the center
of the map. Then, the desktop icons can be placed to simulate installed
MULEs.

Jack

Paul Irvine wrote in message <366e74fa.1384390@news.demon.co.uk>...
>The other Day Anthony Baker <antbaker@arn.net> wrote:
>
>>M.U.L.E. is one of the best RPG (for lack of a better word I guess)
>>err...finance?? game for ATARI.
>>
>Either that or Archon was the first game I wrote a review on for Atari
>User in the UK.
>
>>Did you all know the co-creator of M.U.L.E. died recently?
>>
>>Laters,
>
>Yep Dan / Dani will be missed..
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

4802. 8-bit atari books for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-05 00:00:00 UTC
From: Douglas Carroll <dcarroll@internetcds.com>
Message-ID: <36694CB9.AEFBFBD@internetcds.com>
Source record: 57620

Hello everyone!

I have the following atari Compute's books for sale:

"Compute's first book of atari graphics"

"Compute's second book of atari graphics"

"Compute's first book of atari games"

"Mapping the Atari, 1st edition"

All of the books are in good condition and are priced at $10.00 each
plus shipping. I would suggest the 3 day shipping as it is only $3.00
and gets the books to you quickly at a reasonable price. Please e-mail
me if you are interested in any of these. Thanks!!

Douglas Carroll

dcarroll@internetcds.com

4803. Atari800Win 2.5 released

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: rich@cstone.net
Message-ID: <pgpmoose.199812060013.1266@bureau42.ml.org>
Source record: 57621
Cross-posted to: comp.sys.atari.8bit,comp.emulators.announce

(This appeared to not go out the first time).

http://www.cris.com/~Twist/atari800win

Here is what's new in this version:

12-05-98 Ver 2.5 (a "beta" release)
* Consider this a beta release. It has not been tested extensively.
I will be releasing again soon to sync up with the general
Atari800 code base and address some other issues of my own.
* Any "sticky key" problems should be fixed on slow machines
* Warmstart reappears on F5 as if by magic :-)
* Arrgh! ATR images formatted while loaded into the emulator were
getting corrupted headers (they were reformatted as XFD). Modified
SIO code so that any valid ATR image (even megadisks) can be
reformatted by Atari800win.
* Added option to load Atari executable files individually instead
of requiring a disk image. This will NOT work for files that
require Atari DOS. I more or less lifted Ken Sider's routines
right out of MakeATR (actually I initially wrote a multi-segment
loader myself, but it sucked, so people can thank Ken for this
feature). When you do this the EXE will replace the disk mounted
in drive 1.
* John Frias contributed some icons (mine are retired to no artistic
talent land now).
* Fixed a problem with the R-TIME cartridge returning the incorrect
month. BTW This should come as a surprise to no one, but the
R-TIME is not year 2000 compliant.
* Fixed a small timing problem on keyboard input.
* Blank scan line option added for some video modes. Read the
readme.txt for why I still think this is a *really* stupid idea.
* Built a new ZLIB DLL which appears much less touchy about
alignment. I highly recommend you use the one included with
Atari800win as your DLL in general (slightly larger but works much
better).
* Drive status can be set directly from the disk drive dialog. This
is mainly so images can be switched to read-only on the fly for
some demos. You cannot use the dialog to override actual file
permissions - if the file is read-only to the OS, then it will
always be read-only to Atari800win (and that's by design, not
omission).
* Corrected small joystick bug that prevented the keypad from
working as joystick on port 1 while a real joystick was used on
port 2.

* Inserted a completely bogus wait after DDraw SetDisplayMode that
corrects garbage sometimes left on the screen. This very much
looks like a DDraw bug. The delay may not be long enough for all
systems. Email me if you still see window garbage on your display.
* 640x480 is now a "no visible menu" mode. Use F10 to get a menu (or
the keyboard accelerators - e.g. Alt-A + L is Atari/Load Exe). Let
me know if you find this a problem - I could make it configurable.
800x600 and up still have menus.

4804. Atari 8bit Gumball (Broderbund) - anyone have instructions for this game?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: vchang@best.com
Message-ID: <3669f3c7.2665699@nntp.best.com>
Source record: 57622

I know how to play this game somewhat, but i don't know what to do when the bomb appears (and subsequently blows up the place). Anyone have a full list of keyboard commands for this game?

4805. Re: SIO2PC, and an old PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981206002216.11042A-100000@vtn1>
Source record: 57623

On Sat, 5 Dec 1998, Richard Cortese wrote:

> Probably because the device is that easy to build, it looks like it
> should be tougher?
>
> It really is as simple as it looks, a lot of people do not even bother
> buying a circuit board: Just solder Black wire from Atari to 1489 pin
> etcetera, kind of thing. Only actual part that you have to add is the
> diode & that can be left out if you never plug anything other then the
> sio2pc cable.
>

I've built several of your 1489-chip cables; they work like "Gangbusters".

Thank you.

John

4806. Re: De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981206002459.11042B-100000@vtn1>
Source record: 57624

On Sat, 5 Dec 1998, Jim Schmidt wrote:

> Folks,
> Anyone have a copy od DE RE Atari they would like to sell or trade for?
> Thanks, Jim
>
>
A few years ago someone typed the whole thing into disk files. I downloaded it from one of the BBS on the IMR. Unfortunately the BBS I uploaded it to is now defunct and I didn't save the files myself as I have a hard copy. You might try one of the BBS still on the IMR--start with The Last Hope BBS in Vancouver; you can reach it via the Atari 8-bit web ring either by name or by looking for the sysop (Ryan Goolevitch).

John

4807. Re: Atari 130XE/800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: Pashkovsky Alexey <scout@t2.technion.ac.il>
Message-ID: <Pine.GSO.3.95.981206115216.29764A-100000@techst02.technion.ac.il>
Source record: 57625

Dear Bob,
I'm interested in purchasing of 130XE with the Drive.
Please send me your price offer and info on how can I contact you.
Alexei

P.S. I live in Israel.

On Thu, 3 Dec 1998, BobKlaas wrote:

> Have a couple of these check out ready to send
>
> 130XE, stock, power supply and video cable..$35.00 shipped
>
> 800XL, stock, power supply and video cable..$25.00 shipped
>
> all items are each..
>
> Atari 1050 Disk Drive, stock comes with SIO cable and power supply price
> $20.00ea shipped.
>
> bob
>
>

4808. Re: SIO2PC, and an old PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981206070518.24947.00000603@ng110.aol.com>
Source record: 57626

>Sort of the "ultimate Atari
>> peripheral." Anybody remember the >>name of those small PC's?
>> Larry
>Little Board?

Yes! Little Board was what I was thinking
of. I putting this on my list of projects -
a mini PC as a dedicated peripheral.
Larry

4809. Added Code for XF551 Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981206071151.24947.00000604@ng110.aol.com>
Source record: 57627

Some months back there was
a thread about XF551 with the
720K Bob Woolley upgrade.
There was an added few bytes
of code to patch that wasn't in
the original article(s). It had to
do with proper density selection,
I think. I copied this message,
but can't find it. Anyone have it
handy?
Thanks,
Larry

4810. FS: Carts. - Including Rare Ones

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <74e3ti$4pk$1@ramp2.tir.com>
Source record: 57628

See my current list here:

http://www.tir.com/~mkusz/Atari_Items_For_Trade_1.html

4811. To Bob Klaas (wherever you are)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: sven6@usa.net
Message-ID: <74e7feggp1@nnrp1.dejanews.com>
Source record: 57629

I shipped my 800xl & 130xe to you last friday.
Did you get it yet?
I'm the one from Adelphi, Maryland.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4812. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_912959224@rtfm.mit.edu>
Source record: 57630
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 21, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

4813. Re: SIO2PC, and an old PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: Richard Cortese <ricortes@worldnet.att.net>
Message-ID: <366AC22C.746E@worldnet.att.net>
Source record: 57631

John K. Picken wrote:
>
> On Sat, 5 Dec 1998, Richard Cortese wrote:
>
> > Probably because the device is that easy to build, it looks like it
> > should be tougher?
> >
> > It really is as simple as it looks, a lot of people do not even bother
> > buying a circuit board: Just solder Black wire from Atari to 1489 pin
> > etcetera, kind of thing. Only actual part that you have to add is the
> > diode & that can be left out if you never plug anything other then the
> > sio2pc cable.
> >
>
> I've built several of your 1489-chip cables; they work like "Gangbusters".
>
> Thank you.
>
> John
My pleasure!

Steve's post about using a sio2pc cable with the Rverter driver for
RS232 has me thinking I should spend some time on that.

Existing design has an unused gate, so it may be possible to add some
functionality to it. Maybe just something simple like CTS<???> to
isolate modems from the chain when the Atari has to talk to another
device. I will try to keep it simple.

4814. Re: To Bob Klaas (wherever you are)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3670b0f5.6596333@news.demon.co.uk>
Source record: 57632

The other Day sven6@usa.net wrote:

>I shipped my 800xl & 130xe to you last friday.
>Did you get it yet?
>I'm the one from Adelphi, Maryland.

With a subject name of "To Bob Klaas (wherever you are)" it makes me
wonder if Bob will ever get your machines since you don't know where he
is :)

Sorry, couldn't resist
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4815. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <74esnm$2rt@bgtnsc02.worldnet.att.net>
Source record: 57633

Hmm never saw this, but maybe I NEED to..

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Anthony Baker wrote in message <3668EE80.2F44C014@arn.net>...
>Hello,
>
>Does anyone remember that game XTAL (The game from the ANTIC monthly
>disk)? That to me seemed damn close to something in the Star Raiders
>family. That game was MUCH longer than Star Raiders. It had pretty
>cool music in the intro. though.
>
>Laters,
>
>antbaker@arn.net

4816. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <366b096d.174465656@news.secoast.net>
Source record: 57634

On Sat, 05 Dec 1998 02:27:44 -0600, Anthony Baker <antbaker@arn.net>
wrote:

>Hello,
>
>Does anyone remember that game XTAL (The game from the ANTIC monthly
>disk)? That to me seemed damn close to something in the Star Raiders
>family. That game was MUCH longer than Star Raiders. It had pretty
>cool music in the intro. though.
>
>Laters,
>
>antbaker@arn.net

I remember it but never played it. The ad stated "Star Raiders was a
great game... for it's time". It used to be sold in the ANTIC Catalog
for about $15.95, written by a guy named Dave Reese. The plot had to
do with destroying an Ion storm threatening your planet. The ad
listed all kinds of things like warp drives, transporters, 3D display
etc.

I don't know why but I never ordered it. I've been looking for it on
the FTP sites but haven't found it yet.

dw
-----

dwebster@mediaone.net

4817. Do you know anything about EA games?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: Hugh Falk <hughfalk@mediaone.net>
Message-ID: <wvla2.124$l24.511978@lwnws01.ne.mediaone.net>
Source record: 57635

I collect Electronic Arts flat-box (album style) games. Would you please look at my web site:

http://people.ne.mediaone.net/hughfalk/copy(2)21.htm

and write me if you know of any EA flats (games only) that I don't already have.

Dragon's Lair (EA flat version) is the only one I know about. If anybody will sell or trade me for it, please write me at hughfalk@mediaone.net.

Feel free to look around the rest of the site. Feedback is appreciated.

Thanks in advance,
Hugh

4818. Definitive Known Software Lists (cartridge and CD) [12/06/98]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-06 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <3675321b.3817293@news.nls.net>
Source record: 57636

[NOTE: The Super Nintendo (SNES) list has been added -- 11/23/98.]

The Video Game Advantage Definitive Known Software List Collection

If you are looking for the most complete, detailed software lists
available you have found them. And the best part is that they are all
in a standardized format, so you can change system files without
having to learn a new style or format! Currently 32 of the 40 planned
files are on-line (2600, Intellivision, NES, Odyssey2, Sega CD, SMS,
SNES, and TG-16 all still need some work, and will be on-line as
soon as possible).

32 bit and 64 bit video game systems:

3DO REAL Interactive Multiplayer
Atari Jaguar / Jaguar CD
Commodore Amiga CD32
Nintendo 64
Nintendo Virtual Boy
Sega 32X
Sega Saturn
Sony Playstation
Tiger Game.Com

16 bit video game systems:

Philips CD-i
Sega CD
Sega Genesis
SNK Neo Geo / Neo Geo CD
Super Nintendo

8 bit video game systems:

Atari Lynx
Nintendo Entertainment System (NES)
Nintendo Game Boy
Sega Game Gear
Sega Master System (SMS)
TurboGraphx-16, CD, & Duo

Classic video game systems:

Atari 2600
Atari 5200
Atari 7800
Bally Astrocade

Colecovision
Emerson Arcadia 2001
Fairchild Channel F
GCE Vectrex
Magnavox Odyssey2
Mattel Intellivision
Milton Bradley Microvision
RCA Studio II

Classic computers:

Atari 8-bit computers
Coleco Adam computer -- see Colecovision
Commodore 64 / 128 computers
Commodore Vic-20 computer
IBM PC Jr. computer
Mattel Aquarius computer
Radio Shack Color Computer
Texas Instruments TI 99/4A Computer
Tomy Tutor 16-Bit Graphic Computer

*****

If this is of interest to you, the URL is:
http://www.io.com/~vga2000/

and the link is in the "Collectors Corner" section.

And if the game isn't on one of my FS/T lists, it
isn't FS/T :)

Michael

P.S. My old e-mail accounts all still work, but I'd prefer it if
people would begin to use the *new* account. Thank you!

NOTE: Some on Usenet like to attack people and lie about
what they do and say. If you are tired of wading through the
lies and attacks here on Usenet, and you would like to know
my real position (on anything), as opposed to what some will
tell you is my position, then you can ask me.

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software, almost everything ever made, Video Game Advantage
including Nintendo, Sony, Sega, Atari, 3DO, 6861 Anthony Lane
and many more (also older computers) for Parma Hts., OH 44130
over 4 years on the Internet! Visit us 1-440-843-8815 Voice
on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

4819. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <74fbf6$j3d@bgtnsc03.worldnet.att.net>
Source record: 57637

Hmm sounds like a job for Paul Irvine....

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Bishop wrote in message <366b096d.174465656@news.secoast.net>...
>On Sat, 05 Dec 1998 02:27:44 -0600, Anthony Baker <antbaker@arn.net>
>wrote:
>
>>Hello,
>>
>>Does anyone remember that game XTAL (The game from the ANTIC monthly
>>disk)? That to me seemed damn close to something in the Star Raiders
>>family. That game was MUCH longer than Star Raiders. It had pretty
>>cool music in the intro. though.
>>
>>Laters,
>>
>>antbaker@arn.net
>
>I remember it but never played it. The ad stated "Star Raiders was a
>great game... for it's time". It used to be sold in the ANTIC Catalog
>for about $15.95, written by a guy named Dave Reese. The plot had to
>do with destroying an Ion storm threatening your planet. The ad
>listed all kinds of things like warp drives, transporters, 3D display
>etc.
>
>I don't know why but I never ordered it. I've been looking for it on
>the FTP sites but haven't found it yet.
>
>dw
>-----
>
>dwebster@mediaone.net

4820. copy of "fixed" AMAC in binary ng

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: abaddon88@aol.com
Message-ID: <19981207002313.00709.00001249@ng-ca1.aol.com>
Source record: 57638

I just put an .atr image of AMAC w/ copy prot. disabled in binary ng. Let me know if there are any problems.

4821. Re: UNIX for 6502....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <366BBC5A.67296460@bigfoot.com>
Source record: 57639

Yes..

i agree, i would love to see an 8-bit version of Unix

can it be done?

Regards,
Nir Dary
ndary@bigfoot.com

Rene de Bie wrote:

> Hi to all,
>
> I looked around on the internet and found a UNIX developed for C64.
>
> http://hld.c64.org/poldi/lunix/lunix.html
>
> Maybe somebody could translate the source to 8-bit, there was written that
> most things where done in SMALL-C.
> This OS is being able to ping (TCP/IP) so it's a start to do some internet
> access on 8-bit...
>
> Gtx,
> Sysop*TXG

4822. Atari in PC case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: Jindrich Kubec <kubecj.spam@asw.cz>
Message-ID: <366BBBD8.B901BA4@asw.cz>
Source record: 57640

Hello!

Anybody has Atari built in the PC case?

I think that PC's power supply could be used without modifications.
AFAIK XF551 is standard 5"25 drive - it could be inserted normally.
Video output is no problem. The only problem I see is with keyboard. Is
it possible to attach PC's keyboard to Atari?

--
Jindroush <kubecj@asw.cz>

4823. Re: Atari in PC case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19981207070437.04685.00001410@ngol04.aol.com>
Source record: 57641

Im Artikel <366BBBD8.B901BA4@asw.cz>, Jindrich Kubec <kubecj.spam@asw.cz>
schreibt:

>Hello!
>
>Anybody has Atari built in the PC case?
>
>I think that PC's power supply could be used without modifications.
>AFAIK XF551 is standard 5"25 drive - it could be inserted normally.
>Video output is no problem. The only problem I see is with keyboard. Is
>it possible to attach PC's keyboard to Atari?
>
>--
>Jindroush <kubecj@asw.cz>
>

Look at:
http://members.aol.com/MacFalkner/aki
there is a building plan for an ATARI-PC-Keyboard-Interface.
(The new PIC-program version works great...:-)))

For your pc-case project i think the cartridge / expansion port will be a
problem.
I had my atari in a pc case for two years. Now i have build it back.

good luck, bye,
MacFalkner

4824. Re: Atari in PC case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <366BCD89.409C0015@erols.com>
Source record: 57642

AOL says the page doesn't exist. What's up?

MacFalkner wrote:
>
> Im Artikel <366BBBD8.B901BA4@asw.cz>, Jindrich Kubec <kubecj.spam@asw.cz>
> schreibt:
>
> >Hello!
> >
> >Anybody has Atari built in the PC case?
> >
> >I think that PC's power supply could be used without modifications.
> >AFAIK XF551 is standard 5"25 drive - it could be inserted normally.
> >Video output is no problem. The only problem I see is with keyboard. Is
> >it possible to attach PC's keyboard to Atari?
> >
> >--
> >Jindroush <kubecj@asw.cz>
> >
>
> Look at:
> http://members.aol.com/MacFalkner/aki
> there is a building plan for an ATARI-PC-Keyboard-Interface.
> (The new PIC-program version works great...:-)))
>
> For your pc-case project i think the cartridge / expansion port will be a
> problem.
> I had my atari in a pc case for two years. Now i have build it back.
>
> good luck, bye,
> MacFalkner

4825. Re: Atari in PC case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19981207083443.04685.00001419@ngol04.aol.com>
Source record: 57643

Im Artikel <366BCD89.409C0015@erols.com>, Alan Sharkis <asharkis@erols.com>
schreibt:

>AOL says the page doesn't exist. What's up?
>
>MacFalkner wrote:
>>
>> Im Artikel <366BBBD8.B901BA4@asw.cz>, Jindrich Kubec <kubecj.spam@asw.cz>
>> schreibt:
>>
>> >Hello!
>> >
>> >Anybody has Atari built in the PC case?
>> >
>> >I think that PC's power supply could be used without modifications.
>> >AFAIK XF551 is standard 5"25 drive - it could be inserted normally.
>> >Video output is no problem. The only problem I see is with keyboard. Is
>> >it possible to attach PC's keyboard to Atari?
>> >
>> >--
>> >Jindroush <kubecj@asw.cz>
>> >
>>
>> Look at:
>> http://members.aol.com/MacFalkner/aki
>> there is a building plan for an ATARI-PC-Keyboard-Interface.
>> (The new PIC-program version works great...:-)))
>>
>> For your pc-case project i think the cartridge / expansion port will be a
>> problem.
>> I had my atari in a pc case for two years. Now i have build it back.
>>
>> good luck, bye,
>> MacFalkner

Oh, very sorry, ive forgotten 'Atari'

look at:
http://members.aol.com/MacFalkner/atari

or especially for keyboard projects
http://members.aol.com/MacFalkner/atari/aki

by, Andrï¿½

4826. 6502 Cross-assembler

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <74glbctki1@guardian.matra.co.uk>
Source record: 57644

A question (or 4) for the assembly programmers:

I'm about to start learning assembly, but want to get everything set-up first! If you use a PC for Atari 6502 assembly programming, what do you use? I've heard of TASM, but I understand it's a commercially available program. Are there any freeware equivalents out there somewhere? ...and do they run under Windows or MS-DOS? Finally, are there definitely advantages to programming in this way over the standard Atari assembler cartridge?

Thanks for any help,

Trystan

4827. Re: UNIX for 6502....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F3Lo5o.M4v@cix.compulink.co.uk>
Source record: 57645

In article <366BBC5A.67296460@bigfoot.com>, ndary@bigfoot.com (Nir Dary)
wrote:

> i agree, i would love to see an 8-bit version of Unix
> can it be done?
Nope. Unix needs all kind of funky memory management stuff that the 6502
simply doesn't have. I couldn't get on to the URL quoted but I suspect
someone has implementd some Unix commands but not actually got Unix
running them.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4828. SHEOL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <74grbjljn1@nets3.rz.RWTH-Aachen.DE>
Source record: 57646

Howdy folks

I'm looking for the autor of the SHEOL demo.

First I downloaded the demo from his site. It turned out to be an ATR file. Most Eastern European demo's are DOUBLE density. So there is NO way to turn them back into DCM files (unless somebody tells me how many characters to skip at the beginning of the file. I'll use VTEX to copy everything to a new file then except these characters. Does a DCM file have a specific header I can look for?

Now I download a version of SHEOL from a Dutch BBS. It tells me it needs 256kB RAM. Man I HAVE 1MB. Every piece of software I tried it with sees atleast have of that. Why not sheol???

CU Mathy van Nisselroy

4829. Strange Games - lifeforce - how to play?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <iySa2.18759$el4.30596231@c01read02.service.talkway.com>
Source record: 57647

Does anybody know how to play the game Lifeforce by roklan?
I usually just sit and stare at the birth spiral and mess with the
joystick to get the cool sounds :)
Speaking of strange games. Alien Garden. Anybody know how many times
the crysyal flowers can mutate? Does it ever get exciting?
I remember the guy that wrote alien garden also wrote some commodore
game that was trippy. Moon something. Anybody know what that was?
Anybody have any good recommendations for other strange games?
Thanks
Mark
--
Surf Usenet at home, on the road, and by email -- always at Talkway.
http://www.talkway.com

4830. Re: 8 bit games for trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <hBSa2.18760$el4.30596971@c01read02.service.talkway.com>
Source record: 57648

What 2600 games are you looking for. I'm interested in some of your 8
bit atari carts.
Mark
http://members.tripod.com/~eightbits/gametrader.html
--
Surf Usenet at home, on the road, and by email -- always at Talkway.
http://www.talkway.com

4831. Re: Atari 8bit Gumball (Broderbund) - anyone have instructions for this game?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <%CSa2.18761$el4.30597642@c01read02.service.talkway.com>
Source record: 57649

On Sun, 06 Dec 1998 03:03:46 GMT vchang@best.com (Victor Chang (aka The Changmonger)) wrote:
> I know how to play this game somewhat, but i don't know what to do
> when the bomb appears (and subsequently blows up the place). Anyone
> have a full list of keyboard commands for this game?

Don't you just have to dump the bomb down an exit tube asap?

Mark
--
Surf Usenet at home, on the road, and by email -- always at Talkway.
http://www.talkway.com

4832. looking for small text editor.

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <MISa2.18764$el4.30599431@c01read02.service.talkway.com>
Source record: 57650

Greetings.
Can someone tell me a good small text editor that I could use on a 400?
I just need something to write text files with. Would the
assembler/editor cart work? I have the macro assembler editor but that
takes up too much of my available memory.
I used to have speedscript but all my copies are bad :(

Any info appreciated.
Thanks
Mark
--
Surf Usenet at home, on the road, and by email -- always at Talkway.
http://www.talkway.com

4833. Re: 6502 Cross-assembler

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19981207104457.29937.00001220@ngol08.aol.com>
Source record: 57651

In article <74glbctki1@guardian.matra.co.uk>, "Trystan Negus"
<tnegus@matra.co.uk> writes:

>I'm about to start learning assembly, but want to get everything set-up
>first! If you use a PC for Atari 6502 assembly programming, what do you use?

To assemble programs on a PC for the Atari, I'd probably use Fine Tooned's
publicly released version of MAC65 running on Atari800Win. I know that Xformer
3.6, the latest DOS version of Xformer, is much faster, but Atari800Win is by
far the best emulation of an Atari 8 bit for games. If you want to use sound in
your program, stick with Atari800Win. If you're not using sound, you won't find
anything faster than Xformer.
Since 6502 programming fits well in 38 or 40 columns, I'd edit, compile, and
debug on a PC by using an emulator.
(Also, I just noticed that someone has put up AMAC, the Atari Macroassembler as
an atr file. That would work on an emulator too!)

Bob Stone

badbob1952@aol.com

4834. Re: Assembly Source Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yu2z853ig.fsf@co.umist.ac.uk>
Source record: 57652

"ASI Industries" <ASIIndustries@usa.net> writes:
> Been thinking, maybe you could up-load it onto your website as it would be
> more safer than the other newsgroup you mention, also got my BMC music demo
> disk (full version with source) can suppy in both XFD and DC3 formats?

OK, I've now put ASI 1.5AM on my website in both XFD and DCM formats
for anyone who wants a copy. The address is:

http://www.geocities.com/SiliconValley/Lakes/7953/asi.html

I've also sent a copy to Bill Kendrick, so hopefully it will be
appearing at the UMich archive too soon.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4835. Atari Warehouse - Christmas Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <bjTa2.10718$DF6.402461@tor-nn1.netcom.ca>
Source record: 57653
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

The Atari Warehouse is having a Christmas Sale. All prices have been reduced, and I am offering a 10% discount on orders over $50 (but then again, I am always open to reasonable offers !!). All software is new, complete, and in it's original unopened packaging.

Please check my current stock list at:

http://toronto.planeteer.com/~rsmith/atari.htm

Thanks,

Richard.

4836. Re: Atari 8bit Gumball (Broderbund) - anyone have instructions for this game?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <74gult$ja0$1@nntp6.u.washington.edu>
Source record: 57654

In article <%CSa2.18761$el4.30597642@c01read02.service.talkway.com>,
8bitz <8bitz@my-dejanews.com> wrote:
>On Sun, 06 Dec 1998 03:03:46 GMT vchang@best.com (Victor Chang (aka The
>Changmonger)) wrote:

>> I know how to play this game somewhat, but i don't know what to do
>> when the bomb appears (and subsequently blows up the place). Anyone
>> have a full list of keyboard commands for this game?

>Don't you just have to dump the bomb down an exit tube asap?

No. On the Apple][version, you can do something (hit both joystick buttons
at once, I think) to make a crosshair appear. I assume the crosshair is for
destroying bombs, although I've never managed to do it.

Unfortunately, the Atari joystick only has one button, so the method for using
the crosshair is different (and I haven't found out what it is yet).

-- Derek

4837. Web browser for XL/XE 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: "Timothy B. Kline" <morloc@acd.net>
Message-ID: <TmTa2.1878$Fw.11528@newsfeed.slurp.net>
Source record: 57655

Is there a web browser for the Atari 8bit (graphical or non-graphical?)? I was told that there is not one that supports SLIP or PPP connection, but on an enhanced (256K or higher) Atari, it seems one could support a low-end browser?

If anyone knows of one, could you either reply with info or EMail me at morloc@acd.net

I'm VERY curious!

4838. Re: Atari in PC case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <366c126c.73587500@news.pressenter.com>
Source record: 57656

>>> >I think that PC's power supply could be used without modifications.
>>> >AFAIK XF551 is standard 5"25 drive - it could be inserted normally.
>>> >Video output is no problem. The only problem I see is with keyboard. Is
>>> >it possible to attach PC's keyboard to Atari?

Just a note on PC power supplies: Many of them them require a certain
minimum load on both the 5v and 12v in order to operate correctly if
at all. In many cases it is neccessary to hook up a resistance
network if the load provided by the Atari equipment is not high
enough. This can even happen with some supplies if you just have a
motherboard but no drives and such.

4839. Atari Joysticks to PC Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <74h61l$38t$1@sci3.sri.ucl.ac.be>
Source record: 57657

Hi everybody!

I have received some demands for giving my schematics for the my
Atari-to-PC joystick interface. I made a very simple page in HTML format
with some explanations and with the schematics. You can find it at the
following address :

http://gauss.math.ucl.ac.be/~manu/Atari/joystick.html

Please, if you have any question, e-mail me. If someone build it and use it,
I will be very pleased to know.

Bye!

Emmanuel F.

4840. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3671222f.2918040@news.demon.co.uk>
Source record: 57658

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>Hmm sounds like a job for Paul Irvine....
>
DA DA....The masked crusader slips in and announces that he has put it
on the binaries group WITH an atr of the docs too :)

What a nice guy he is :)

alt.binaries.comp.atari8bit

But if you don't / can't get that group then just mail me :)

>>I don't know why but I never ordered it. I've been looking for it on
>>the FTP sites but haven't found it yet.
>>
>>dw
>>-----

--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4841. Re: copy of "fixed" AMAC in binary ng

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-ne6jvxjmd2dV@DRACO>
Source record: 57659

On Mon, 7 Dec 1998 05:23:13, abaddon88@aol.com (Abaddon88) wrote:

> I just put an .atr image of AMAC w/ copy prot. disabled in binary ng. Let me
> know if there are any problems.
OK, it doesn't look like the atr made it there.

Ken

4842. Re: copy of "fixed" AMAC in binary ng

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: abaddon88@aol.com
Message-ID: <19981207155940.19630.00003641@ng113.aol.com>
Source record: 57660

I reposted a uue encoded post that should work? If not, anybody who wants it just email me and I'll email it to you.

Abaddon88@aol.com

4843. Shifted screen on new Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <366d43e9.11554161@news.demon.co.uk>
Source record: 57661

Just incase, myself and another person both get a slightly shifted
screen on the new (2.5) Atari800win when you change machine op sys's
under Hardware.

ie it boots up in 800x600 perfectly central but when you change from say
800b to 130XE the screen shifts to the right about 1/2 and inch (maybe
more) and cuts off that portion from being displayed.

Any others getting this...

(btw, to re-centre the display either swap between display modes or
untick GDI and apply then retick GDI and apply it)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4844. Re: Strange Games - lifeforce - how to play?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19981207183731.05942.00002187@ngol03.aol.com>
Source record: 57662

"8bitz" <8bitz@my-dejanews.com> wrote:

> Anybody have any good recommendations for other strange games?

How about Trust by Rantom Software?
That was weird.

Bertrand M. (LEXX)

4845. Atari links

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-07 00:00:00 UTC
From: jack <jdarel@jeffnet.org>
Message-ID: <74i1l8ccn1@haus.efn.org>
Source record: 57663

I received an email from Toad Computers that they are going out of the Atari business. Many other Atari websites I had links to on my webpage are also gone, both for 8 bit and ST. I would appreciate greatly receiving your favorite links, so I can put them on my Atari links page. I would like links to places featuring history, games, utilities, and hardware. Thank you.

Jack jdarel@jeffnet.org

http://www.geocities.com/Heartland/Acres/3234

4846. A mistake in the previous message

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <74k7ubdea1@sci3.sri.ucl.ac.be>
Source record: 57538

Sorry, there is a mistake in the previous message about the monitor cabe.
The correct URL is :

http://gauss.math.ucl.ac.be/~manu/Atari/monitor.html

Thanks and sorry !

Bye,

Emmanuel F.

4847. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <74kc1j$ag1@bgtnsc03.worldnet.att.net>
Source record: 57539

maybe I need to printout the instruction for this, but this just doesn't grab me, like star raiders did... I really liked the quickly moving forward thrust starfields, and the quick rear view selector...

Plus, there's a graphic glitch on the main starfield.... what's the best mode for this??

Oh, and what was the right filename of the fully working bounty bob we just obtained recently?? I can't remember which version is the right one!! 8((

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <36707dfb.2757370@news.demon.co.uk>...
>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>>read it, getting it, and will be playing it!!
>>
>>Ain't the net GREAT???
>>
>
>Dead handy sometimes eh! :)
>
>>>>Hmm sounds like a job for Paul Irvine....
>>>>
>>>DA DA....The masked crusader slips in and announces that he has put it
>>>on the binaries group WITH an atr of the docs too :)
>>>
>>>What a nice guy he is :)
>>>
>
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

4848. Re: 130XE to SC1224 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <366DAF54.2809901D@arn.net>
Source record: 57540

I remember I used that voice master box-thingy and hooked it up to my
stereo then monitor. Have you even played Defender in full stereo sound
on 4 speakers? WHOA!!!

Laters,

antbaker@arn.net

Mathy Van Nisselroy wrote:
>
> In article <74c10p$lrg@sjx-ixn5.ix.netcom.com>, staalejg@ix.netcom.com says...
> >
> >Can a 130XE be hooked up to a SC1224 ST Monitor or Commodore 1084S Monitor?
>
> I've got a 1084 (no "S" unfortunately. Just one speaker. On the left.) on my
> XEGS. If the 1084 has connectors that look like the once on you stereo (RCA,
> Cinch, Tulp are some of the names used in the USA, Europe, the Netherlands
> respectively) it will. Get youself a cable that plugs into the monitor port of
> the 130XE and has four of those "look like they belong on the stereo"
> connectors. Mine are yellow, white, black and Red. I believe I use red and
> black. If you have a GUMBY upgrade (two POKEY chips) and the monitor has a
> SCART connector, you can even go stereo. Pins 2,4 and 6. Don't know by heart
> which one is the ground pin on the SCART conector. On the RCA connectors, just
> try them out.
>
> Cu Mathy van Nisselroy
>
> PS on the XEGS you just need a long cable. Like the ones you use on you stereo
> to connect everything to the amplifier. But a bit longer might be usefull
> here.

4849. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <366db819.17638137@news.demon.co.uk>
Source record: 57541

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>Oh, and what was the right filename of the fully working bounty bob we just
>obtained recently?? I can't remember which version is the right one!! 8((
>
bbsb.atr
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4850. Re: looking for audio-in video-out device (atari?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: KLS <karls@play.com>
Message-ID: <366db81c.0@calwebnnrp>
Source record: 57542
Cross-posted to: rec.video.desktop,comp.sys.atari.8bit,rec.audio.misc

The device in question was the Atari Color Organ. I do not know of a similar standalone device, but Play Inc's accessory package for Windows, Gizmos '98, comes with a color organ program that responds to the audio coming into the PC and displays the result on the PC screen. It has a number of different variables on the control panel that allow you to vary the color image. Pretty cool. Gizmos 98 retails for $50.00 at Best Buy.

www.play.com

max_berger@mailexcite.com wrote in message
<74jtdvaig1@nnrp1.dejanews.com>...
>I used to own a device that had an audio in and a video out,
>and it created neat visual effects based on the incoming music.
>you ran the output to a TV and it looked great. It was made
>by atari.
>
>Unfortunately, someone stole it, and I'd like to replace
>it. Does anyone know of such a device?
>
>Thanks.
>
>max
>
>------------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4851. pokey sound

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: TJ Edmister <Damage_X@hotmail.com>
Message-ID: <366DB975.EA13AB19@hotmail.com>
Source record: 57543

I am trying to make a simple music player in assembly and I can't get the third or fourth sound channels to work. No sound comes out, even though the first and second sound channels work fine.

$D200 pitch 1
$D201 volume 1
$D202 pitch 2
$D203 volume 2
$D204 pitch 3
$D205 volume 3
$D206 pitch 4
$D207 volume 4

that is how it goes right? (I know its volume and distortion and volume-only not just volume)

what is the problem then? I am as sure as I can be that it is not an error in my program. I tried setting $D208 to 0, that had no effect.

thanks in advance

4852. Atari 8-bit Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <74kh86$t0u$1@ramp2.tir.com>
Source record: 57544

Rules:

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
1	4-Button Joystick	$1.99		
2	Atari Paddles	$2.99		
3	Paperclip Protection Key	$2.99		
4	SVI Quickshot I Joystick	$1.99		
5	homemade cart. Inverter (untested)	$2.99		
6	3-D Tic-Tac-Toe Cart.	$2.99		
7	Ace of Aces Cart.	$3.49		
8	Action Language Cart. (w/manuals)	$9.99		
9	Alien Ambush Cart.	$3.49		
10	Archon Cart.	$3.49		
11	Asteroids Cart.	$2.99		
12	AstroChase Cart.	$3.49		
13	AtariArtist Cart.	$2.99		
14	Ballblazer Cart.	$3.49		
15	Barnyard Blaster Cart.	$2.99		
16	BASIC Cart.	$2.99		
17	BASIC Cart. (w/ orig. box)	$2.99		
18	BASIC XL Cart.	$4.99		
19	Basketball Cart.	$2.99		
20	Battlezone Cart.	$3.99		
21	Blue Max Cart.	$3.99		
22	Bug Hunt Cart.	$2.99		
23	Bug Hunt Cart. (w/manual)	$3.99		
24	Bug Hunt Cart. (w/o case)	$0.99		
25	Caverns of Mars Cart.	$2.99		
26	Centipede Cart.	$2.99		
27	Choplifter Cart.	$3.99		
28	Cloudburst Cart.	$3.99		
29	Computer Chess Cart.	$2.99		
30	Congo Bongo Cart.	$3.99		
31	Crossfire Cart.	$3.99		

32 Defender Cart. $2.99
33 Deluxe Invaders Cart. $3.99
34 Demon Attack Cart. $3.99
35 Dig Dug Cart. $2.99
36 Donkey Kong Cart. $3.99
37 Donkey Kong Jr. Cart. $3.99
38 E.T. Phone Home Cart. $2.99
39 E.T. Phone Home Cart. (unopened) $4.99
40 E.T. Phone Home Cart. (unopened) $4.99
41 E.T. Phone Home Cart(w/manual+box) $3.99
42 Eagles Nest Cart. $3.99
43 Eastern Front (1941) Cart. $2.99
44 Eastern Front (1941) Cart. $2.99
45 Eastern Front (1941) Cart. $2.99
46 Eastern Front (1941) XE Cart. $3.99
47 Fast Eddie Cart. $3.99
48 Flight Simulator II Cart. $3.99
49 Flight Simulator II Cart(w/manual) $6.99
50 Football Cart. $2.99
51 Frogger Cart. $3.99
52 Galaxian Cart. $2.99
53 Gateway to Apshai Cart. $3.99
54 Gato Cart. (w/manual) $4.99
55 Gorf Cart. $3.99
56 Gyruss Cart. $3.99
57 Journey to the Planets Cart. $3.99
58 Joust Cart. $2.99
59 Joust Cart. $2.99
60 Jumbo Jet Pilot Cart. $2.99
61 Jungle Hunt Cart. $2.99
62 K-razy Antiks Cart. $3.99
63 K-razy Shootout Cart. $3.99
64 Kaboom! Cart. $3.99
65 Lode Runner Cart. $3.99
66 Logic Levels Cart. $3.99
67 Mario Brothers Cart. $3.99
68 Master Type Cart. $3.99
69 Microsoft Basic II Cart(w/manuals) $4.99
70 Millipede Cart. $3.49
71 Miner 2049'er Cart. $3.99
72 Missile Command Cart. $2.99
73 Monkey Wrench II Cart(untested) $3.99
74 Moon Patrol Cart. $3.99
75 Mountain King Cart. $3.99
76 MPP Smart Terminal Cart. $2.99
77 Ms. Pac-Man Cart. $2.99
78 Music Composer Cart. $2.99
79 Necromancer Cart. $3.99
80 One On One Cart. $3.99
81 One On One Disk (w/manual) $2.99

82 Pac-Man Cart. $2.99
83 Pengo Cart. $2.99
84 Pilot Language Cart. $3.99
85 Pitfall Cart. $3.99
86 Pole Position Cart. $2.99
87 Popeye Cart. $3.99
88 Q-Bert Cart. $3.99
89 Qix Cart. $2.99
90 Rescue On Fractalus Cart. $3.99
91 Return of the Jedi Cart. $3.99
92 River Raid Cart. $3.99
93 Robotron 2084 Cart. $3.99
94 Serpetine Cart. $3.99
95 Speedway Blast Cart. $3.99
96 Star Raiders Cart. $2.99
97 Star Raiders Cart. $2.99
98 Star Raiders II Cart. $3.99
99 Space Invaders Cart. $2.99
100 Super Breakout Cart. $2.99
101 Super Breakout Cart. $2.99
102 Super Breakout Cart. $2.99
103 Super Cobra Cart. $3.99
104 Thunderfox Cart. (w/manual) $4.99
105 Track & Field Cart. $3.49
106 Video Easel Cart. $2.99
107 Wizard of Wor Cart. $3.99
108 Wizard of Wor Cart. $3.99
109 Zaxxon Cart. $3.99

4853. Re: pokey sound

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: Ken Siders <ksiders@columbus.nospam.rr.com>
Message-ID: <x5kb2.42$oU.100034@storm.twcol.com>
Source record: 57545

TJ Edmister wrote in message <366DB975.EA13AB19@hotmail.com>...
>I am trying to make a simple music player in assembly and I can't get
>the third or fourth sound channels to work. No sound comes out, even
>though the first and second sound channels work fine.
>
>$D200 pitch 1
>$D201 volume 1
>$D202 pitch 2
>$D203 volume 2
>$D204 pitch 3
>$D205 volume 3
>$D206 pitch 4
>$D207 volume 4
>
>that is how it goes right? (I know its volume and distortion and
>volume-only not just volume)
>
>what is the problem then? I am as sure as I can be that it is not an
>error in my program. I tried setting $D208 to 0, that had no effect.
>
Also try setting $D20F to 3 in addition to setting $D208 to 0.

>thanks in advance
>
>
--Ken

4854. Re: Atari Joysticks to PC Interface

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: idavis@my-dejanews.com
Message-ID: <74hrr6itu1@nnrp1.dejanews.com>
Source record: 57664

Emmanuel, Awesome looking schematic, unfortunately it would take me a year to build, if I ever got it right. Are you (or anyone) making one to sell? I would be very interested in buying one. Please. Nothing special, maybe about a 4' cable to the pc, and a box on the end to plug the atari joysticks into. You could probably go commercial with something like this.

Not ashamed to beg.

Isaac Davis
indavis@juno.com

In article <74h61l$38t$1@sci3.sri.ucl.ac.be>,
"Emmanuel Fernandes" <fernandes@agel.ucl.ac.be> wrote:
> Hi everybody!
>
> I have received some demands for giving my schematics for the my
> Atari-to-PC joystick interface. I made a very simple page in HTML format
> with some explanations and with the schematics. You can find it at the
> following address :
>
> http://gauss.math.ucl.ac.be/~manu/Atari/joystick.html
>
> Please, if you have any question, e-mail me. If someone build it and use it,
> I will be very pleased to know.
>
> Bye!
>
> Emmanuel F.
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4855. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <74hspu$3t1@bgtnsc02.worldnet.att.net>
Source record: 57665

read it, getting it, and will be playing it!!

Ain't the net GREAT???

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <3671222f.2918040@news.demon.co.uk>...
>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>>Hmm sounds like a job for Paul Irvine....
>>
>DA DA....The masked crusader slips in and announces that he has put it
>on the binaries group WITH an atr of the docs too :)
>
>What a nice guy he is :)
>
>alt.binaries.comp.atari8bit
>
>But if you don't / can't get that group then just mail me :)
>
>>>I don't know why but I never ordered it. I've been looking for it on
>>>the FTP sites but haven't found it yet.
>>>
>>>dw
>>>-----
>
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

4856. Re: Web browser for XL/XE 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <Ji0b2.84$x5.616489@news1.i1.net>
Source record: 57666

Timothy B. Kline (morloc@acd.net) wrote:
: Is there a web browser for the Atari 8bit (graphical or non-graphical?)? I
: was told that there is not one that supports SLIP or PPP connection, but on
: an enhanced (256K or higher) Atari, it seems one could support a low-end
: browser?

Hehehe, there's always lynx :)
Lynx is a unix non-graphical web browser. If you can somehow hook up your
atari to a unix shell account, you can run lynx on the shell.

Other than that, I dunno.

John
jvogel@i1.net

4857. Re: Atari 400 won't read disk or tape drive?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: jburke7432@aol.com
Message-ID: <19981207234823.16998.00003405@ng24.aol.com>
Source record: 57667

Well I don't know how to fix your problem but I can tell you that using a disk drive with the 400 is not advisable.The 400 was only sold with 8 or 16k ram which is not enough to load DOS and run programs at the same time. I had to get a 32k ram module made for the 800 for mine. You have to open the case to swap the module as the 400 does not open to expose the ram cards like on the 800. I hope you find the solution to your problem and find this info of some use.
Joe Burke
JBurke7432@aol.com

4858. Re: SHEOL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19981208015739.26954.00002589@ng103.aol.com>
Source record: 57668

The Sheol demo needs 320k of ram and a BB floppie drive. The new version will run on both the XL/E I ran it on a 512k Rambo, and a 576k 130XE both system have the Antic Pal chip. Its perhaps the BEST demo ever for the Atari 8bit. I have a 1 meg XL but its tied up running the BBS, Its a Newell and I dont know if it will run on that machine, The Author states that the machine must be XL compatible upgrade.

>Subject: SHEOL
>From: nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy)
>Date: 12/7/98 10:13 AM Eastern Standard Time
>Message-id: <74grbjljn1@nets3.rz.RWTH-Aachen.DE>
>

>Howdy folks
>
>I'm looking for the autor of the SHEOL demo.
>
>First I downloaded the demo from his site. It turned out to be an ATR file.
>
>Most Eastern European demo's are DOUBLE density. So there is NO way to turn
>them back into DCM files (unless somebody tells me how many characters to
>skip
>at the beginning of the file. I'll use VTEX to copy everything to a new file
>
>then except these characters. Does a DCM file have a specific header I can
>look for?
>
>Now I download a version of SHEOL from a Dutch BBS. It tells me it needs
>256kB
>RAM. Man I HAVE 1MB. Every piece of software I tried it with sees atleast
>have of that. Why not sheol???
>
>CU Mathy van Nisselroy

4859. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <366d0349.46196656@news.secoast.net>
Source record: 57669

On Mon, 07 Dec 1998 18:52:07 GMT, mclane@dellos.demon.co.uk (Paul
Irvine) wrote:

>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>>Hmm sounds like a job for Paul Irvine....
>>
>DA DA....The masked crusader slips in and announces that he has put it
>on the binaries group WITH an atr of the docs too :)
>
You're Batman!!

Thanks Paul, I'm gettin it now..
-----

dwebster@mediaone.net

4860. Re: 130XE to SC1224 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <74j9m1$q3l$1@nets3.rz.RWTH-Aachen.DE>
Source record: 57670

In article <74c10p$lrg@sjx-ixn5.ix.netcom.com>, staalejg@ix.netcom.com says...
>
>Can a 130XE be hooked up to a SC1224 ST Monitor or Commodore 1084S Monitor?

I've got a 1084 (no "S" unfortunately. Just one speaker. On the left.) on my XEGS. If the 1084 has connectors that look like the once on you stereo (RCA, Cinch, Tulp are some of the names used in the USA, Europe, the Netherlands respectively) it will. Get youself a cable that plugs into the monitor port of the 130XE and has four of those "look like they belong on the stereo" connectors. Mine are yellow, white, black and Red. I believe I use red and black. If you have a GUMBY upgrade (two POKEY chips) and the monitor has a SCART connector, you can even go stereo. Pins 2,4 and 6. Don't know by heart which one is the ground pin on the SCART conector. On the RCA connectors, just try them out.

Cu Mathy van Nisselroy

PS on the XEGS you just need a long cable. Like the ones you use on you stereo to connect everything to the amplifier. But a bit longer might be usefull here.

4861. Re: De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <74j9uh$q3l$2@nets3.rz.RWTH-Aachen.DE>
Source record: 57671

Howdy folks

>You might try one of the BBS still on the IMR--start with The
>Last Hope BBS in Vancouver; you can reach it via the Atari 8-bit web ring
>either by name or by looking for the sysop (Ryan Goolevitch).
>
>John

What's going on in the IMR? We (in Europe) haven't had a feed in a year. Buy a decent Harddrive folks, not a second hand one. (Harddisk crashed seem to be 100% of the reasons why the IMR/USF and IAN had problems in a it's years of existence.)

BTW contact Robert Verdaasdonk or Heiko Bornhorst for this, I'm not a SysOp.

CU Mathy van Nisselroy

4862. New WWW page

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: Jindrich Kubec <kubecj.spam@asw.cz>
Message-ID: <366D2BAF.14FED3@asw.cz>
Source record: 57672

Hello!

If anybody is interested in game swap, my lists (about 1900 games) and wishlists are available on my homepage.

PC utils section is almost complete too.

It's possible to create Atari Game database. I've got the lists in CSV formats so that it is relatively easy to write simple Perl cgi for database access thru my web. Is anybody interested in it?

--
Jindrich Kubec <kubecj@asw.cz>
For Atari utils check http://www.asw.cz/~kubecj

4863. Re: Atari in PC case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <74jatc$qr0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 57673

In article <366c126c.73587500@news.pressenter.com>, jmelbo@pressenter.com says...
>
>>>> >I think that PC's power supply could be used without modifications.
>>>> >AFAIK XF551 is standard 5"25 drive - it could be inserted normally.
>>>> >Video output is no problem. The only problem I see is with keyboard. Is
>>>> >it possible to attach PC's keyboard to Atari?
>
>Just a note on PC power supplies: Many of them them require a certain
>minimum load on both the 5v and 12v in order to operate correctly if
>at all. In many cases it is neccessary to hook up a resistance
>network if the load provided by the Atari equipment is not high
>enough. This can even happen with some supplies if you just have a
>motherboard but no drives and such.

No computer in my mini tower, but...

I use it to power my BlackBox & Floppyboard, the second mech of the dual drive 3.5" conversion (by Bob Puff), 2 1.44 meg drive and one XF551 mech plus a harddisk.

My power supply (200Watts max) will run with just the BB/FB.

It did loose power in the beginning (it just quit on me), but that was because of a loose contact somewhere (just popping a 3.5" disk into the drive was enough for the Switching PSU to quite on me. Heck, even dropping it on the case form not even 4 inches high was enough).

Only when I added the last 3.5" mech did I run into problems. To much load on one 5VDC outlet. Now the BB/FB uses the wire intended for the motherboard of a PC to receive power. Everything is back to normal now. (even the RS232 port doesn't like 4.5 volt.)

Some tips:

There is a "power good" wire somewhere inthere (in my case it was orange). Forget everything you heard about it. We don't need it.

Keep the wires short and if possible use solder joints. But remember, if your Tower still has warranty on it, use connectors. That way you can unplug everything and they never know you don't have a PC (people do get very funny/stupid when they realise that). Switching power supplies loose voltage if you use long cables.

CU Mathy van Nisselroy

PS my display (on the tower) says either "130" or "8".

4864. Re: 6502 Cross-assembler

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <74jb3t$qr0$2@nets3.rz.RWTH-Aachen.DE>
Source record: 57674

Howdy folks

>To assemble programs on a PC for the Atari, I'd probably use Fine Tooned's
>publicly released version of MAC65

Is there a way to make this one autostart after it's loaded. I don't like to
enter numbers just to get this thing working.

CU Mathy van Nisselroy

4865. Re: Strange Games - lifeforce - how to play?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <Ffab2.19022$el4.30948879@c01read02.service.talkway.com>
Source record: 57675

On 07 Dec 1998 23:37:31 GMT jmouchmino@aol.com (JMouchmino) wrote:
>
> "8bitz" <8bitz@my-dejanews.com> wrote:
>
> > Anybody have any good recommendations for other strange games?
>
> How about Trust by Rantom Software?
> That was weird.
>
> Bertrand M. (LEXX)

Haven't played that. Know where I can get it?

Mark
--
Surf Usenet at home, on the road, and by email -- always at Talkway.
http://www.talkway.com

4866. Re: SHEOL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <74jbce$qr0$3@nets3.rz.RWTH-Aachen.DE>
Source record: 57676

In article <19981208015739.26954.00002589@ng103.aol.com>, atari8man@aol.com says...
>
>The Sheol demo needs 320k of ram and a BB floppie drive. The new version will
>run on both the XL/E I ran it on a 512k Rambo, and a 576k 130XE both
>system have the Antic Pal chip. Its perhaps the BEST demo ever for the Atari
>8bit. I have a 1 meg XL but its tied up running the BBS, Its a Newell and I
>dont know if it will run on that machine, The Author states that the machine
>must be XL compatible upgrade.

How do I recognise this new version?
I do have a BlackBox with just about everything on it (except 80 columns color and FAX software). And 1MB. But I use PB0 instead of PB5 (separate ANTIC and CPU banking). Shouldn't be a problem I guess. All my machines are "European versions" so my ANTICs are all PAL.

CU Mathy van Nisselroy

4867. FuseBox

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <74jbnj$qr0$4@nets3.rz.RWTH-Aachen.DE>
Source record: 57677

Howdy folks

Has anybody even played the game FUSEBOX (2.0???)? It's an adventure game. You have to walk around the house and find stuff. At a certain point I need to use my flashlight (which I have found already). The gamne keeps telling me the flashlight is empty, it need batteries. I have those. Problem is, I can only hold one thing at a time (in the game :-)). How do I get the batteries into the flashlight. Please help, as I have done all the things I can do up till that point.

CU Mathy van Nisselroy

4868. Re: 6502 Cross-assembler

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19981208124357.05942.00002332@ngol03.aol.com>
Source record: 57678

In article <19981207104457.29937.00001220@ngol08.aol.com>,
badbob1952@aol.comspamx (BadBob1952) writes:

> I know that Xformer 3.6, the latest DOS version of Xformer, is much
> faster, but Atari800Win is by far the best emulation of an Atari 8 bit
> for games.

Badbob here again....
I just played around with Atari800Win's settings, and it seems as fast as
Xformer when going full speed. So just stick with Atari800Win and Mac65, and
programming for the Atari on a PC should work great. Rich seems to have added
some asm routines to Atari800Win that can make it really take off!

badbob1952@aol.com

4869. looking for audio-in video-out device (atari?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: max_berger@mailexcite.com
Message-ID: <74jtdvaig1@nnrp1.dejanews.com>
Source record: 57679
Cross-posted to: rec.video.desktop,comp.sys.atari.8bit,rec.audio.misc

I used to own a device that had an audio in and a video out,
and it created neat visual effects based on the incoming music.
you ran the output to a TV and it looked great. It was made
by atari.

Unfortunately, someone stole it, and I'd like to replace
it. Does anyone know of such a device?

Thanks.

max

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4870. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <366f7d60.2602595@news.demon.co.uk>
Source record: 57680

The other Day dwebster@mediaone.net (Bishop) wrote:

>On Mon, 07 Dec 1998 18:52:07 GMT, mclane@dellos.demon.co.uk (Paul
>Irvine) wrote:
>
>>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>>
>>>Hmm sounds like a job for Paul Irvine....
>>>
>>DA DA....The masked crusader slips in and announces that he has put it
>>on the binaries group WITH an atr of the docs too :)
>>
>You're Batman!!
>
>Thanks Paul, I'm gettin it now..

No problemo..As Gareee pointed out I seem to be the bloke for digging up
some of the obscure stuff.

BTW, if anyone posted in the NG asking me to mail it to them then can
they send me an email. Clumsy me purged my groups by accident and lost
yesterdays (+ a few more) posts...

Apart from that, have fun, hope you like it...
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4871. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36707dfb.2757370@news.demon.co.uk>
Source record: 57681

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>read it, getting it, and will be playing it!!
>
>Ain't the net GREAT???
>

Dead handy sometimes eh! :)

>>>Hmm sounds like a job for Paul Irvine....
>>>
>>DA DA....The masked crusader slips in and announces that he has put it
>>on the binaries group WITH an atr of the docs too :)
>>
>>What a nice guy he is :)
>>

--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4872. Re: Atari in PC case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <366f7e30.4497107@news.pressenter.com>
Source record: 57682

On 8 Dec 1998 13:51:40 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>In article <366c126c.73587500@news.pressenter.com>, jmelbo@pressenter.com >says...
>>
>>>>> >I think that PC's power supply could be used without modifications.
>>>>> >AFAIK XF551 is standard 5"25 drive - it could be inserted normally.
>>>>> >Video output is no problem. The only problem I see is with keyboard. Is
>>>>> >it possible to attach PC's keyboard to Atari?
>>
>>Just a note on PC power supplies: Many of them them require a certain
>>minimum load on both the 5v and 12v in order to operate correctly if
>>at all. In many cases it is neccessary to hook up a resistance
>>network if the load provided by the Atari equipment is not high
>>enough. This can even happen with some supplies if you just have a
>>motherboard but no drives and such.
>
>No computer in my mini tower, but...
>
>I use it to power my BlackBox & Floppyboard, the second mech of the dual drive
>3.5" conversion (by Bob Puff), 2 1.44 meg drive and one XF551 mech plus a
>harddisk.
>
>My power supply (200Watts max) will run with just the BB/FB.
>
>It did loose power in the beginning (it just quit on me), but that was because
>of a loose contact somewhere (just popping a 3.5" disk into the drive was
>enough for the Switching PSU to quite on me. Heck, even dropping it on the
>case form not even 4 inches high was enough).
>
>Only when I added the last 3.5" mech did I run into problems. To much load on
>one 5VDC outlet. Now the BB/FB uses the wire intended for the motherboard of a
>PC to receive power. Everything is back to normal now. (even the RS232 port
>doesn't like 4.5 volt.)
>
>Some tips:
>
>There is a "power good" wire somewhere inthere (in my case it was orange).
>Forget everything you heard about it. We don't need it.
>
>Keep the wires short and if possible use solder joints. But remember, if your
>Tower still has warranty on it, use connectors. That way you can unplug
>everything and they never know you don't have a PC (people do get very

>funny/stupid when they realise that). Switching power supplies loose voltage
>if you use long cables.
>
>CU Mathy van Nisselroy
>
>PS my display (on the tower) says either "130" or "8".

Thanks for sharing your experiences here Mathy, it provides a valuable bit of extra info. My comments served more to provide a caution of possible concerns. It is information I have picked up out of servicing and repair books for PCs.

Though I mentioned nothing about it you are correct the power good signal is not of concern for the Atari. Of course PC type mother boards watch that signal as a safeguard of proper power. In fact it can be used to create a reset switch for a PC motherboard that does not normally support a reset switch, but that is another story.

As to voltage dropping on longer wires when used with switching power supplies.... well that true. But then it is true with any voltage source. Longer wires increase resistance, and voltage drops across a resistance so.... :)

4873. Re: New WWW page

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36717e55.2847070@news.demon.co.uk>
Source record: 57683

The other Day Jindrich Kubec <kubecj.spam@asw.cz> wrote:

>Hello!
>
>If anybody is interested in game swap, my lists (about 1900 games) and
>wishlists are available on my homepage.
>
>PC utils section is almost complete too.

Hope I get a big hello on the page :)))
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4874. re: Unix for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: j.glenwright@ndirect.co.uk
Message-ID: <74k2om$f9n$1@nnrp1.dejanews.com>
Source record: 57684

Never say nope!

Minix (posix compliant unix lookalike) runs well on very small computers indeed including very early 8088/86 PCs with tiny memories, and Atari 512K STs with no hardware memory management at all. Memory management is handled by software.

Only one floppy drive is needed.

If there's a will, and someone with skill, it can be done!

Check out some of the sites dedicated to the (6502) Oric computer. These guys have talked for a long time about implementing a unix clone.

Or visit Minix newgroup at comp.os.minix

Best wishes
Jerry

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4875. Help with Atari 600XL!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: Scott and Doug Craig <csc5sdc@erols.com>
Message-ID: <01be22e3$da8ac280$f0f4accf@default>
Source record: 57685

I just purchased an Atari 600 in box for $10. And for the life of me, I can't figure out how to get this thing set up. Apparently everything was included except for the set-up manual. Please help!

Doug

4876. PSX Colony Wars (Was Re: "The Star Raiders Academy"...)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <74k4vmhqm1@ultra.sonic.net>
Source record: 57686

mr_maddog@my-dejanews.com wrote:
: <snip>
: And for the Playstation there's Colony Wars which has the same SR feel in
: space flight combat. Still, as with all other games of this type, you can
: only do one mission at a time as oppose to flying anywhere you want in the
: galaxy like in Star Raiders.
: <snip>

I get excited every time I see the commercial for this. I finally got the chance to rent it, and it's pretty awesome! :) (I can't compare it to the Star Wars and flight sim. games everyone's talking about, since I've never played any fo them (except Rebel Assault which was just dumb :))).

The game play is pretty intense! :) For being a full 3D game with lots of controls and those crazy PlayStation controllers, I've found it extremely easy to get the hang of.

The game is mission-based, so I can see it get boring quickly, especially after you beat it, but the cool thing is, as you do well or poorly, the missions change.

You can upgrade your ship after successful missions (adding a little extra to your boosters, a little more shields, etc.) The interface is extremely simple, which is good... I like games where I get to play, not ditz around trying to pick the perfect engine. :)

Different missions provide different special weapons. I like the grappler. You normally use it to move things around (move the radioactive cores away from the space station before the radiation level gets too high... or pull parts of an automated gun turret together), but you can actually grapple onto enemy ships and pull them around with you (or vice-versa :)). Insane! :)

If WipeOut&WOXL, Twisted Metal I&II, Tekken II&III and Vigilante8 weren't enough to make you fork out $130 for a PlayStation, I think this game just might.

Now if only we could do this on the Atari 8-bits! :)

-bill!
nbs@sonic.net

4877. A monitor cable for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-08 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <74k7qq$de8$1@sci3.sri.ucl.ac.be>
Source record: 57687

Hi Everybody!

I have writen a small HTML page about a simple cable for connecting an
Atari with ouput monitor jack to a simple monitor with standard Video and
Audio imputs. Thanks to everybody who helped me. The URL is :

http://gauss.math.ucl.ac.be/~man/Atari/monitor.html

Bye !

Emmanuel F.

4878. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <366e015c.2925606@news.secoast.net>
Source record: 57546

On Tue, 08 Dec 1998 19:28:52 GMT, mclane@dellos.demon.co.uk (Paul
Irvine) wrote:

>>>>
>>>DA DA....The masked crusader slips in and announces that he has put it
>>>on the binaries group WITH an atr of the docs too :)
>>>
>>You're Batman!!
>>
>>Thanks Paul, I'm gettin it now..
>
>No problemo..As Gareee pointed out I seem to be the bloke for digging up
>some of the obscure stuff.
>

Ok, I've got one for you. I've been looking for an ATR of The Halley
Project. It was my sisters favorite game on her old 8bit. I'm
upgrading her PC and wanted to surprise her by running it with
AtariWin, but I haven't found the game anywhere. If you can conjure
up that one, then you really are Batman....

Thanks
Dave
-----

dwebster@mediaone.net

4879. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <366e0271.3203083@news.secoast.net>
Source record: 57547

On 8 Dec 1998 23:17:07 GMT, "Gareee" <gareee@worldnet.att.net> wrote:

>maybe I need to printout the instruction for this, but this just doesn't
>grab me, like star raiders did... I really liked the quickly moving forward
>thrust starfields, and the quick rear view selector...
>
>Plus, there's a graphic glitch on the main starfield.... what's the best
>mode for this??
>
>
I agree, the game so far doesn't match the hype in the catalog ad.
-----

dwebster@mediaone.net

4880. Re: looking for audio-in video-out device (atari?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: srt@xnet.com
Message-ID: <74l13tfhf2@flood.xnet.com>
Source record: 57548
Cross-posted to: rec.video.desktop,comp.sys.atari.8bit,rec.audio.misc

In <74jtdvaig1@nnrp1.dejanews.com>, max_berger@mailexcite.com writes:
>I used to own a device that had an audio in and a video out,
>and it created neat visual effects based on the incoming music.
>you ran the output to a TV and it looked great. It was made
>by atari.

I haven't actually tried it but if I read the manual right, the Sony PlayStation can do this. (yes, I did actually read the manual but it was for how to hook up multiple units :)

Steve

4881. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <366e0ad0.40501862@news.pressenter.com>
Source record: 57549

On Tue, 08 Dec 1998 23:37:46 GMT, mclane@dellos.demon.co.uk (Paul
Irvine) wrote:

>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>
>
>>Oh, and what was the right filename of the fully working bounty bob we just
>>obtained recently?? I can't remember which version is the right one!! 8((
>>
>bbsb.atr

Where can I get that fully working bbsb.atr ?

4882. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <366E1AD2.D9C39DE5@arn.net>
Source record: 57550

I've got that game for my old 8-bit (going to my dad's house after the semester is over and check out what I call my "Atari Room") but I could never figure out how to play it. If I had a SIO2PC cable....

Laters,

antbaker@arn.net

Bishop wrote:
>
> On Tue, 08 Dec 1998 19:28:52 GMT, mclane@dellos.demon.co.uk (Paul
> Irvine) wrote:
>
> >>>>
> >>>DA DA....The masked crusader slips in and announces that he has put it
> >>>on the binaries group WITH an atr of the docs too :)
> >>>
> >>You're Batman!!
> >>
> >>Thanks Paul, I'm gettin it now..
> >>
> >No problemo..As Gareee pointed out I seem to be the bloke for digging up
> >some of the obscure stuff.
> >
>
> Ok, I've got one for you. I've been looking for an ATR of The Halley
> Project. It was my sisters favorite game on her old 8bit. I'm
> upgrading her PC and wanted to surprise her by running it with
> AtariWin, but I haven't found the game anywhere. If you can conjure
> up that one, then you really are Batman....
>
> Thanks
> Dave
> -----
>
> dwebster@mediaone.net

4883. speakerphones

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <74lk0i$rg6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 57551

Howdy folks

This is a wee bit off topic but.....

Does anybody have the schematics to those speakerphones?

I've seen speakerphones in the RadioShack catalog, but 24 US Dollars is a wee bit to much for I thing like that. And that's without postage to the Netherlands.

They looked a bit old fashioned. Maybe that means that they are sturdy/unbreakable/not like todays cheap stuff.

CU Mathy van Nisselroy

4884. Re: Atari in PC case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <74lkis$rg6$2@nets3.rz.RWTH-Aachen.DE>
Source record: 57552

Howdy John

>As to voltage dropping on longer wires when used with switching power
>supplies.... well that true. But then it is true with any voltage
>source. Longer wires increase resistance, and voltage drops across a
>resistance so.... :)

With switching power supplies, you loose more power over a lenght of wire than with "normal" switching power supplies. Seems to have something to do with the fact that you don't really get a constant 5VDC signal but something that looks like it. It's a high frequency thing. Voltage jumps up and down (lie a square wave form) so fast, it looks like 5VDC to you computer.

CU Mathy van Nisselroy

4885. Re: Atari Carts & Accessories

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: mikey <michael.montayer@bmge.com>
Message-ID: <74m0hg$8kl$1@ns1.bmsus.com>
Source record: 57553

I'll give you $60 for all.

Mark H. Kusz wrote in message <74i9qu$1kg$1@ramp2.tir.com>...
>I am accepting reasonable offers on any of these Atari carts. &
accessories.
>
>All carts., except for Money Wrench II, have been successfully tested on
>either a 800 or 130XE.
>
>Buyers agree to pay all shipping/insurance costs.
>
>I also have a BASIC XL cart. w/manuals on auction at E-bay:
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=47423435
>
>
>Hardware
>--------
>4-Button Joystick
>Atari Paddles
>Paperclip Protection Key
>SVI Quickshot I Joystick
>
>
>Disks
>-----
>One On One Disk (w/manual & packaging)
>
>
>Carts. (min. of $2.50 on commons)
>--------------------------------
>3-D Tic-Tac-Toe Cart.
>Ace of Aces Cart.
>Action Language Cart. (w/manual & toolkit manual)
>Alien Ambush Cart.
>Archon Cart.
>Assembler Editor Cart. (w/Atari Assember Book by Inman & Inman)
>Asteroids Cart.
>AstroChase Cart.
>Atari Space Invaders Cart.
>Atari Super Breakout Cart.
>AtariArtist Cart.
>AtariWriter Cart. (w/reference card)
>Ballblazer Cart.
>Barnyard Blaster Cart.

>Baseball (Inhome) Cart.
>BASIC Cart.
>BASIC Cart. (w/ orig. box)
>BASIC XL Cart.
>Basketball Cart.
>Battlezone Cart.
>Blue Max Cart.
>Bug Hunt Cart.
>Bug Hunt Cart. (w/manual)
>Bug Hunt Cart. (w/o case)
>Captain Beeble Cart.
>Caverns of Mars Cart.
>Centipede Cart.
>Choplifter Cart.
>Cloudburst Cart.
>Computer Chess Cart.
>Congo Bongo Cart.
>Crossfire Cart.
>Defender Cart.
>Deluxe Invaders Cart.
>Demon Attack Cart.
>Dig Dug Cart.
>Donkey Kong Cart.
>Donkey Kong Jr. Cart.
>E.T. Phone Home Cart.
>E.T. Phone Home Cart. (unopened)
>E.T. Phone Home Cart. (w/manual & box)
>Eagles Nest Cart.
>Eastern Front (1941) Cart.
>Eastern Front (1941) XE Cart.
>Fast Eddie Cart.
>Flight Simulator II Cart.
>Flight Simulator II Cart. (w/manual)
>Football Cart.
>Frogger Cart.
>Galaxian Cart.
>Gateway to Apshai Cart.
>Gato Cart. (w/manual)
>Gorf Cart.
>Gyruss Cart.
>Journey to the Planets Cart.
>Joust Cart.
>Joust Cart.
>Jumbo Jet Pilot Cart.
>Jungle Hunt Cart.
>K-razy Antiks Cart.
>K-razy Shootout Cart.
>Kaboom! Cart.
>Lode Runner Cart.
>Logic Levels Cart.

>Mario Brothers Cart.
>Master Type Cart.
>Microsoft Basic II Cart. (w/manual & reference guide)
>Millipede Cart.
>Miner 2049'er Cart.
>Missile Command Cart.
>Monkey Wrench II (XL) Cart. (untested)
>Moon Patrol Cart.
>Mountain King Cart.
>MPP Smart Terminal Cart.
>Ms. Pac-Man Cart.
>Music Composer Cart.
>Necromancer Cart.
>One On One Cart.
>Pac-Man Cart.
>Pengo Cart.
>Pilot Language Cart.
>Pitfall Cart.
>Pole Position Cart.
>Popeye Cart.
>Q-Bert Cart.
>Qix Cart.
>Rescue On Fractalus Cart.
>Return of the Jedi Cart.
>River Raid Cart.
>Robotron 2084 Cart.
>Serpetine Cart.
>Shamus Cart.
>Speedway Blast Cart.
>Star Raiders Cart.
>Star Raiders II Cart.
>Star Trek Cart.
>Super Cobra Cart.
>Thunderfox Cart. (w/manual)
>Track & Field Cart.
>Video Easel Cart.
>Wizard of Wor Cart.
>Zaxxon Cart.
>Pilot Language Cart.
>Pitfall Cart.
>Pole Position Cart.
>Popeye Cart.
>Q-Bert Cart.
>Qix Cart.
>Rescue On Fractalus Cart.
>Return of the Jedi Cart.
>River Raid Cart.
>Robotron 2084 Cart.
>Serpetine Cart.
>Shamus Cart.

>Speedway Blast Cart.
>Star Raiders Cart.
>Star Raiders II Cart.
>Star Trek Cart.
>Super Cobra Cart.
>Thunderfox Cart. (w/manual)
>Track & Field Cart.
>Video Easel Cart.
>Wizard of Wor Cart.
>Zaxxon Cart.
>
>
>

4886. Re: Strange Games - lifeforce - correction , lifespan !!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: 8bitz@my-dejanews.com
Message-ID: <74mdio$er0$1@nnrp1.dejanews.com>
Source record: 57554

In article <Ffab2.19022$el4.30948879@c01read02.service.talkway.com>,
"8bitz" <8bitz@my-dejanews.com> wrote:

Geez. I must have been tripping. The game is called Lifespan by roklan.
Anybody know how to play it?

Mark

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4887. Re: speakerphones

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <366ebc88.22379999@207.97.159.250>
Source record: 57555

On 9 Dec 1998 10:39:14 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Howdy folks
>
>This is a wee bit off topic but.....
>
>Does anybody have the schematics to those speakerphones?
>

I used to work at shack, I have a support connection CD maybe the schematics are in that - dont waste your money on the phone, it really stinks. It looks old fashioned because it IS old fashioned (and breaks easily, too).
They havent changed the design for over 20 years.
scott

4888. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <366ee80d.726857@news.demon.co.uk>
Source record: 57556

The other Day dwebster@mediaone.net (Bishop) wrote:

>>No problemo..As Gareee pointed out I seem to be the bloke for digging up
>>some of the obscure stuff.
>>
>
>Ok, I've got one for you. I've been looking for an ATR of The Halley
>Project. It was my sisters favorite game on her old 8bit. I'm
>upgrading her PC and wanted to surprise her by running it with
>AtariWin, but I haven't found the game anywhere. If you can conjure
>up that one, then you really are Batman....

Haley project coming right up...

Check your mail box :)

>dwebster@mediaone.net

--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4889. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3671e8de.935586@news.demon.co.uk>
Source record: 57557

The other Day jmelbo@pressenter.com (Jon Melbo) wrote:

>On Tue, 08 Dec 1998 23:37:46 GMT, mclane@dellos.demon.co.uk (Paul
>Irvine) wrote:
>
>>The other Day "Gareee" <gareee@worldnet.att.net> wrote:
>>
>>
>>>Oh, and what was the right filename of the fully working bounty bob we just
>>>obtained recently?? I can't remember which version is the right one!! 8((
>>>
>>bbsb.atr
>
>Where can I get that fully working bbsb.atr ?

Check your mail box Jon :)
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4890. Tom Piatkowski ? Are you there ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be23bb$7517c0a0$25374382@vidar>
Source record: 57558
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.atari,rec.games.video.classic

Hi!

I tried to email you, but it bounced. I just wanted to let you know, the
package arrived and your on my good trader list at :
http://home.sol.no/~olavese/index.htm

Take care

4891. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <74mqb8$apa@bgtnsc02.worldnet.att.net>
Source record: 57559

but halley project won't do much good without the silly star charts for
navigation...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Paul Irvine wrote in message <366ee80d.726857@news.demon.co.uk>...
>The other Day dwebster@mediaone.net (Bishop) wrote:
>
>>>No problemo..As Gareee pointed out I seem to be the bloke for digging up
>>>some of the obscure stuff.
>>>
>>
>>Ok, I've got one for you. I've been looking for an ATR of The Halley
>>Project. It was my sisters favorite game on her old 8bit. I'm
>>upgrading her PC and wanted to surprise her by running it with
>>AtariWin, but I haven't found the game anywhere. If you can conjure
>>up that one, then you really are Batman....
>
>Haley project coming right up...
>
>Check your mail box :)
>
>>dwebster@mediaone.net
>
>--
>Paul..
>
> Looking for a C64 game, util or Emulator?
>
>then read the FAQ at www.dellos.demon.co.uk
>
>ICQ No: 105793

4892. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <366ef9ea.1833129@news.secoast.net>
Source record: 57560

On 9 Dec 1998 21:33:28 GMT, "Gareee" <gareee@worldnet.att.net> wrote:

>but halley project won't do much good without the silly star charts for
>navigation...
>
>Gary Tabar Jr,
>@ Da Mouzzz...

I'm pretty sure she still has the original docs.

---

dwebster@mediaone.net

4893. For Sale: Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: Scott and Doug Craig <csc5sdc@erols.com>
Message-ID: <01be23cf$55075960$3d56accf@default>
Source record: 57561

Hi, guys!

I recently purchased an Atari 600XL never used. All of the components were wrapped in original wrappings (even the rubber bands around the cables, which disintegrated when I unwrapped them). The only thing missing was the owner's manual. All warranty info and the BASIC book was in it.

Anyway, I opened it and set it up and I can't get it to work. The power comes on but no screen. I've tried numerous things and the thing won't work. So, I'm offering it for sale.

I'm sure it's still good for parts. Hell, the unit might be fine but the cables might be shot.

I paid $10.44 for it, including tax (9.99 + 4.5% sales tax). I'd like to sell it for that much, plus shipping. I figure shipping will be around $6 to $8 via the USPS.

Please reply if interested.

Thanks,

Doug
csc5sdc@erols.com

4894. Atari 8Bit books...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: Douglas Carroll <dcarroll@internetcds.com>
Message-ID: <366E73A0.7DA83E9B@internetcds.com>
Source record: 57562

Hello everyone!

I have the following atari Compute's books for sale:

"Compute's first book of atari graphics"

"Compute's second book of atari graphics"

"Compute's first book of atari games"

"Mapping the Atari, 1st edition"

All of the books are in good condition and are priced at $10.00 each
plus shipping. I would suggest the 3 day shipping as it is only $3.00
and gets the books to you quickly at a reasonable price. Please e-mail
me if you are interested in any of these. Thanks!!

Douglas Carroll

dcarroll@internetcds.com

4895. Atari 8-bit Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-09 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <74n7gu$6bm$1@ramp2.tir.com>
Source record: 57563

Rules:

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
__1	4-Button Joystick	$1.99		
__2	Atari Paddles	$2.99		
__3	Paperclip Protection Key	$2.99		
__4	SVI Quickshot I Joystick	$1.99		
__5	homemade cart. Inverter (untested)	$2.99		
__6	3-D Tic-Tac-Toe Cart.	$2.99		
__7	Ace of Aces Cart.	$3.49		
__8	Action Language Cart. (w/manuals)	$9.99		
__9	Alien Ambush Cart.	$3.49		
_10	Archon Cart.	$3.49		
_11	Asteroids Cart.	$2.99		
_12	AstroChase Cart.	$3.49		
_13	AtariArtist Cart.	$2.99		
_14	Ballblazer Cart.	$3.49		
_15	Barnyard Blaster Cart.	$2.99		
_16	BASIC Cart.	$2.99		
_17	BASIC Cart. (w/ orig. box)	$2.99		
_18	BASIC XL Cart.	$4.99		
_19	Basketball Cart.	$2.99		
_20	Battlezone Cart.	$3.99		
_21	Blue Max Cart.	$3.99		
_22	Bug Hunt Cart.	$2.99		
_23	Bug Hunt Cart. (w/manual)	$3.99		
_24	Bug Hunt Cart. (w/o case)	$0.99		
_25	Caverns of Mars Cart.	$2.99	$4.50	Bianco
_26	Centipede Cart.	$2.99		
_27	Choplifter Cart.	$3.99		
_28	Cloudburst Cart.	$3.99		
_29	Computer Chess Cart.	$2.99		
_30	Congo Bongo Cart.	$3.99		
_31	Crossfire Cart.	$3.99	$4.50	Bianco

_32 Defender Cart. $2.99
_33 Deluxe Invaders Cart. $3.99
_34 Demon Attack Cart. $3.99
_35 Dig Dug Cart. $2.99
_36 Donkey Kong Cart. $3.99
_37 Donkey Kong Jr. Cart. $3.99
_38 E.T. Phone Home Cart. $2.99
_39 E.T. Phone Home Cart. (unopened) $4.99
_40 E.T. Phone Home Cart. (unopened) $4.99
_41 E.T. Phone Home Cart(w/manual+box) $3.99
_42 Eagles Nest Cart. $3.99
_43 Eastern Front (1941) Cart. $2.99
_44 Eastern Front (1941) Cart. $2.99
_45 Eastern Front (1941) Cart. $2.99
_46 Eastern Front (1941) XE Cart. $3.99
_47 Fast Eddie Cart. $3.99 $4.50 Bianco
_48 Flight Simulator II Cart. $3.99
_49 Flight Simulator II Cart(w/manual) $6.99
_50 Football Cart. $2.99
_51 Frogger Cart. $3.99
_52 Galaxian Cart. $2.99
_53 Gateway to Apshai Cart. $3.99 $4.50 Bianco
_54 Gato Cart. (w/manual) $4.99
_55 Gorf Cart. $3.99
_56 Gyruss Cart. $3.99
_57 Journey to the Planets Cart. $3.99
_58 Joust Cart. $2.99
_59 Joust Cart. $2.99
_60 Jumbo Jet Pilot Cart. $2.99
_61 Jungle Hunt Cart. $2.99
_62 K-razy Antiks Cart. $3.99 $4.50 Bianco
_63 K-razy Shootout Cart. $3.99 $4.50 Bianco
_64 Kaboom! Cart. $3.99
_65 Lode Runner Cart. $3.99
_66 Logic Levels Cart. $3.99
_67 Mario Brothers Cart. $3.99 $4.50 Bianco
_68 Master Type Cart. $3.99
_69 Microsoft Basic II Cart(w/manuals) $4.99
_70 Millipede Cart. $3.49
_71 Miner 2049'er Cart. $3.99
_72 Missile Command Cart. $2.99
_73 Monkey Wrench II Cart(untested) $3.99
_74 Moon Patrol Cart. $3.99
_75 Mountain King Cart. $3.99 $4.50 Bianco
_76 MPP Smart Terminal Cart. $2.99
_77 Ms. Pac-Man Cart. $2.99
_78 Music Composer Cart. $2.99
_79 Necromancer Cart. $3.99
_80 One On One Cart. $3.99
_81 One On One Disk (w/manual) $2.99

_82 Pac-Man Cart. $2.99
_83 Pengo Cart. $2.99
_84 Pilot Language Cart. $3.99
_85 Pitfall Cart. $3.99
_86 Pole Position Cart. $2.99
_87 Popeye Cart. $3.99 $4.50 Bianco
_88 Q-Bert Cart. $3.99
_89 Qix Cart. $2.99
_90 Rescue On Fractalus Cart. $3.99
_91 Return of the Jedi Cart. $3.99
_92 River Raid Cart. $3.99
_93 Robotron 2084 Cart. $3.99
_94 Serpetine Cart. $3.99
_95 Speedway Blast Cart. $3.99 $8.00 Frank
_96 Star Raiders Cart. $2.99
_97 Star Raiders Cart. $2.99
_98 Star Raiders II Cart. $3.99
_99 Space Invaders Cart. $2.99
100 Super Breakout Cart. $2.99
101 Super Breakout Cart. $2.99
102 Super Breakout Cart. $2.99
103 Super Cobra Cart. $3.99
104 Thunderfox Cart. (w/manual) $4.99
105 Track & Field Cart. $3.49
106 Video Easel Cart. $2.99 $2.99 Muchmino
107 Wizard of Wor Cart. $3.99 $4.50 Bianco
108 Wizard of Wor Cart. $3.99
109 Zaxxon Cart. $3.99 $4.50 Bianco

4896. Info on HP Portable Plus laptop?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <74pkshgnk1@news.csw.net>
Source record: 57488

First, what's this got to do with Atari? Well, this computer was sold by Atari vendor American Techna-Vision, and I bought it thinking it'd be a good file server for the Atari, since it has a 1 MB non-volatile ramdisk. Maybe others did the same.

Anyway, it was provided without documentation. It doesn't have a disk drive but does have a serial port. Unfortuantely, the built-in communications software is some kind of HP proprietary thing.

Does anyone know what protocol will communicate with this thing? Does anyone have any technical details, such as the port address of the serial port and whether the serial chip is the same type as used in a PC? (8750 or whatever that chip number is ...)

Thanks,

Nick (The SIO2PC guy) Kennedy

4897. Atari? Why Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: dcjaocbs@2fords.net
Message-ID: <366ebc13.31352289@news.2fords.net>
Source record: 57489

Cause Atari was my FIRST computer (800). It was great. I upgraded to a 130XE when it came out, then 520ST in 85. Now, I have a 1040STE, a semi-dead 520 (yep, the 85 I bought) the 130XE and a 800XL. All but the 520 work fine. I do use a PC, but I have more software for the Atari's.

LONG LIVE ATARI

Atari:Its not just a computer, its an ATTITUDE!

4898. Atari 8-bit Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <74q2ghcss1@ramp2.tir.com>
Source record: 57490

Rules:

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
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__2	Atari Paddles	$2.99		
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__4	SVI Quickshot I Joystick	$1.99		
__5	homemade cart. Inverter (untested)	$2.99		
__6	3-D Tic-Tac-Toe Cart.	$2.99		
__7	Ace of Aces Cart.	$3.49		
__8	Action Language Cart. (w/manuals)	$9.99	$10.00	skibo
__9	Alien Ambush Cart.	$3.49		
_10	Archon Cart.	$3.49		
_11	Asteroids Cart.	$2.99		
_12	AstroChase Cart.	$3.49	$3.50	skibo
_13	AtariArtist Cart.	$2.99		
_14	Ballblazer Cart.	$3.49		
_15	Barnyard Blaster Cart.	$2.99		
_16	BASIC Cart.	$2.99		
_17	BASIC Cart. (w/ orig. box)	$2.99		
_18	BASIC XL Cart.	$4.99	$5.00	skibo
_19	Basketball Cart.	$2.99		
_20	Battlezone Cart.	$3.99		
_21	Blue Max Cart.	$3.99		
_22	Bug Hunt Cart.	$2.99		
_23	Bug Hunt Cart. (w/manual)	$3.99		
_24	Bug Hunt Cart. (w/o case)	$0.99		
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_82 Pac-Man Cart. $2.99
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_85 Pitfall Cart. $3.99
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107 Wizard of Wor Cart. $3.99 $4.50 Bianco
108 Wizard of Wor Cart. $3.99
109 Zaxxon Cart. $3.99 $4.50 Bianco

4899. Buying carts!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: Jim Schmidt <skibo@fuse.net>
Message-ID: <3670A194.2980@fuse.net>
Source record: 57491

Folks,
I'm looking for Atari 8 bit carts. Send me a list of what you have and
how much you want, Thanks,
Jim

4900. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <74n382$obe@bgtnsc02.worldnet.att.net>
Source record: 57564

it's not the docs, but this long strip chart of the starfields.. you have to identify where you were or navigating to with em, if I remember right...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Bishop wrote in message <366ef9ea.1833129@news.secoast.net>...
>On 9 Dec 1998 21:33:28 GMT, "Gareee" <gareee@worldnet.att.net> wrote:
>
>>but halley project won't do much good without the silly star charts for
>>navigation...
>>
>>Gary Tabar Jr,
>>@ Da Mouzzz...
>
>
>I'm pretty sure she still has the original docs.
>
>
>-----
>
>dwebster@mediaone.net

4901. FA on Yahoo: Atari 600xl computer in original Package

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <368b2310.19045889@news.earthlink.net>
Source record: 57565

http://auctions.yahoo.com/auction/1595979

4902. FA on Yahoo: Atari 800xl computer with power supply Wico Boss joystick and 1 cart.

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <369b2455.19370843@news.earthlink.net>
Source record: 57566

http://auctions.yahoo.com/auction/1592750

4903. FA on Yahoo: Atari 1040 ST computer w/internal drive and Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <369c2459.19375669@news.earthlink.net>
Source record: 57567

http://auctions.yahoo.com/auction/1624018

4904. FA on Yahoo: Atari 2600 Vinyl Cart holder

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <36982448.19358144@news.earthlink.net>
Source record: 57568

http://auctions.yahoo.com/auction/1579412

4905. FA on Yahoo: Video Game Center for Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <36972440.19349888@news.earthlink.net>
Source record: 57569

http://auctions.yahoo.com/auction/1579330

4906. FA on Yahoo: Atari 1050 floppy drive with Power supply.

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <369a2450.19366519@news.earthlink.net>
Source record: 57570

http://auctions.yahoo.com/auction/1592706

4907. FA on Yahoo: Atari 2600 Vinyl Cart holder

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <36aa2883.20441429@news.earthlink.net>
Source record: 57571

http://auctions.yahoo.com/auction/1688044

4908. 1200XL rom

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: Jindrich Kubec <kubecj.spam@asw.cz>
Message-ID: <366F7993.CB9D3376@asw.cz>
Source record: 57572

Hello!

Anyone has 1200XL rom image? I think they have some logo instead of
Self-test.

--
Jindrich Kubec <kubecj@asw.cz>
For Atari utils check http://www.asw.cz/~kubecj

4909. Re: 1200XL rom

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981210001337.24089A-100000@vtn1>
Source record: 57573

On Thu, 10 Dec 1998, Jindrich Kubec wrote:

> Hello!
>
> Anyone has 1200XL rom image? I think they have some logo instead of
> Self-test.
>
> --
> Jindrich Kubec <kubecj@asw.cz>
> For Atari utils check http://www.asw.cz/~kubecj
>
No, the 1200XL has a self-test. In fact, the 800XL's and some (if not all)
XE's still show the 1200XL function keys on the keyboard self test screen.
Sheesh! the 130Xe even has the 1200XL function key code in the keyboard
IRQ handler :)

4910. Re: Atari in PC case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: dwmoar <dwmoar@spiritone.com>
Message-ID: <366FE250.3B2B9518@spiritone.com>
Source record: 57574

Hey Alan I tried it as this
"http://members.aol.com/MacFalkner/aki"and got the ERROR file not
found deal, but if you drop off the "aki" at the end and use this
http://members.aol.com/MacFalkner/
you will find that it works. Give it a try!
-- David --

Alan Sharkis wrote:
>
> AOL says the page doesn't exist. What's up?
>
> MacFalkner wrote:
> >
> > Im Artikel <366BBBD8.B901BA4@asw.cz>, Jindrich Kubec <kubecj.spam@asw.cz>
> > schreibt:
> >
> > >Hello!
> > >
> > >Anybody has Atari built in the PC case?
> > >
> > >I think that PC's power supply could be used without modifications.
> > >AFAIK XF551 is standard 5"25 drive - it could be inserted normally.
> > >Video output is no problem. The only problem I see is with keyboard. Is
> > >it possible to attach PC's keyboard to Atari?
> > >
> > >--
> > >Jindroush <kubecj@asw.cz>
> > >
> >
> > Look at:
> > http://members.aol.com/MacFalkner/aki
> > there is a building plan for an ATARI-PC-Keyboard-Interface.
> > (The new PIC-program version works great...:-)))
> >
> > For your pc-case project i think the cartridge / expansion port will be a
> > problem.
> > I had my atari in a pc case for two years. Now i have build it back.
> >
> > good luck, bye,
> > MacFalkner

4911. Re: speakerphones

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <74or8s$j9s$1@nets3.rz.RWTH-Aachen.DE>
Source record: 57575

In article <366ebc88.22379999@207.97.159.250>, arfy@catch-22.org says...
>
>On 9 Dec 1998 10:39:14 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
>Van Nisselroy) wrote:
>
>>Howdy folks
>>
>>This is a wee bit off topic but.....
>>
>>Does anybody have the schematics to those speakerphones?
>>
>
>I used to work at shack, I have a support connection CD maybe the
>schematics are in that - dont waste your money on the phone, it really
>stinks. It looks old fashioned because it IS old fashioned (and
>breaks easily, too).
>They havent changed the design for over 20 years.
>scott

Could you look for me (on the CD)? I'ld like to have one (ever since I first saw them). I know you can buy phones nowaday that have such a thing built in, but I like the idea that it's a stand alone thingy (even if I might have to find an old telephone to connect it to.) Building one myself seem like a good solution if these things break easily.

CU Mathy van Nisselroy

PS Tried to built me an extra buzzer for the phone a while back. Didn't work. Even went back to the electronics store. They thought it might be the Capacitor, I thought it could be the transformer. It was the Zener-diode. I installed it the wrong way. Now it works.

4912. Re: 1200XL rom

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <74oreh$j9s$2@nets3.rz.RWTH-Aachen.DE>
Source record: 57576

Howdy folks

>> Hello!
>>
>> Anyone has 1200XL rom image? I think they have some logo instead of
>> Self-test.
>>
>> --
>> Jindrich Kubec <kubecj@asw.cz>
>> For Atari utils check http://www.asw.cz/~kubecj
>>
>No, the 1200XL has a self-test. In fact, the 800XL's and some (if not all)
>XE's still show the 1200XL function keys on the keyboard self test screen.
>Sheesh! the 130Xe even has the 1200XL function key code in the keyboard
>IRQ handler :)

"new design" 130XE's don't. And computers derived from it didn't have that
either (800XE and European 65XE).

Bob Woolley might have 1200XL ROMs. He replaces his with 800XL ROMs.

CU Mathy van Nisselroy

4913. Re: Atari in PC case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: dwmoar <dwmoar@spiritone.com>
Message-ID: <366FE6C1.81EAC278@spiritone.com>
Source record: 57577

if you have a true square wave, you are talking AC not DC are you
sure that you are not thinking about a pulsating DC here. also
when you produce a square wave there is alot of noise produced,
because of all the harmonics produced. I really don't think that
this is something that one really wants or needs inside their
computer case.

Mathy Van Nisselroy wrote:
>
> Howdy John
>
> >As to voltage dropping on longer wires when used with switching power
> >supplies.... well that true. But then it is true with any voltage
> >source. Longer wires increase resistance, and voltage drops across a
> >resistance so.... :)
>
> With switching power supplies, you loose more power over a lenght of wire than
> with "normal" switching power supplies. Seems to have something to do with the
> fact that you don't really get a constant 5VDC signal but something that looks
> like it. It's a high frequency thing. Voltage jumps up and down (lie a square
> wave form) so fast, it looks like 5VDC to you computer.
>
> CU Mathy van Nisselroy

"With switching power supplies, you loose more power over a
length of wire than with "normal" switching power supplies." this
statement doesn't make sense! Are you saying that there is
abnormal switching power supplies? how do you loose more power
with a "switching power supply" than with a " 'normal'switching
power supply" Or are you saying with a regular power supply you
loose more voltage than with a switching power supply

Oh god I must have Queer electrons in my computer.....they
keep blowing the fuses.

4914. Re: speakerphones

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: arfy@catch-22.org
Message-ID: <366ffafd.17344937@207.97.159.250>
Source record: 57578

On 10 Dec 1998 16:01:32 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:
>
>Could you look for me (on the CD)? I'ld like to have one (ever since I first
>saw them). I know you can buy phones nowaday that have such a thing built in,
>but I like the idea that it's a stand alone thingy (even if I might have to
>find an old telephone to connect it to.) Building one myself seem like a good
>solution if these things break easily.
>
>CU Mathy van Nisselroy
>
You dont have to connect a phone to it, just plug it in. It can
operate alone.

scott

4915. Re: 1200XL rom

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36710a2c.58850710@news.pressenter.com>
Source record: 57579

On Thu, 10 Dec 1998 08:34:43 +0100, Jindrich Kubec
<kubecj.spam@asw.cz> wrote:

>Hello!
>
>Anyone has 1200XL rom image? I think they have some logo instead of
>Self-test.

Actually I think the 1200XL has BOTH the self test and the logo. I
forget how you get one or the other though. The other XLs are self
test only and the 400/800 have memo pad only. That logo the 1200XL
has is in like 128 or 256 color too!

4916. Re: FA on Yahoo: Atari 600xl computer in original Package

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: Michael Chandler <mchandle@earthlink999.net>
Message-ID: <HNUb2.2$K4.242877@newsfeed.avtel.net>
Source record: 57580

Greetings,

I heard about your tough luck on Ebay. Glad to see you're still selling strong on Yahoo Auctions. Also, since you're an Atari Guy, I'd say you're definitely in the right without having to hear the whole story. Atari Guys are always right <chuckle>.

Good luck!

Mike

ZZyzx wrote in message <368b2310.19045889@news.earthlink.net>...
>http://auctions.yahoo.com/auction/1595979
>

4917. FA on Yahoo: Atari ST computer PS 3000 Monitor-floppy combo

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <36a7a914.23238982@news.earthlink.net>
Source record: 57581

http://auctions.yahoo.com/auction/1524004

4918. FA on Yahoo: Comrex Commander Deluxe joystick for Atari, Apple and Commodore. NEW In box

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <36aaa9d6.23433187@news.earthlink.net>
Source record: 57582
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.apple2.marketplace,comp.sys.cbm

http://auctions.yahoo.com/auction/1527672

4919. wanted: Space age joystick

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <74pfar$oj0$1@platane.wanadoo.fr>
Source record: 57583

```
make offers
```

4920. wanted: CX 70 light pen

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <74pfb4$oj0$2@platane.wanadoo.fr>
Source record: 57584

```
make offers
```

4921. FA on Yahoo: Expando-Vision: The rarest of all Atari 800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <366eab17.3575799@news.earthlink.net>
Source record: 57585

http://auctions.yahoo.com/auction/1655524

4922. FA on Yahoo: Atari 400 w/Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <36740113.4464412@news.earthlink.net>
Source record: 57586

http://auctions.yahoo.com/auction/1659622

4923. FA on Yahoo: Atari 600xl computer in original Package

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-10 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3673dc4e.929754@news.earthlink.net>
Source record: 57587

http://auctions.yahoo.com/auction/1671501

4924. WTB: Atari 8bit (synapse, activision) carts

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-11 00:00:00 UTC
From: vchang@best.com
Message-ID: <3670a7be.1853203@nntp.best.com>
Source record: 57492

See topic. Send lists and prices to email address in signature.

+------------------------------+
|Victor Chang |
|http://www.best.com/~vchang |
|E-mail: vchang@best.com |
|IRC nick (EFnet): ChgMonger |
|IRC channels: #oceanside, #rgvc|
|ICQ UIN: 335118 |
+------------------------------+

Antispam technique in place... to reply, use above
email addresses

4925. Atari800Win 2.5 keyboard joystick does not work

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-11 00:00:00 UTC
From: 101.126624@germanynet.de
Message-ID: <74qsil$9d4$1@newshost.germany.net>
Source record: 57493

Unfortunately, i cannot use the emulator. Loading an .atr works fine
but the keypad does not work as the joystick (but configured that
the keypad should be stick 1).

Any ideas?

Mike
101.126624@germanynet.de

4926. Re: SHEOL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-11 00:00:00 UTC
From: Aleksander Martin <alex6502@friko.onet.pl>
Message-ID: <36712A25.6252C5F1@friko.onet.pl>
Source record: 57494

Mathy Van Nisselroy wrote:

> I'm looking for the autor of the SHEOL demo.
I'm one of the authors.

> First I downloaded the demo from his site. It turned out to be an ATR file.
> Most Eastern European demo's are DOUBLE density.
Yes, because almost all Atari disk drives use DD. Only bare 1050 didn't
recognize DD, but everyone should have upgraded 1050. Upgrade costs less
than a pizza, so... no comments...

ATR file is a disk image with 16 bytes header, but you can easly convert
ATR into DCM or XFD using Imagic by Steve J. Tucker (cool program)

> Now I download a version of SHEOL from a Dutch BBS. It tells me it needs 256kB
> RAM. Man I HAVE 1MB.
That's not my fault... My friend who is also the author of SHEOL said
that he will do this demo for memory upgrades uncompatible with 130XE,
because it is more popular... I told him, that demo should be compatible
with 130xe not any lame upgrades, but... I couldn't do anything...
The whole problem is with bits. Demo uses bits 2,3,5,6 for bank select
and bit 4 for XMS enable.
130XE ises bits 2,3 (modified models also bits 6,7) and bits 4,5 for XMS
enable, but(!) separately for Antic and CPU!

> Every piece of software I tried it with sees atleast
> have of that. Why not sheol???
I've just explained that.... I'm really sorry about that.... Be sure
that any next prodict of me! Will be runable on 130XE compatibles. I
can't to command my freind to do the same, but I'll try....

Greets,

Alex

4927. Atari Disk 5.25" Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-11 00:00:00 UTC
From: Jarek Dudek <yaruk@friko6.onet.pl>
Message-ID: <yY9c2.3777$0Z.776621@news.tpnet.pl>
Source record: 57495

Hello. Could you please let me know if there is an application affording possibilities for reading ATARI 8-bit 5.25" diskettes in IBM drives? I've got ATARI old games and programs and I would to enjoy them.

There shoud be drivers enabling it but I cannot find. Please, help me!

If you are the one who may help the guy in need, please send a message to: maito:yaruk@friko6.onet.pl

P.S. ATARI IS THE BEST!

Jaroslaw Dudek
mailto:yaruk@friko6.onet.pl
http://friko6.onet.pl/wa/yaruk/

4928. FA opn Yahoo: Atari ST computer PS 3000 Monitor-floppy combo

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-11 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <36744c7c.1378560@news.earthlink.net>
Source record: 57496

http://auctions.yahoo.com/auction/1735866

4929. Re: 1200XL rom

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-11 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <74rq2d$k82$1@ultra.sonic.net>
Source record: 57497

Jon Melbo (jmelbo@pressenter.com) wrote:
: Actually I think the 1200XL has BOTH the self test and the logo. I
: forget how you get one or the other though. The other XLs are self
: test only and the 400/800 have memo pad only. That logo the 1200XL
: has is in like 128 or 256 color too!

Upon booting with no cartridge, or dropping out of BASIC with "BYE", you
get the Atari logo screen (DLI color trick to show off all 128 colors).

Press [HELP] to get to the self test screen.

-bill!

4930. Re: New WWW page

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-11 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <74rqc3$k82$2@ultra.sonic.net>
Source record: 57498

Jindrich Kubec (kubecj.spam@asw.cz) wrote:
: Hello!
:
: If anybody is interested in game swap, my lists (about 1900 games) and
: wishlists are available on my homepage.
:
: PC utils section is almost complete too.
:
: It's possible to create Atari Game database. I've got the lists in CSV
: formats so that it is relatively easy to write simple Perl cgi for
: database access thru my web. Is anybody interested in it?

Hi! Why not submit your site to XL Search? Simply convert the CSV file
to QIF format (tab-delimited file containing filepath/name, file date (YYMMDD),
file size, and description), place it on your website or FTP site, and
tell me and I'll incorporate your site into the database.

To see XL Search, go to:

http://xlsearch.atari.org/ <- note new simpler URL!

or e-mail:

nbs@sonic.net

with the subject:

xlsearch

(all lowercase, exactly as you see it)

You'll immediately receive a help file on how to use XL Search via e-mail.

-bill!
nbs@sonic.net
http://www.newbreedsoftware.com/

4931. Re: Atari800Win 2.5 keyboard joystick does not work

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-11 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <74rq0e$3hc$1@sci3.sri.ucl.ac.be>
Source record: 57499

Mike Grasselt <101.126624@germanynet.de> wrote in message
<74qsil$9d4$1@newshost.germany.net>...
>Unfortunately, i cannot use the emulator. Loading an .atr works fine
>but the keypad does not work as the joystick (but configured that
>the keypad should be stick 1).
>
>Any ideas?
>
>Mike
>101.126624@germanynet.de
>

Hi Everybody!

I have exactely the same problem as Mike with Atari800win 2.5. Rich, can
you test it and try to see what is the problem ?

Bye!

Emmanuel F.

4932. FA on Yahoo: Star Wars Atari 800 cart: RETURN OF THE JEDI from Parker Bros. NEW

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-11 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <367e5c1b.3325784@news.earthlink.net>
Source record: 57500

http://auctions.yahoo.com/auction/1736512

4933. FA on Yahoo: Wico Trackball for Atari and Commodore 64 computers

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-11 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <367a58d9.2491839@news.earthlink.net>
Source record: 57501
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

http://auctions.yahoo.com/auction/1736371

4934. Re: Atari800Win 2.5 keyboard joystick does not work

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-11 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36786d04.4535603@news.demon.co.uk>
Source record: 57502

The other Day 101.126624@germanynet.de (Mike Grasselt) wrote:

>Unfortunately, i cannot use the emulator. Loading an .atr works fine
>but the keypad does not work as the joystick (but configured that
>the keypad should be stick 1).
>
>Any ideas?

Hmmmm...seems ok my end under Win98..

I just changed the Joystick to Keyboard and left the Stick 1 option
alone..

Played Mr Robot using the 4 & 6 keys for left and right and the 0 key
for Jump.

Make sure the Num lock led is lit otherwise the numeric keypad won't
work. Let me know the results...

Cheers
--
Paul..

Looking for a C64 game, util or Emulator?

then read the FAQ at www.dellos.demon.co.uk

ICQ No: 105793

4935. video games (atari, genesis, snes, gameboy, 3do, gamegear)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-11 00:00:00 UTC
From: games4you@yahoo.com
Message-ID: <74s3bn$ikh@newsstand.cit.cornell.edu>
Source record: 57503

On-line video game store, Computer Games Plus

http://www.digitaldeluge.com/gamesplus/

Atari 8-bit games really cheap!
Lots of games for only $10, perfect for the holiday season.

4936. Atari 8-bit Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-11 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <74s5cb$75l$1@ramp2.tir.com>
Source record: 57504

Rules:

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
__1	4-Button Joystick	$1.99		
__2	Atari Paddles	$2.99		
__3	Paperclip Protection Key	$2.99		
__4	SVI Quickshot I Joystick	$1.99		
__5	homemade cart. Inverter (untested)	$2.99		
__6	3-D Tic-Tac-Toe Cart.	$2.99		
__7	Ace of Aces Cart.	$3.49		
__8	Action Language Cart. (w/manuals)	$9.99	$10.00	skibo
__9	Alien Ambush Cart.	$3.49		
_10	Archon Cart.	$3.49		
_11	Asteroids Cart.	$2.99		
_12	AstroChase Cart.	$3.49	$3.50	skibo
_13	AtariArtist Cart.	$2.99		
_14	Ballblazer Cart.	$3.49		
_15	Barnyard Blaster Cart.	$2.99		
_16	BASIC Cart.	$2.99		
_17	BASIC Cart. (w/ orig. box)	$2.99		
_18	BASIC XL Cart.	$4.99	$5.00	skibo
_19	Basketball Cart.	$2.99		
_20	Battlezone Cart.	$3.99		
_21	Blue Max Cart.	$3.99		
_22	Bug Hunt Cart.	$2.99		
_23	Bug Hunt Cart. (w/manual)	$3.99		
_24	Bug Hunt Cart. (w/o case)	$0.99		
_25	Caverns of Mars Cart.	$2.99	$4.50	Bianco
_26	Centipede Cart.	$2.99		
_27	Choplifter Cart.	$3.99		
_28	Cloudburst Cart.	$3.99		
_29	Computer Chess Cart.	$2.99		
_30	Congo Bongo Cart.	$3.99		
_31	Crossfire Cart.	$3.99	$4.50	Bianco

_32 Defender Cart. $2.99
_33 Deluxe Invaders Cart. $3.99 $4.00 skibo
_34 Demon Attack Cart. $3.99
_35 Dig Dug Cart. $2.99
_36 Donkey Kong Cart. $3.99
_37 Donkey Kong Jr. Cart. $3.99
_38 E.T. Phone Home Cart. $2.99
_39 E.T. Phone Home Cart. (unopened) $4.99
_40 E.T. Phone Home Cart. (unopened) $4.99
_41 E.T. Phone Home Cart(w/manual+box) $3.99
_42 Eagles Nest Cart. $3.99
_43 Eastern Front (1941) Cart. $2.99
_44 Eastern Front (1941) Cart. $2.99
_45 Eastern Front (1941) Cart. $2.99
_46 Eastern Front (1941) XE Cart. $3.99
_47 Fast Eddie Cart. $3.99 $4.50 Bianco
_48 Flight Simulator II Cart. $3.99
_49 Flight Simulator II Cart(w/manual) $6.99
_50 Football Cart. $2.99
_51 Frogger Cart. $3.99
_52 Galaxian Cart. $2.99
_53 Gateway to Apshai Cart. $3.99 $4.50 Bianco
_54 Gato Cart. (w/manual) $4.99
_55 Gorf Cart. $3.99
_56 Gyruss Cart. $3.99
_57 Journey to the Planets Cart. $3.99 $4.00 skibo
_58 Joust Cart. $2.99
_59 Joust Cart. $2.99
_60 Jumbo Jet Pilot Cart. $2.99
_61 Jungle Hunt Cart. $2.99
_62 K-razy Antiks Cart. $3.99 $4.50 Bianco
_63 K-razy Shootout Cart. $3.99 $4.50 Bianco
_64 Kaboom! Cart. $3.99
_65 Lode Runner Cart. $3.99
_66 Logic Levels Cart. $3.99
_67 Mario Brothers Cart. $3.99 $4.50 Bianco
_68 Master Type Cart. $3.99 $4.00 skibo
_69 Microsoft Basic II Cart(w/manuals) $4.99
_70 Millipede Cart. $3.49
_71 Miner 2049'er Cart. $3.99
_72 Missile Command Cart. $2.99
_73 Monkey Wrench II Cart(untested) $3.99 $4.00 skibo
_74 Moon Patrol Cart. $3.99
_75 Mountain King Cart. $3.99 $4.50 Bianco
_76 MPP Smart Terminal Cart. $2.99
_77 Ms. Pac-Man Cart. $2.99
_78 Music Composer Cart. $2.99
_79 Necromancer Cart. $3.99
_80 One On One Cart. $3.99
_81 One On One Disk (w/manual) $2.99

_82 Pac-Man Cart. $2.99
_83 Pengo Cart. $2.99
_84 Pilot Language Cart. $3.99
_85 Pitfall Cart. $3.99
_86 Pole Position Cart. $2.99
_87 Popeye Cart. $3.99 $4.50 Bianco
_88 Q-Bert Cart. $3.99
_89 Qix Cart. $2.99
_90 Rescue On Fractalus Cart. $3.99
_91 Return of the Jedi Cart. $3.99
_92 River Raid Cart. $3.99
_93 Robotron 2084 Cart. $3.99
_94 Serpetine Cart. $3.99
_95 Speedway Blast Cart. $3.99 $8.00 Frank
_96 Star Raiders Cart. $2.99
_97 Star Raiders Cart. $2.99
_98 Star Raiders II Cart. $3.99
_99 Space Invaders Cart. $2.99
100 Super Breakout Cart. $2.99
101 Super Breakout Cart. $2.99
102 Super Breakout Cart. $2.99
103 Super Cobra Cart. $3.99
104 Thunderfox Cart. (w/manual) $4.99
105 Track & Field Cart. $3.49 $4.00 skibo
106 Video Easel Cart. $2.99 $2.99 Muchmino
107 Wizard of Wor Cart. $3.99 $4.50 Bianco
108 Wizard of Wor Cart. $3.99
109 Zaxxon Cart. $3.99 $4.50 Bianco

4937. Star Raiders II instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-11 00:00:00 UTC
From: baronvr <baronvr@REMOVEusa.net>
Message-ID: <#cQuvnZJ#GA.304@nih2naac.prod2.compuserve.com>
Source record: 57505

I've just started experimenting with SR2 and Atari800win and I never seem to get very far. Can someone post some brief instructions for basic play. I usually shoot down several craft and then linger in orbit over the same planet continually. Thanks in advance.

c cole

--
Spike's Big Vectrex Page
http://members.xoom.com/baronvr/

[please remove spamblock before emailing...]
--

4938. power pak/130xe needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: jk332@cleveland.Freenet.Edu
Message-ID: <74sgur$3pv$1@pale-rider.INS.CWRU.Edu>
Source record: 57506

My atari 130xe went down in a recent lightning storm.

If someone can sell me a power pack for it, it will be up again.

As storms are common here, I vow to use a surge protector from
now on.

Please contact me at my email address: DougJett@CompuServe.com
with product, shipping and pricing information.

Thank all of you for your help.

Doug Jett
dougjett@compuserve.com
***

4939. Re: Atari800Win 2.5 keyboard joystick does not work

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: abaddon88@aol.com
Message-ID: <19981211203809.10235.00001119@ng145.aol.com>
Source record: 57507

For the record, the joystick emulation doesn't work on my system either.
Either way, thanks for the great product.

4940. FA on Yahoo: Expando-Vision: The rarest of all Atari 800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3675dd0c.2284018@news.earthlink.net>
Source record: 57508

http://auctions.yahoo.com/auction/1744345

4941. FA on Yahoo: BOSS joystick from Wico for Atari and Commodore. In box

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3680e4af.4239007@news.earthlink.net>
Source record: 57509

http://auctions.yahoo.com/auction/1744948

4942. FA on Yahoo: Comrex Commander Deluxe joystick for Atari, Apple and Commodore. NEW In box

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3671e5a0.4480042@news.earthlink.net>
Source record: 57510

http://auctions.yahoo.com/auction/1745004

4943. FA on Yahoo: Tac-3 Joystick from Suncom for Amiga and Commodore. NEW in box

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <367fe44d.4141353@news.earthlink.net>
Source record: 57511

http://auctions.yahoo.com/auction/1744919

4944. Re: Atari800Win 2.5 keyboard joystick does not work

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: rich@cstone.net
Message-ID: <74svd1$2jr$1@nnrp1.dejanews.com>
Source record: 57512

In article <74qsil$9d4$1@newshost.germany.net>,
101.126624@germanynet.de (Mike Grasselt) wrote:
> Unfortunately, i cannot use the emulator. Loading an .atr works fine
> but the keypad does not work as the joystick (but configured that
> the keypad should be stick 1).

This is a known problem that will be corrected shortly. I didn't catch it
because it only occurs on systems that have no DirectInput devices at all, and
all of mine do.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4945. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <ITmc2.1127$4w2.5001830@news.itd.umich.edu>
Source record: 57513
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 531 Dec 11 12:36 ./8bit/00.CHANGES
-rw-r--r-- kendric 444 Dec 11 12:35 ./8bit/00.CHANGES.98.11.27
-rw-r--r-- kendric 204818 Dec 11 12:37 ./8bit/atari8.qif
-rw-r--r-- kendric 178 Dec 11 12:33 ./8bit/Languages/Assembly/asi15am.blurb
-rw-r--r-- kendric 119510 Dec 11 12:33 ./8bit/Languages/Assembly/asi15am.dcm
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

4946. FA on Yahoo: Atari 16k Memory Module for 800 computer

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <367c0dc5.14758767@news.earthlink.net>
Source record: 57514

http://auctions.yahoo.com/auction/1747806

4947. FS (US) Atari 8bit computers & related items

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19981212065743.12931.00000522@ngol04.aol.com>
Source record: 57515

I am offering the following items for sale to fellow US atarians. Offers will
be considered on individual items or packages.

Atari 800XL computer w/ps, rf cable, TV box
Atari 800 computer w/ps, rf cable
Atari 1020 printer w/black & color pins, miscellaneous graphics software
Star NX1000 printer w/six recently purchased ribbon cartridges, manual
Star SG10 printer w/lots of black and color ribbons, manual
Brother HJ400 Inkjet printer (uses Canon BC-01 cartridge)
Xetec Graphix AT printer interface w/manual
MultiTech Systems MultiModem, model MT932BA (9600 bps)
Wico trackball
Lots of 5-1/4" floppy disks and storage cases

All items are in working condition. Buyer pays shipping from central Illinois.

Please reply via e-mail to gwestndrf@aol.com.

4948. Re: power pak/130xe needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981212040723.12560B-100000@vtn1>
Source record: 57516

On 12 Dec 1998, Doug P. Jett wrote:

>
> My atari 130xe went down in a recent lightning storm.
>
> If someone can sell me a power pack for it, it will be up again.
>
> As storms are common here, I vow to use a surge protector from
> now on.
>
> Please contact me at my email address: DougJett@CompuServe.com
> with product, shipping and pricing information.
>
> Thank all of you for your help.
>
> Doug Jett
> dougjett@compuserve.com
> ***
>
Any good 5v regulated DC source will do as the 7-pin Atari DIN plug is fed by only two wires. Assuming your old power supply is unrepairable, cut off the wire with the DIN plug as close to the old supply as possible and connect it to a new supply that pumps out at least 1.5 amps (the wire with the white stripe goes to positive).

I'm currently powering two XE's off the +5 line from an old 286 power supply and running the +12v through five heavy-duty diodes to provide +9v to a MIO and a XEP80. That leaves tons of power for a SCSI hard drive mounted in the 286 case (which might actually work when I write the required code to use 512 byte sectors).

The simplest hook up for +5v is off the red and black wires going to one of the four identical drive power cables. Considering the XE needs less than 2 amps, you could safely just tap into the supply for any PC i.e. you really don't have to go buy anything assuming the 130XE is within wire's length of the PC.

John

4949. Atari 400/800 items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: spamfree-eightbits@ehrich.com
Message-ID: <36726E8E.DA5C756B@ehrich.com>
Source record: 57517

Lots of Atari software and a little hardware for sale at my web site
listed below:

--
http://www.voicenet.com/~generic

Video Games - PC MAC & 8-Bit Computer HW & SW

BRAIN TEASERS - RIDDLES - HTML Color Chart

4950. Re: 1200XL rom

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <36729CE0.B0DB3AD4@postoffice.pacbell.net>
Source record: 57518

The 1200XL has a logo and the self test code. How would you like the code??

Bob Woolley

Jindrich Kubec wrote:

> Hello!
>
> Anyone has 1200XL rom image? I think they have some logo instead of
> Self-test.
>
> --
> Jindrich Kubec <kubecj@asw.cz>
> For Atari utils check http://www.asw.cz/~kubecj

4951. Re: Web browser for XL/XE 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: sf1j2d@scfn.thpl.lib.fl.us
Message-ID: <74u3dc$m18$1@ns1.thpl.lib.fl.us>
Source record: 57519

John Vogel (jvogel@mail1.i1.net) wrote:
: Timothy B. Kline (morloc@acd.net) wrote:
: : Is there a web browser for the Atari 8bit (graphical or non-graphical?)? I
: : was told that there is not one that supports SLIP or PPP connection, but on
: : an enhanced (256K or higher) Atari, it seems one could support a low-end
: : browser?

: Hehehe, there's always lynx :)
: Lynx is a unix non-graphical web browser. If you can somehow hook up your
: atari to a unix shell account, you can run lynx on the shell.

: Other than that, I dunno.

: John
: jvogel@i1.net

4952. Atari 8-bit Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <74unqs$ae9$1@ramp2.tir.com>
Source record: 57520

Rules:

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
__1	4-Button Joystick	$1.99		
__2	Atari Paddles	$2.99		
__3	Paperclip Protection Key	$2.99		
__4	SVI Quickshot I Joystick	$1.99		
__5	homemade cart. Inverter (untested)	$2.99		
__6	3-D Tic-Tac-Toe Cart.	$2.99		
__7	Ace of Aces Cart.	$3.49		
__8	Action Language Cart. (w/manuals)	$9.99	$10.00	skibo
__9	Alien Ambush Cart.	$3.49		
_10	Archon Cart.	$3.49		
_11	Asteroids Cart.	$2.99		
_12	AstroChase Cart.	$3.49	$3.50	skibo
_13	AtariArtist Cart.	$2.99		
_14	Ballblazer Cart.	$3.49		
_15	Barnyard Blaster Cart.	$2.99		
_16	BASIC Cart.	$2.99		
_17	BASIC Cart. (w/ orig. box)	$2.99		
_18	BASIC XL Cart.	$4.99	$5.00	skibo
_19	Basketball Cart.	$2.99		
_20	Battlezone Cart.	$3.99		
_21	Blue Max Cart.	$3.99		
_22	Bug Hunt Cart.	$2.99		
_23	Bug Hunt Cart. (w/manual)	$3.99		
_24	Bug Hunt Cart. (w/o case)	$0.99		
_25	Caverns of Mars Cart.	$2.99	$4.50	Bianco
_26	Centipede Cart.	$2.99		
_27	Choplifter Cart.	$3.99		
_28	Cloudburst Cart.	$3.99		
_29	Computer Chess Cart.	$2.99		
_30	Congo Bongo Cart.	$3.99		
_31	Crossfire Cart.	$3.99	$4.50	Bianco

_32 Defender Cart. $2.99
_33 Deluxe Invaders Cart. $3.99 $4.00 skibo
_34 Demon Attack Cart. $3.99
_35 Dig Dug Cart. $2.99
_36 Donkey Kong Cart. $3.99
_37 Donkey Kong Jr. Cart. $3.99
_38 E.T. Phone Home Cart. $2.99
_39 E.T. Phone Home Cart. (unopened) $4.99
_40 E.T. Phone Home Cart. (unopened) $4.99
_41 E.T. Phone Home Cart(w/manual+box) $3.99
_42 Eagles Nest Cart. $3.99
_43 Eastern Front (1941) Cart. $2.99
_44 Eastern Front (1941) Cart. $2.99
_45 Eastern Front (1941) Cart. $2.99
_46 Eastern Front (1941) XE Cart. $3.99
_47 Fast Eddie Cart. $3.99 $4.50 Bianco
_48 Flight Simulator II Cart. $3.99
_49 Flight Simulator II Cart(w/manual) $6.99
_50 Football Cart. $2.99
_51 Frogger Cart. $3.99
_52 Galaxian Cart. $2.99
_53 Gateway to Apshai Cart. $3.99 $4.50 Bianco
_54 Gato Cart. (w/manual) $4.99
_55 Gorf Cart. $3.99
_56 Gyruss Cart. $3.99
_57 Journey to the Planets Cart. $3.99 $4.00 skibo
_58 Joust Cart. $2.99
_59 Joust Cart. $2.99
_60 Jumbo Jet Pilot Cart. $2.99
_61 Jungle Hunt Cart. $2.99
_62 K-razy Antiks Cart. $3.99 $4.50 Bianco
_63 K-razy Shootout Cart. $3.99 $4.50 Bianco
_64 Kaboom! Cart. $3.99
_65 Lode Runner Cart. $3.99
_66 Logic Levels Cart. $3.99
_67 Mario Brothers Cart. $3.99 $4.50 Bianco
_68 Master Type Cart. $3.99 $4.00 skibo
_69 Microsoft Basic II Cart(w/manuals) $4.99
_70 Millipede Cart. $3.49
_71 Miner 2049'er Cart. $3.99
_72 Missile Command Cart. $2.99
_73 Monkey Wrench II Cart(untested) $3.99 $4.00 skibo
_74 Moon Patrol Cart. $3.99
_75 Mountain King Cart. $3.99 $5.00 Miller
_76 MPP Smart Terminal Cart. $2.99
_77 Ms. Pac-Man Cart. $2.99
_78 Music Composer Cart. $2.99
_79 Necromancer Cart. $3.99
_80 One On One Cart. $3.99
_81 One On One Disk (w/manual) $2.99

_82 Pac-Man Cart. $2.99
_83 Pengo Cart. $2.99
_84 Pilot Language Cart. $3.99
_85 Pitfall Cart. $3.99
_86 Pole Position Cart. $2.99
_87 Popeye Cart. $3.99 $4.50 Bianco
_88 Q-Bert Cart. $3.99
_89 Qix Cart. $2.99
_90 Rescue On Fractalus Cart. $3.99
_91 Return of the Jedi Cart. $3.99
_92 River Raid Cart. $3.99
_93 Robotron 2084 Cart. $3.99
_94 Serpetine Cart. $3.99
_95 Speedway Blast Cart. $3.99 $8.00 Frank
_96 Star Raiders Cart. $2.99
_97 Star Raiders Cart. $2.99
_98 Star Raiders II Cart. $3.99
_99 Space Invaders Cart. $2.99
100 Super Breakout Cart. $2.99
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103 Super Cobra Cart. $3.99
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105 Track & Field Cart. $3.49 $4.00 skibo
106 Video Easel Cart. $2.99 $2.99 Muchmino
107 Wizard of Wor Cart. $3.99 $4.50 Bianco
108 Wizard of Wor Cart. $3.99
109 Zaxxon Cart. $3.99 $4.50 Bianco

4953. Re: power pak/130xe needed

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-btJZm33Y2GqM@DRACO>
Source record: 57521

On Sat, 12 Dec 1998 12:28:18, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
>
> On 12 Dec 1998, Doug P. Jett wrote:
>
> >
> > My atari 130xe went down in a recent lightning storm.
> >
> > If someone can sell me a power pack for it, it will be up again.
> >
> > As storms are common here, I vow to use a surge protector from
> > now on.
> >
> > Please contact me at my email address: DougJett@CompuServe.com
> > with product, shipping and pricing information.
> >
> > Thank all of you for your help.
> >
> > Doug Jett
> > dougjett@compuserve.com
> > ***
> >
> Any good 5v regulated DC source will do as the 7-pin Atari DIN plug is fed
> by only two wires. Assuming your old power supply is unrepairable, cut off
> the wire with the DIN plug as close to the old supply as possible and
> connect it to a new supply that pumps out at least 1.5 amps (the wire with
> the white stripe goes to positive).
>
> I'm currently powering two XE's off the +5 line from an old 286 power
> supply and running the +12v through five heavy-duty diodes to provide +9v
> to a MIO and a XEP80. That leaves tons of power for a SCSI hard drive
> mounted in the 286 case (which might actually work when I write the
> required code to use 512 byte sectors).
>
> The simplest hook up for +5v is off the red and black wires going to one
> of the four identical drive power cables. Considering the XE needs less
> than 2 amps, you could safely just tap into the supply for any PC i.e.
> you really don't have to go buy anything assuming the 130XE is within
> wire's length of the PC.
>
> John
>

>
>

512 byte code for what? can you be more specific and provide some
details?

Ken

4954. WTB 1050

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: John j Boyle <magrep@northnottsmag.freeserve.co.uk>
Message-ID: <74uqm3$aj5$1@newsreader3.core.theplanet.net>
Source record: 57522

I am waiting to buy a basic 1050 disk drive.

4955. FS: Atari and Miscellanous Computers

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-12 00:00:00 UTC
From: CHLB <Camaron@mailexcite.com>
Message-ID: <74ve4iacv1@news.orbitworld.net>
Source record: 57523

Item #NC01: Kaypro Computer IV missing keyboard cable, a few keycaps, but powers on to screen. Portable type computer. Price $40.00
Item #NC02: Atari 2600 no accessories, manuals, or cables. Untested Price $5.00
Item #NC03: Atari CX-2600 no accessories, manuals, or cables. Untested Price $5.00
Item #NC04: Mattel Electronics Intellivision computer no cables, or manuals. Untested Price $5.00

All these items are handled by CHLB's property person Herb Bartlett. Herb does not have an internet connection so all contact must be through telephone at 562-429-8998. I cannot answer any questions about these items as I no nothing about Atari computers. They are not in my possession. If you live in Los Angeles or Orange County, you might want to make arrangements to pick the items up. Shipping is extra. Money orders are excepted as payment through mail along with cash if picking the item up in person. Please contact Herb after December14th with the item number you are interested in.

http://members.xoom.com/cvcw/chlb.htm

4956. Re: MIO and 512-byte Sectors

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-13 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981213014726.15434A-100000@vtn1>
Source record: 57524

On 12 Dec 1998 kenames@earthlink.net wrote:

>
> 512 byte code for what? can you be more specific and provide some
> details?
>
> Ken
>
Specifically, the code in the MIO ROM to access hard drives is written to handle sectors of 256 bytes in length and it's almost impossible to find a hard drive or hard drive work-alike (ZIP etc.) that uses anything other than 512 byte sectors. What I'm planning is a software driver to use the MIO hardware but bypass its ROM to allow use of modern SCSI devices with the MIO.

Don't hold your breath for this to arrive as it's going to take a while to sort out what exactly I want the code to do and how it's going to do it. One thing I do know is that it will most likely be for SpartaDOS 3.x only as I don't have info on SpartaDOS-X .com file formats and I rarely bother booting any other DOS.

John

4957. FS : XE cartridges and defective 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-13 00:00:00 UTC
From: megaqualle@aol.com
Message-ID: <19981213134436.19510.00002061@ng38.aol.com>
Source record: 57525

I want to sell some XE carts (with box and manual) : Moon Patrol,Into the Eagles Nest,Super Breakout,Airball,Necromancer,Thunderfox,Crossbow,... AND some XL tapes (Warhawk,Solo Flight,Chimera,Star Flite,Escape from Traam ...) AND a defective 800 XL PAL.

If youï¿½re interested , please contact me !!!

4958. Re: Best/Favorite XL Games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-13 00:00:00 UTC
From: Andre Bullock <avb6567@worldnet.att.net>
Message-ID: <36741C3A.3ECF@worldnet.att.net>
Source record: 57526

Stephen C. Johnson wrote:
>
> Brix wrote:
>
> > God, I loved this game on c-64.. didn't know that it was ported to Atari, but It shouldn't
>
> "Ported" to Atari.... Ha... spoken like a true Commodore user! ;)
>
> > Listening to your car radio doesn't make you an amatuer radio operator.
> > Driving said car doesn't make you an automotive engineer. Hell, even
> > speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
> > a bona fide computer hobbyist, qualified to scorn me and my lowly C64.
>
> ... But I love your sig file... I might "port" that to my Atari!!!
>
> All in fun,
> --Steve

A owner/user of C64 and Atari 8-bit chimes in:

Best Atari game: Rescue on Fraculas, Best C64 game: Impossible Mission.

Well take a look at the attached URL, maybe a port to the ATARI is
comming, but for today its a C64 entity.

http://hld.c64.org/poldi/lunix/lunix.html

All in fun, indeed.

AB

4959. Atari 8-bit Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-13 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <7518tg$9f4$1@ramp2.tir.com>
Source record: 57527

Rules:

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
__1	4-Button Joystick	$1.99		
__2	Atari Paddles	$2.99		
__3	Paperclip Protection Key	$2.99		
__4	SVI Quickshot I Joystick	$1.99		
__5	homemade cart. Inverter (untested)	$2.99		
__6	3-D Tic-Tac-Toe Cart.	$2.99		
__7	Ace of Aces Cart.	$3.49		
__8	Action Language Cart. (w/manuals)	$9.99	$15.00	Baker
__9	Alien Ambush Cart.	$3.49		
_10	Archon Cart.	$3.49		
_11	Asteroids Cart.	$2.99		
_12	AstroChase Cart.	$3.49	$3.50	skibo
_13	AtariArtist Cart.	$2.99		
_14	Ballblazer Cart.	$3.49		
_15	Barnyard Blaster Cart.	$2.99		
_16	BASIC Cart.	$2.99		
_17	BASIC Cart. (w/ orig. box)	$2.99		
_18	BASIC XL Cart.	$4.99	$5.00	skibo
_19	Basketball Cart.	$2.99		
_20	Battlezone Cart.	$3.99		
_21	Blue Max Cart.	$3.99		
_22	Bug Hunt Cart.	$2.99		
_23	Bug Hunt Cart. (w/manual)	$3.99		
_24	Bug Hunt Cart. (w/o case)	$0.99		
_25	Caverns of Mars Cart.	$2.99	$4.50	Bianco
_26	Centipede Cart.	$2.99		
_27	Choplifter Cart.	$3.99		
_28	Cloudburst Cart.	$3.99		
_29	Computer Chess Cart.	$2.99		
_30	Congo Bongo Cart.	$3.99		
_31	Crossfire Cart.	$3.99	$4.50	Bianco

_32 Defender Cart. $2.99
_33 Deluxe Invaders Cart. $3.99 $4.00 skibo
_34 Demon Attack Cart. $3.99
_35 Dig Dug Cart. $2.99
_36 Donkey Kong Cart. $3.99
_37 Donkey Kong Jr. Cart. $3.99
_38 E.T. Phone Home Cart. $2.99
_39 E.T. Phone Home Cart. (unopened) $4.99
_40 E.T. Phone Home Cart. (unopened) $4.99
_41 E.T. Phone Home Cart(w/manual+box) $3.99
_42 Eagles Nest Cart. $3.99
_43 Eastern Front (1941) Cart. $2.99
_44 Eastern Front (1941) Cart. $2.99
_45 Eastern Front (1941) Cart. $2.99
_46 Eastern Front (1941) XE Cart. $3.99
_47 Fast Eddie Cart. $3.99 $4.50 Bianco
_48 Flight Simulator II Cart. $3.99
_49 Flight Simulator II Cart(w/manual) $6.99 $7.00 Baker
_50 Football Cart. $2.99
_51 Frogger Cart. $3.99
_52 Galaxian Cart. $2.99
_53 Gateway to Apshai Cart. $3.99 $4.50 Bianco
_54 Gato Cart. (w/manual) $4.99
_55 Gorf Cart. $3.99
_56 Gyruss Cart. $3.99
_57 Journey to the Planets Cart. $3.99 $4.00 skibo
_58 Joust Cart. $2.99
_59 Joust Cart. $2.99
_60 Jumbo Jet Pilot Cart. $2.99
_61 Jungle Hunt Cart. $2.99
_62 K-razy Antiks Cart. $3.99 $4.50 Bianco
_63 K-razy Shootout Cart. $3.99 $4.50 Bianco
_64 Kaboom! Cart. $3.99
_65 Lode Runner Cart. $3.99
_66 Logic Levels Cart. $3.99
_67 Mario Brothers Cart. $3.99 $4.50 Bianco
_68 Master Type Cart. $3.99 $4.00 skibo
_69 Microsoft Basic II Cart(w/manuals) $4.99
_70 Millipede Cart. $3.49
_71 Miner 2049'er Cart. $3.99
_72 Missile Command Cart. $2.99
_73 Monkey Wrench II Cart(untested) $3.99 $4.00 skibo
_74 Moon Patrol Cart. $3.99
_75 Mountain King Cart. $3.99 $5.00 Miller
_76 MPP Smart Terminal Cart. $2.99
_77 Ms. Pac-Man Cart. $2.99
_78 Music Composer Cart. $2.99
_79 Necromancer Cart. $3.99
_80 One On One Cart. $3.99
_81 One On One Disk (w/manual) $2.99

_82 Pac-Man Cart. $2.99
_83 Pengo Cart. $2.99
_84 Pilot Language Cart. $3.99
_85 Pitfall Cart. $3.99
_86 Pole Position Cart. $2.99
_87 Popeye Cart. $3.99 $4.50 Bianco
_88 Q-Bert Cart. $3.99
_89 Qix Cart. $2.99
_90 Rescue On Fractalus Cart. $3.99
_91 Return of the Jedi Cart. $3.99
_92 River Raid Cart. $3.99
_93 Robotron 2084 Cart. $3.99
_94 Serpetine Cart. $3.99
_95 Speedway Blast Cart. $3.99 $8.00 Frank
_96 Star Raiders Cart. $2.99
_97 Star Raiders Cart. $2.99
_98 Star Raiders II Cart. $3.99
_99 Space Invaders Cart. $2.99
100 Super Breakout Cart. $2.99
101 Super Breakout Cart. $2.99
102 Super Breakout Cart. $2.99
103 Super Cobra Cart. $3.99
104 Thunderfox Cart. (w/manual) $4.99
105 Track & Field Cart. $3.49 $4.00 skibo
106 Video Easel Cart. $2.99 $2.99 Muchmino
107 Wizard of Wor Cart. $3.99 $4.50 Bianco
108 Wizard of Wor Cart. $3.99
109 Zaxxon Cart. $3.99 $4.50 Bianco

4960. Re: Where 8-Bit Atarians are from, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-13 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36742598.761C@geocities.com>
Source record: 57528

Well, this is as good a time to introduce myself as ever.

I have grown up in the Dallas, Texas area all my life, and was encouraged to buy my first Atari 400 in roughly 1982 after I saw a friend who had a Atari 800. After that, I was hooked. We traded warez and all was cool.

From that point on, I was on the Atari BBS's from 1985-1989, and enjoyed the Atari fandom of the local Atari groups (Dal-Ace).

I did the college thing, got a Macintosh (since I didn't realize that the Atari TT, and Falcon were released) and would find, much to my surprise, that there was still a Atari group in the Dallas area (Atari Users of North Texas - A.U.N.T.)

So after being gone for 9 years, it's fun getting back into the Atari scene yet again.

(And if anyone here is from North Texas and would like to find out more about the our local Atari group.. just let me know...)

Doctor Clu

4961. Re: Atari SX212 Modem ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-13 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36742984.945@geocities.com>
Source record: 57529

BTW, for any of you that might need a power supply for a 2600, XEP80,
or SX212, I have tons of power supplies that will work with them.
(maybe someday I'll reveal the story on how I got them).

But for a few days and shipping I could ship one out to anyone that
needs one.

As for the SX212... I got one recently in a used computer store. Now,
a 1200 buad modem doesn't seem to even get recoginized by BBS's running
with 14.4 and 28.8 modems. However, I'm still curious, what modem
software would run it off the SIO port on the 8-bit?

Doctor Clu

4962. Re: Journey to the Planets (was: Help me with name of game)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-13 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36742A9A.8C5@geocities.com>
Source record: 57530

Hmmm... provided that I have a E-prom writer, and spare cartridges,
what would it take to write a new cartridge from some of these rom
images off the internet? Making a New JTTP cartridge would be cool!

Doctor Clu

4963. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-13 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <367451BB.72CB@geocities.com>
Source record: 57531

> what all versions of star raiders are there?? which is considered the "best"
> version??
>
> Be nice to have one with better graphics then the 800 version....
>
> Gary Tabar Jr,
> @ Da Mouzzz...
> EMAIL: gareeeNOSPAM@worldnet.att.net

* * *

At the Novmber meeting of A.U.N.T.(Atari Users of North Texas) a
Falcon040 and a Atari 400 were set up side by side. We showed off the
various bits of fandom between the two systems.

Then we showed off the 8-bit Star Raiders and the ST version on the
Falcon. One thing was quickly agreed by everyone present...

The explosions, the animation, the sound, and the game play of the
Atari 8-bit were declared to be superior. :)

What raised the eyebrows most was the photon torpedos and the
explosions... oh, and going into hyperspace.

Yep, the 8-bit version rules overal. :)

Doctor Clu

4964. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-13 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36743257.3703@geocities.com>
Source record: 57532
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
>
> Don't forget Doctor Who,Blake's 7,nudity on PBS...

Huzzah to all of the above!!

Especially to Jon Pertwee, Tom Baker, Peter Davison, and Sylvester
Mccoy... great Doctors one and all!!!
(ESPECIALLY Jon Pertwee!)

Doctor Clu - Atari 8-bit enthusiast
```

4965. TEST

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-13 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36791996.8147559@news.pressenter.com>
Source record: 57533

This is only a test. Lately, I haven't seen any new articles show up on my news server for this and some other favorite groups of mine. I am posting this as a test to see if this shows up as a new message for me.

4966. what happened to www.atari.nu ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19981213224048.18894.00002019@ng39.aol.com>
Source record: 57438

I've not been able to access the site. Are they gone forever?

Everything Atari Fan
Brent
BGarvey355@aol.com

4967. FA on Yahoo: Atari 600xl computer in original Package

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3679a4c1.4690584@news.earthlink.net>
Source record: 57439

http://auctions.yahoo.com/auction/1751125

4968. FA on Yahoo: 1010 Cassette player/recorder for Atari 8 bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3679af0d.3807421@news.earthlink.net>
Source record: 57440

http://auctions.yahoo.com/auction/1777405

4969. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3674B800.4AA22B76@arn.net>
Source record: 57441

How do I join that group? I assume it's out of W. Falls area and what
not. I am out of Lubbock, TX.

Laters,

antbaker@arn.net

P.S. My dad is a HUGE Atari fanatic, he lives in Brownwood. Is there a
way he could join too, or do you know of other Atari user groups in TX?

Doctor Clu wrote:
>
> > what all versions of star raiders are there?? which is considered the "best"
> > version??
> >
> > Be nice to have one with better graphics then the 800 version....
> >
> > Gary Tabar Jr,
> > @ Da Mouzzz...
> > EMAIL: gareeeNOSPAM@worldnet.att.net
>
> * * *
>
> At the Novmber meeting of A.U.N.T.(Atari Users of North Texas) a
> Falcon040 and a Atari 400 were set up side by side. We showed off the
> various bits of fandom between the two systems.
>
> Then we showed off the 8-bit Star Raiders and the ST version on the
> Falcon. One thing was quickly agreed by everyone present...
>
> The explosions, the animation, the sound, and the game play of the
> Atari 8-bit were declared to be superior. :)
>
> What raised the eyebrows most was the photon torpedos and the
> explosions... oh, and going into hyperspace.
>
> Yep, the 8-bit version rules overal. :)
>
> Doctor Clu

4970. Re: what happened to www.atari.nu ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3674B942.59FFBE3@arn.net>
Source record: 57442

I haven't either. That was an awesome Vaporware site too.

Laters,

antbaker@arn.net

BGarvey355 wrote:
>
> I've not been able to access the site. Are they gone forever?
>
> Everything Atari Fan
> Brent
> BGarvey355@aol.com

4971. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3674C0F3.7387@geocities.com>
Source record: 57443

Parts of interest quoted from Dave's message:

> * 5200 Version-
> Basically the 8bit version, with some very minor graphic enhancements
> (you could see the ship type in the long range scan, the original just
> showed a blip)...

*===I==================------

I wanna ram version of this! To matter the fact, if someone would port this over to the Atari computer from the 5200 and then put it in cartridge form.,.. I would be in heaven!

* * *

>
> * Star Raiders II for the 8bit computers-
> More of a sequel than an update, it was an interesting game with
> somewhat better graphics, but still not as exciting or challenging as the original..

*===I===================---

I first played a copy of this one when it was "The Last Starfighter", and personally, I think it is better that way. As "The Last Starfighter" it is better... as a Star Raiders sequal.. well, it does good enough to be on everyone's favorite list, but it still pales in comparison.

* * *

> Vaporware versions-
> Star Raiders 2000 and Battlesphere for the Jaguar
>
> dwebster@mediaone.net

*====I=================----

Why re-invent the wheel? The programmer made a awesome piece of code that is frankly unbeatable. Why don't we ask the programmer for permission to the code, then alter it. We keep the great explosions, hyperspace, and photons...

Then we could ADD more controls... to life support, add other weapon systems... we could boost the game from a 8K cartridge to a 16 or 32K cartridge... think of what we could add to the existing code?

One fun idea that would probably expand it beyond a cartridge form is to have MULTI-PLAYER STAR RAIDERS. Could you image fighting a live

combatant in that game?

What do the rest of you in the "Star Raiders Academy" think?

Doctor Clu

4972. Re: SIMM upgrade. I goofed

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3674C8B4.620E@geocities.com>
Source record: 57444

I hope this doesn't mean you're throwing in the towel on this! It
sounds like you had made a lot of headway!

Doctor Clu

* * *

Mathy Van Nisselroy wrote:
>
> Howdy folks
>
> I goofed in a pretty big way.
>
> Remember the flickering I told you all about, that appaired under BASIC when I
> was entering code or listing it?
>
> Well.....
>
> Some of not most of the 800XE's and 65XE's that were sold in Europe have a
> Graphics 9 bug. If you tell it to draw a BIG line on the top of the screen,
> where each line has a different hue (read: it starts out black then via shades
> of grey to white and back), it will err. Instead of smouth lines, you will see
> small circles on some lines.
>
> Somebody developed an upgrade for this. It involved soldering three resistors
> to pins on the GTIA chip (pin 18 - 1kOhm, pin 19 - 470 Ohm, pin 20 - 1 kOhm)
> and ground (I used pins 2,3, 5 and 1 of te ANTIC chip). Well, that made the
> ANTIC run a bit warm. And started all the big problems with BASIC.
>
> I took the "upgrade" out.
>
> Now I'm back to: Where is my Dup and Mem.sav after I Boot the XE?
>
> Sorry if I smoked a brain or two. And thanks to all those trying to help.
>
> CU Mathy van Nisselroy

4973. Re: New WWW page

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Jindrich Kubec <kubecj.spam@asw.cz>
Message-ID: <3674C629.914A643A@asw.cz>
Source record: 57445

William Kendrick wrote:
> : It's possible to create Atari Game database. I've got the lists in CSV
> : formats so that it is relatively easy to write simple Perl cgi for
> : database access thru my web. Is anybody interested in it?
>
> Hi! Why not submit your site to XL Search? Simply convert the CSV file
> to QIF format (tab-delimited file containing filepath/name, file date (YYMMDD),
> file size, and description), place it on your website or FTP site, and
> tell me and I'll incorporate your site into the database.

I won't post game files on the site. I'm afraid of doing so, because
it's my company site...

Game Database would be useful for collectors - it's just the description
of the game - name, coder, musician, company, year, etc...
--
Jindrich Kubec <kubecj@asw.cz>
For Atari utils check http://www.asw.cz/~kubecj

4974. RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3674CB59.595C@geocities.com>
Source record: 57446

The Atari 800. The Hippo of the Atari 8-bit realm. I've always dreamed of owning one, and I am currently fixing and soon with a few spare parts, will work to upgrade it.

I know the 800XL and 130 XE are the computers of choice, but the Atari 800 has a look and feel I love!

(The Atari 400 is similar, but makes a great game system...)

Sooo... seeing that I like cartridges, and the Atari 800... how might I put that "Right Cartridge" slot to use? I want to slap SOMETHING in there.

Besides, it will make the 800 look more cool for the Atari meetings!

And while we are on this note, does anyone have a Atari cartridge CASE for the Atari 8-bit that says.. "RIGHT CARTRIDGE" on it?

Doctor Clu

4975. Re: what happened to www.atari.nu ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Dooooooooood <nomystery@meat.org>
Message-ID: <ON3d2.36509$c8.19681024@hme2.newscontent-01.sprint.ca>
Source record: 57447

Curt's been having problems with the site and has moved it to
http://www.atari-history.com/
You can also check out http://members.xoom.com/Pairman for a list of updated
sites there. Thats where I found Curts new web address.

Anthony Baker wrote in message <3674B942.59FFBE3@arn.net>...
>I haven't either. That was an awesome Vaporware site too.
>
>Laters,
>
>antbaker@arn.net
>
>BGarvey355 wrote:
>>
>> I've not been able to access the site. Are they gone forever?
>>
>> Everything Atari Fan
>> Brent
>> BGarvey355@aol.com

4976. Re: Star Raiders II instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yvhje7umj.fsf@co.umist.ac.uk>
Source record: 57448

"baronvr" <baronvr@REMOVEusa.net> writes:
> I've just started experimenting with SR2 and Atari800win and I never seem to
> get very far. Can someone post some brief instructions for basic play. I
> usually shoot down several craft and then linger in orbit over the same
> planet continually. Thanks in advance.

Try playing about with the keyboard too. Pressing the space bar (I think!) will take you to the galactic chart. From the you can jump to other planets, to star bases (for repairs/more fuel/more bombs) to the star (for more fuel, but don't hang around too long!), to enemy squadrons, or the the enemy system (top left hand corner). You select where you want to jump to by moving your joystick (or whatever you're using) around and a line will appear from your craft's position to the destination. When the line reaches a valid destination a circle will be drawn around it, then press fire and you will warp to that destination.

When attacking the enemy system, the main aim is to destroy their factories (that are making all their attack squadrons which are invading your system), for that you need to switch weapons, which I think you do with the W or X key (can't remember for sure now), a cross hair will appear over the planet's surface, and the you drop a bomb by pressing fire. To win you need to destroy all their factories and attack squadrons before they destroy all your cities.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4977. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_913640498@rtfm.mit.edu>
Source record: 57449
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 21, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

4978. Re: Star Raiders II instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <36751FD8.676EC92E@erols.comX>
Source record: 57450

I just finished playing this game:

Press the Space Bar to get to the galactic chart and choose a hyperspace destination

Press 'S' for shields

When orbiting a planet press 'W' to switch between ground based and space based attacking.

The object is to destory all the Zylon(??) cities and fighter squardons before they destory your cities. When you first start out you are in your galaxy. You need to hyperspace to the Zylon galaxy to destroy their cities. Watch your shields/power. Eventually you'll need to dock at a space station(in YOUR galaxy) to refuel.

Thats it.
--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Raphael James Espino wrote:

> "baronvr" <baronvr@REMOVEusa.net> writes:
> > I've just started experimenting with SR2 and Atari800win and I never seem to
> > get very far. Can someone post some brief instructions for basic play. I
> > usually shoot down several craft and then linger in orbit over the same
> > planet continually. Thanks in advance.
>
> Try playing about with the keyboard too. Pressing the space bar (I
> think!) will take you to the galactic chart. From the you can jump to
> other planets, to star bases (for repairs/more fuel/more bombs) to the
> star (for more fuel, but don't hang around too long!), to enemy
> squadrons, or the the enemy system (top left hand corner). You select
> where you want to jump to by moving your joystick (or whatever you're
> using) around and a line will appear from your craft's position to the
> destination. When the line reaches a valid destination a circle will
> be drawn around it, then press fire and you will warp to that
> destination.
>
> When attacking the enemy system, the main aim is to destroy their
> factories (that are making all their attack squadrons which are
> invading your system), for that you need to switch weapons, which I
> think you do with the W or X key (can't remember for sure now), a

> cross hair will appear over the planet's surface, and the you drop a
> bomb by pressing fire. To win you need to destroy all their factories
> and attack squadrons before they destroy all your cities.
>
> --
> Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
> http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
> http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
> ----------------- Join The Atari 8-bit Computer WebRing at: -----------------
> ------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4979. Re: Atari in PC case?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <753c0g$l6n$1@nets3.rz.RWTH-Aachen.DE>
Source record: 57451

Howdy Dave

>> With switching power supplies, you loose more power over a lenght of wire
than
>> with "normal" switching power supplies.

>"With switching power supplies, you loose more power over a
>length of wire than with "normal" switching power supplies." this
>statement doesn't make sense! Are you saying that there is
>abnormal switching power supplies? how do you loose more power
>with a "switching power supply" than with a " 'normal'switching
>power supply" Or are you saying with a regular power supply you
>loose more voltage than with a switching power supply

I meant to say normal power supply. NON switching. They loose less power over
a certain (could somebody please tell me if I spelled the right "certain" here,
or if I'm talking about the piece of fabric hanging infront of your Windows.
Hmm, wouldn't be a bad idea. :-) but back to "serious mode") lenght of wire
than switching PS do. Atleast that's what I keep hearing.

CU Mathy van Nisselroy

4980. Re: SHEOL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <753cim$l6n$2@nets3.rz.RWTH-Aachen.DE>
Source record: 57452

Howdy Aleksander

>Yes, because almost all Atari disk drives use DD. Only bare 1050 didn't
>recognize DD, but everyone should have upgraded 1050. Upgrade costs less
>than a pizza, so... no comments...

Tell me more. How do I upgrade the thing. (If anybody has enough drives it's me. The only thing I can not do (without cutting holes in disks) is format the backside of a floppy in Double Density.)

>ATR file is a disk image with 16 bytes header, but you can easly convert
>ATR into DCM or XFD using Imagic by Steve J. Tucker (cool program)

But that's a PC file, isn't it. (I already have a version of SHEOL that the 8 bit Atari can read, but there are always other files/authors/uploaders)

>That's not my fault... My friend who is also the author of SHEOL said
>that he will do this demo for memory upgrades uncompatible with 130XE,
>because it is more popular... I told him, that demo should be compatible
>with 130xe not any lame upgrades, but... I couldn't do anything...
>The whole problem is with bits. Demo uses bits 2,3,5,6 for bank select
>and bit 4 for XMS enable.
>130XE ises bits 2,3 (modified models also bits 6,7) and bits 4,5 for XMS
>enable, but(!) separately for Antic and CPU!

I made my 1MB upgrade especially so that I can have separate CPU and ANTIC banking. I always hated it when people said we don't need separate CPU and ANTIC banking!!!! BTW, I keep hearing ANTIC can do stuff faster that way. Don't ask me why.

>> Every piece of software I tried it with sees atleast
>> have of that. Why not sheol???

>I've just explained that.... I'm really sorry about that.... Be sure
>that any next prodict of me! Will be runable on 130XE compatibles. I
>can't to command my freind to do the same, but I'll try....

Thanks, if you where a pretty woman, I could kiss you. (send you girlfriend instead :-))

CU Mathy van Nisselroy

4981. Re: speakerphones

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <753cqo$l6n$3@nets3.rz.RWTH-Aachen.DE>
Source record: 57453

In article <366ffafd.17344937@207.97.159.250>, arfy@catch-22.org says...
>
>On 10 Dec 1998 16:01:32 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
>Van Nisselroy) wrote:
>>
>>Could you look for me (on the CD)? I'ld like to have one (ever since I first
>>saw them). I know you can buy phones nowaday that have such a thing built
in,
>>but I like the idea that it's a stand alone thingy (even if I might have to
>>find an old telephone to connect it to.) Building one myself seem like a
good
>>solution if these things break easily.
>>
>>CU Mathy van Nisselroy
>>
>You dont have to connect a phone to it, just plug it in. It can
>operate alone.
>
>scott

Howdy Scott (so your name isn't really Yogi)

Could you look for me on that CD? Or lend me the CD for a couple a weeks?

CU Mathy van Nisselroy

4982. Re: MIO and 512-byte Sectors

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <753dcd$l6n$4@nets3.rz.RWTH-Aachen.DE>
Source record: 57454

In article <Pine.GSO.3.95.iB1.0.981213014726.15434A-100000@vtn1>,
yg473@victoria.tc.ca says...
>
>
>
>On 12 Dec 1998 kenames@earthlink.net wrote:
>
>>
>> 512 byte code for what? can you be more specific and provide some
>> details?
>>
>> Ken
>>
>Specifically, the code in the MIO ROM to access hard drives is written to
>handle sectors of 256 bytes in length and it's almost impossible to find a
>hard drive or hard drive work-alike (ZIP etc.) that uses anything other
>than 512 byte sectors. What I'm planning is a software driver to use the
>MIO hardware but bypass its ROM to allow use of modern SCSI devices with
>the MIO.
>
>Don't hold your breath for this to arrive as it's going to take a while to
>sort out what exactly I want the code to do and how it's going to do it.
>One thing I do know is that it will most likely be for SpartaDOS 3.x only
>as I don't have info on SpartaDOS-X .com file formats and I rarely bother
>booting any other DOS.
>
>John

A very, very, very long time ago, I read a message on the CSS BBS (back when the SysOps still checked in on it. Heck, they had TWO SysOps.) that somebody had sent in his MIO for repairs and when he got the MIO back from ICD, the BLACKBOX (not the MIO) could read the harddisk that was on the MIO no matter what the MIO-compatibility what position the dipswitch was in. On solution that was mentioned was that the MIO might have been upgraded to support 512 byte sectors. But I'm not sure. The MIO also inverts data that is send to te SCSI bus, whe the BlackBox doesn't. Maybe the MIO was upgraded to handle non-inverted data. I don't know. You might wanna ask ICD! Or Mike Hohmann.... (via Bob Klaas?????)

CU Mathy van Nisselroy

4983. Re: UNIX for 6502....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <753ejl$l6n$7@nets3.rz.RWTH-Aachen.DE>
Source record: 57455

Howdy folks

>> i agree, i would love to see an 8-bit version of Unix
>> can it be done?

>Nope. Unix needs all kind of funky memory management stuff that the 6502
>simply doesn't have. I couldn't get on to the URL quoted but I suspect
>someone has implementd some Unix commands but not actually got Unix
>running them.

I've never seen any of it, but the ABBUC magazine mentioned a mailing list that
was intended for discussions on the ANIX project which is/was supposed to be a
UNIX version for te 8 bit ATARI. (don't fight with me on this one. I only
know what I read in these four lines of text here. To receive it, mail to:

majordomo AT zwieracz DOT pse DOT pl

put:

subscribe atari8-l YOUR-EMAIL-ADDRESS

in the BODY of the message, NOT in the subject.

CU Mathy van Nisselroy

4984. Re: FuseBox

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <753env$l6n$8@nets3.rz.RWTH-Aachen.DE>
Source record: 57456

Above message concerns the game FUSEBOX, not the electric component

CU Mathy van Nisselroy

4985. Size of MIO case

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <753ds1$l6n$5@nets3.rz.RWTH-Aachen.DE>
Source record: 57457

Howdy folks

Could somebody please tell me how big a MIO (case) is? Physical size please.
Height, Length, Depth. How much smaller is it on the inside? I guess it will
be just a wee bit to small for my plans, but I do wanna know how for sure.
So.....

How big is a MIO?

CU Mathy van Nisselroy

4986. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: look@my.sig
Message-ID: <753gcfpup3@cfs2.kis.keele.ac.uk>
Source record: 57458
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst Doctor Clu <clu-da-bard@geocities.com>
eloquently scribe:
:>
:> Don't forget Doctor Who,Blake's 7,nudity on PBS...

: Huzzah to all of the above!!
:
: Especially to Jon Pertwee, Tom Baker, Peter Davison, and Sylvester
: Mccoy... great Doctors one and all!!!
: (ESPECIALLY Jon Pertwee!)

Replace Sylvester [I still act like I'm on vision on] McCoy with Patrick
Troughton, and I'd agree with you.

--

```
-------------------------------------------------------------------------------
|u5a77@teach.cs.keele.ac.uk| |
| Andrew Halliwell | "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| Finalist in:- | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-------------------------------------------------------------------------------
|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |
-------------------------------------------------------------------------------
```

4987. Curt Vendell and his find of FTE stuff

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <753e8k$l6n$6@nets3.rz.RWTH-Aachen.DE>
Source record: 57459

Howdy folks

A while ago, Curt Vendell place a message here telling us that he had found a place where they had stuff that Mike Hohmann had left behind. Like Atari cart shells and empty MIO cases and stuff.

Do you know what they cost?
How much is/are available? (= should I decide fast?)
Are these the new grey cart cases or the old brown things?

CU Mathy van Nisselroy

Dreaming that a MIO case might be just a wee bit bigger then his XE.

4988. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <3675433D.542DAA6@ix.netcom.com>
Source record: 57460

The Monkey Wrench and Monkey Wrench II are the only carts I know of for the right cartridge slot. My Monkey Wrench II has a top sticker that says RIGHT CARTRIDGE>>

I'm almost certain Atari never released a RIGHT CARTRIDGE>>.

Jeff

Doctor Clu wrote:

> The Atari 800. The Hippo of the Atari 8-bit realm. I've always
> dreamed of owning one, and I am currently fixing and soon with a few
> spare parts, will work to upgrade it.
>
> I know the 800XL and 130 XE are the computers of choice, but the Atari
> 800 has a look and feel I love!
>
> (The Atari 400 is similar, but makes a great game system...)
>
> Sooo... seeing that I like cartridges, and the Atari 800... how might I
> put that "Right Cartridge" slot to use? I want to slap SOMETHING in
> there.
>
> Besides, it will make the 800 look more cool for the Atari meetings!
>
> And while we are on this note, does anyone have a Atari cartridge CASE
> for the Atari 8-bit that says.. "RIGHT CARTRIDGE" on it?
>
> Doctor Clu

4989. New Computer Express giveaways

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <913655994.357.0.nnrp-03.9e98ea3a@news.demon.co.uk>
Source record: 57461
Cross-posted to: alt.c64,comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.msx,comp.sys.atari.8bit

Could the person to whom I owe the New Computer Expresses, please get in touch.

I've mislaid your address and e-mail details.

Reply to brian@spheroid.demon.co.uk

Thanks.

--
--
Brian

4990. Re: Size of MIO case

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <36754405.23E37757@ix.netcom.com>
Source record: 57462

About 1.5 x 9.5 x 6 inches (4 x 24 x 16 cm) on the outside. Never opened either of mine, so I don't know inside dimensions, but judging from your other message, this is way too small, anyway...

Jeff

Mathy Van Nisselroy wrote:

> Howdy folks
>
> Could somebody please tell me how big a MIO (case) is? Physical size please.
> Height, Length, Depth. How much smaller is it on the inside? I guess it will
> be just a wee bit to small for my plans, but I do wanna know how for sure.
> So.....
>
> How big is a MIO?
>
> CU Mathy van Nisselroy

4991. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981214130042.11331.00001006@ngol07.aol.com>
Source record: 57463

The RTime8 also works in the Right slot... that's where I keep mine... at least until December 31, '99!
Vinnie

4992. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3675686F.5B47@geocities.com>
Source record: 57464
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> :> Don't forget Doctor Who,Blake's 7,nudity on PBS...
>
> : Huzzah to all of the above!!
> :
> : Especially to Jon Pertwee, Tom Baker, Peter Davison, and Sylvester
> : Mccoy... great Doctors one and all!!!
> : (ESPECIALLY Jon Pertwee!)
>
> Replace Sylvester [I still act like I'm on vision on] McCoy with Patrick
> Troughton, and I'd agree with you.
> |
> | Andrew Halliwell

* * *

Hey, Troughton was quite good. Actually they all were. But don't tell
me you didn't like Sylvester! Common.. it was like Tom Baker and
Patrick Troughton with a litte William Hartnell rolled into one!

Clu

4993. 5.25 Inch disks FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <753mj7$f8r$1@mohawk.hwcn.org>
Source record: 57465

I have a couple hundred 5.25 inch low density floppy disks which are Word Perfect 5.0 disks. I am selling them for 10 US cents each, ie 100 for 10 US dollars plus shipping from Canada.

The disks are used commercial Word Perfect Master disks which should work fine with Atari 8 bit computers.

Willy

4994. Free! in the Twin Cities area

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Mike Dillon <mdillon@fluoroware.com>
Message-ID: <367563F1.A4B11385@fluoroware.com>
Source record: 57466

My wife says that the following stuff must go! All of it has been boxed up in their original boxes for several years. All of it was in working order when I put them back in their boxes.

Atari 1200XL
Atari 1050 Disk Drive
Atari 1030 Modem (300baud, not sure about the model number as I am writing this from memory)
Canon PW-1124 dot matrix printer

All manuals are included, also some books, and some software. (You get all of my 8bit Atari stuff!)
I prefer that you pick up these items at my house in Chaska, MN. I do not wish to ship these items.

Please E-mail me for more information.

Mike Dillon (mdillon@fluoroware.com)

4995. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36756ACB.2A9C@geocities.com>
Source record: 57467

Jeffrey S. Jewell wrote:
>
> The Monkey Wrench and Monkey Wrench II are the only carts I know of for the right
> cartridge slot. My Monkey Wrench II has a top sticker that says RIGHT CARTRIDGE>>
>
> I'm almost certain Atari never released a RIGHT CARTRIDGE>>.
>
> Jeff

Well, I definately plan to see (with the help of the other folks here)
if Atari ever made a right hand version. Soon we will know! :)

As for Monkey Wrench, how did it work from the right hand slot, and
certainly not all copies of Monkey wrench were designed to work in the
right hand slot.

Curiously,

Clu

4996. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36756B43.5977@geocities.com>
Source record: 57468

VINNIE5757 wrote:
>
> The RTime8 also works in the Right slot... that's where I keep mine... at least
> until December 31, '99!
> Vinnie

Fascinating! They make a clock for the right hand slot. What is the
advantage of having that? (And you're fairly certain it's not Y2k
fixed?)

Clu

4997. Re: Size of MIO case

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-dOqOyb1RIlze@DRACO>
Source record: 57469

On Mon, 14 Dec 1998 16:20:17, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

> Howdy folks
>
> Could somebody please tell me how big a MIO (case) is? Physical size please.
> Height, Length, Depth. How much smaller is it on the inside? I guess it will
> be just a wee bit to small for my plans, but I do wanna know how for sure.
> So.....
>
> How big is a MIO?
>
> CU Mathy van Nisselroy
>
they are 1 1/2" tall, 6 1/2" deep, and 9 1/2' wide as I just measured.
BTW, the height is including the feet which are 1/8" high so the MIO
is really 1 3/8" high without it's feet.

Ken

4998. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Joyce McNeal <jmcneal@erols.com>
Message-ID: <367575C2.62B1@erols.com>
Source record: 57470

Michael Current wrote:
>
> Archive-name: atari-8-bit/welcome
> Posting-Frequency: 7 days
> Last-modified: October 21, 1998
>
> Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
> Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
> 800XL, 65XE, 130XE, 800XE, and the XE Game System.
>
> Many topics are covered over and over again. To help alleviate this trend,
> several people volunteer their time and energies by maintaining Periodic
> Informational Postings for this newsgroup. Please take a moment to refer to
> these documents before posting to comp.sys.atari.8bit. The answer to your
> question may already be readily available!
>
> Users of comp.sys.atari.8bit actively maintain the following Periodic
> Informational Postings:
>
> Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
> mailto:mcurrent@carleton.edu
> http://www.faqs.org/faqs/atari-8-bit/faq/
>
> Atari 8-Bit Computers: Vendors and Developers / Michael Current
> mailto:mcurrent@carleton.edu
> http://www.faqs.org/faqs/atari-8-bit/vendev/
>
> Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
> mailto:nbs@sonic.net
> http://www.sonic.net/~nbs/atari/info/emulatorfaq.html
>
> Atari BBS List / Trevor Holyoak
> mailto:trevor@holyoak.com
> http://www.holyoak.com/atari/
>
> Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
> mailto:david_p@storm.ca
> http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
>
> Atari Computer User Groups / Rich Tietjens
> mailto:atari@spambusters.ml.org
> http://www.spambusters.ml.org/atari/ugbbs.htm
Turn $6.00 into $42,000...Hey it sounded crazy to me too. However if
you're interested in taking a $6.00 roll of the dice I KNOW you're

going to be very surprised cause I was dumbfounded!!!!
READING THIS COULD CHANGE YOUR LIFE ALONG WITH 3 HOURS OF YOUR TIME,
$6.00, 6 stamps and a spontanios call to action!
I found this on a bulletin board and decided to try it. Just a little
while back, I was browsing through newsgroups, just like you are now,
and came across an article similar to this that said I could make
thousands of dollars within weeks with only an initial investment of
$6.00 and 3 Hours! So I thought, "Yeah right, this must be a scam", but
being involved in marketing and advertising I know how much corporations
will pay for fresh mailing lists.
So like most of us, I was curious and kept on reading. Anyway, it said
that you send $1.00 to each of the 6 names and address stated in the
article. You then place your own name and address in the bottom of
the list at #6, and post the article in at least 200 newsgroups.
(There are thousands) No catch, that was it. So after thinking it
over, and talking to a few people first, I thought about trying it. I
figured: "what have I got to lose except 6 stamps and $6.00,
right?" Then I invested the measly $6.00. Well GUESS WHAT!!...
within 7 days, I started getting cash in the mail! I was shocked! I
figured it would end soon, but the cash just kept coming in. In my
first week, I made about $25.00. By the end of the second week I had
made a total of over $1,000.00! In the third week I had over
$10,000.00 and it's still growing. This is now my fourth week and I
have made a total of just over $42,000.00 and it's still coming in
rapidly. It's certainly worth $6.00, and 6 stamps, I have spent more
than that on the lottery haven't tou done the same? I am now investing
another wopping $6.00 and doing it again so just go for it cause you'll
blow $6.00 on smokes , drinks or lottery tickets looking for some form
of
pleasure. I'm confident that as the weeks go by you'll start to see
why
some people say making money is easy if you know how. One thing I'd
like
to
request is as the money starts to come in please find an oganization
Like
your church,
the YMCA, YWCA or a soup kitchen to give some to. Hey it'll make you
feel
good
in ways I can't discribe.
Let me tell you how this legal opportunity works and most
importantly, why it works....Also, make sure you print a copy of this
article NOW, so you can get the information off of it as you need it.
I promise you that if you follow the directions exactly, that you
will start making more cash than you thought possible by doing
something so easy!
Suggestion: Read this entire message carefully! (print it out or
download it.) Follow the simple directions and watch the cash come
in!

It's easy. It's legal. And, your investment is only $6.00 (Plus postage)
IMPORTANT: This is not a rip-off; it is not indecent; it is not illegal; and it is virtually no risk - it really works!!!!
If all of the following instructions are adhered to, you will receive extraordinary dividends.
PLEASE NOTE:
Please follow these directions EXACTLY, and $50,000 or more can be yours in 20 to 60 days. This program remains successful because of the honesty and integrity of the participants. Please continue its success by carefully adhering to the instructions.
You will now become part of the Mail Order business. In this business your product is not solid and tangible, it's a service. You are in the business of developing Mailing Lists. Many large corporations are happy to pay big bucks for quality lists. However, the cash made from the mailing lists is secondary to the income which is made from people like you and myself asking to be included in that list.
Here are the 4 easy steps to success:
STEP 1: Get 6 separate pieces of paper and write the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now get 6 US $1.00 bills and place ONE inside EACH of the 6 pieces of paper so the bill will not be seen through the envelope (to prevent thievery). Next, place one paper in each of the 6 envelopes and seal them. You should now have 6 sealed envelopes, each with a piece of paper stating the above phrase, your name and address, and a $1.00 bill. What you are doing is creating a service. THIS IS ABSOLUTELY LEGAL! You are requesting a legitimate service and you are paying for it! Like most of us I was a little skeptical and a little worried about the legal aspects of it all. So I checked it out with the U.S. Post Office (1-800-725-2161) and they confirmed that it is indeed legal! Mail the 6 envelopes to the following addresses:

#1)Robert Riker
1187 Marques rd
N. Charleston, SC 29406

#2)Matt W. Forrest
119 Victoria St. Apt. 2
Woodstock, NB.
Canada E7M 3A4

#3)Rob Williams
4265 Bond st.
Burnaby, BC
Canada V5H 1G3

#4)Brad Riddle
12613 W. Arrowhead Dr.
Daleville, IN 47334

#5)Donald Moulder
2620-B Stennis

Lemoore, CA 93245

#6)Matt McNeal
1708 hampstead/mexico ,rd.
westminister MD 21157
STEP 2: Now take the #1 name off the list that you see above, move the other names up (6 becomes 5, 5 becomes 4, etc...) and add YOUR Name as number 6 on the list.
STEP 3: Change anything you need to, but try to keep this article as close to original as possible. Now, post your amended article to at least 200 newsgroups. (I think there are close to 24,000 groups) All you need is 200, but remember, the more you post, the more cash you make!
This is perfectly legal! If you have any doubts, refer to Title 18 Sec. 1302 & 1341 of the Postal lottery laws.
Keep a copy of these steps for yourself and, whenever you need cash, you can use it again, and again.
PLEASE REMEMBER that this program remains successful because of the honesty and integrity of the participants and by their carefully adhering to the directions. Look at it this way. If you are of integrity, the program will continue and the cash that so many others have received will come your way.
NOTE: You may want to retain every name and address sent to you, either on a computer or hard copy and keep the notes people send you. This VERIFIES that you are truly providing a service. (Also, it might be a good idea to wrap the $1 bill in dark paper to reduce the risk of mail theft.)
So, as each post is downloaded and the directions carefully followed, six members will be reimbursed for their participation as a List Developer with one dollar each. Your name will move up the list geometrically so that when your name reaches the #1 position you will be receiving thousands of cash in CASH!!! What an opportunity for only $6.00 ($1.00 for each of the first six people listed above) Send it now, add your own name to the list and you're in business!
---DIRECTIONS ----- FOR HOW TO POST TO NEWSGROUPS----------
Step 1) You do not need to re-type this entire letter to do your own posting. Simply put your cursor at the beginning of this letter and drag your cursor to the bottom of this document, and select 'copy' from the edit menu. This will copy the entire letter into the computer's memory.
Step 2) Open a blank 'notepad' file and place your cursor at the top of the blank page. From the 'edit' menu select 'paste'. This will paste a copy of the letter into notepad so that you can add your name to the list. Step 3) Save your new notepad file as a .txt file. If you want to do your postings in different settings, you'll always have this file to go back to.
Step 4) Use Netscape or Internet explorer and try searching for various newsgroups (on-line forums, message boards, chat sites, discussions.)
Step 5) Visit these message boards and post this article as a new

message by highlighting the text of this letter and selecting paste from the edit menu. Fill in the Subject, this will be the header that everyone sees as they scroll through the list of postings in a particular group, click the post message button. You're done with your first one! Congratulations...THAT'S IT! All you have to do is jump to different newsgroups and post away, after you get the hang of it, it will take about 30 seconds for each newsgroup! **REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE CASH YOU WILL
MAKE!! BUT
YOU
HAVE TO POST A MINIMUM OF 200** That's it! You will begin receiving cash from around the world within days! You may eventually want to rent a P.O.Box due to the large amount of mail you will receive. If you wish to stay anonymous, you can invent a name to use, as long as the postman will deliver it. **JUST MAKE SURE ALL THE ADDRESSES
ARE
CORRECT.**
Now the WHY part:
Out of 200 postings, say I receive only 5 replies (a very low example). So then I made $5.00 with my name at #6 on the letter. Now, each of the 5 persons who just sent me $1.00 make the MINIMUM 200 postings, each with my name at #5 and only 5 persons respond to each of the original 5, that is another $25.00 for me, now those 25 each make 200 MINIMUM posts with my name at #4 and only 5 replies each, I will bring in an additional $125.00! Now, those 125 persons turn around and post the MINIMUM 200 with my name at #3 and only receive 5 replies each, I will make an additional $626.00! OK, now here is the fun part, each of those 625 persons post a MINIMUM 200 letters with my name at #2 and they each only receive 5 replies, that just made me $3,125.00!!! Those 3,125 persons will all deliver this message to 200 newsgroups with my name at #1 and if still 5 persons per 200 newsgroups react I will receive $15,625.00! With an original investment of only $6.00! AMAZING! When your name is no longer on the list, you just take the latest posting in the newsgroups, and send out another $6.00 to names on the list, putting your name at number 6 again. And start posting again. The thing to remember is: do you realize that thousands of people all over the world are joining the internet and reading these articles everyday?, JUST LIKE YOU are now!! So, can you afford $6.00 and see if it really works?? I think so... People have said, "what if the plan is played out and no one sends you the cash? So what! What are the chances of that happening when there are tons of new honest users and new honest people who are joining the internet and newsgroups everyday and are willing to give it a try? Estimates are at 20,000 to 50,000 new users, every day, with thousands of those joining the actual internet. Remember, play FAIRLY and HONESTLY and this will really work. Just do it. I promise you that it will give you something to look forward to
because as the days go by and you're at work coming home you'll be curious

to get there and look in the mail box. After the first few dollars roll
in
you'll see what I'm talking about.
May you always reach for the stars and in them realize your dreams.

4999. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: John/Lori <henk@spamsuxdoitnow.com>
Message-ID: <36757C63.7961@spamsuxdoitnow.com>
Source record: 57471
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

(One moment whilst I don my asbestos suit)

> > :> Don't forget Doctor Who,Blake's 7,nudity on PBS...
> >
> > : Huzzah to all of the above!!
> > :
> > : Especially to Jon Pertwee, Tom Baker, Peter Davison, and Sylvester
> > : Mccoy... great Doctors one and all!!!
> > : (ESPECIALLY Jon Pertwee!)
> >
> > Replace Sylvester [I still act like I'm on vision on] McCoy with Patrick
> > Troughton, and I'd agree with you.
> > |
> > | Andrew Halliwell
>
> * * *
>
> Hey, Troughton was quite good. Actually they all were. But don't tell
> me you didn't like Sylvester! Common.. it was like Tom Baker and
> Patrick Troughton with a litte William Hartnell rolled into one!
>
> Clu

Tom Baker was the best by a long country mile, with Peter Davison as
first runner up

(Don't you Atari types know nothin'? ;)

5000. Atari TouchTablet FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <753sv0$h32$1@mohawk.hwcn.org>
Source record: 57472

I have an Atari brand Touch Tablet for the 8 bit computer. Complete in Box. $20 US plus shipping.

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

5001. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <367582A4.8039D9E9@erols.com>
Source record: 57473

The message showed up, as you can see (I hope!)

Jon Melbo wrote:
>
> This is only a test. Lately, I haven't seen any new articles show up
> on my news server for this and some other favorite groups of mine. I
> am posting this as a test to see if this shows up as a new message for
> me.

5002. Re: what happened to www.atari.nu ?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36758395.5968B046@erols.com>
Source record: 57474

Try www.atari-history.com.

BGarvey355 wrote:
>
> I've not been able to access the site. Are they gone forever?
>
> Everything Atari Fan
> Brent
> BGarvey355@aol.com

5003. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3675888F.7C93FF38@arn.net>
Source record: 57475

Did the right cartridge have more ROM power than the Left Cart. or
something? If that was true, Atari could have made a more advanced
version of Basic.

Laters,

antbaker@arn.net

Doctor Clu wrote:
>
> VINNIE5757 wrote:
> >
> > The RTime8 also works in the Right slot... that's where I keep mine... at least
> > until December 31, '99!
> > Vinnie
>
> Fascinating! They make a clock for the right hand slot. What is the
> advantage of having that? (And you're fairly certain it's not Y2k
> fixed?)
>
> Clu

5004. Re: Star Raiders II instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: baronvr <baronvr@REMOVEusa.net>
Message-ID: <e42kS46J#GA.56@nih2naac.prod2.compuserve.com>
Source record: 57476

Thanks guys. I dont know why I never tried the spacebar before. I guess I was expecting it to be "G" or something. And I probably wouldnt have figured out the whole ground based/air based attack thing on my own. Thanks.

c cole

--
Spike's Big Vectrex Page
http://members.xoom.com/baronvr/

[please remove spamblock before emailing...]

5005. Re: I'm looking for 'Henry's House'...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36759575.5239113@news.demon.co.uk>
Source record: 57477

The other Day "Jacek Bogucki" <gucek@transprojekt.krakow.pl> wrote:

>...for Atari 800XL. If you have it, or know where can I find it - please sen
>me an e-mail, or ICQ message, too.
>greetz,
>
>Jacek Bogucki
>UIN 12464983
>gucek@hardware.com.pl
>

I have it somewhere (sure)

Drop me an email to remind me to send it to you, would normally do it by
return email but I'm not able to this time....
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5006. Atari 8-bit Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <754b34$f03$2@ramp2.tir.com>
Source record: 57478

Rules:

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
__1	4-Button Joystick	$1.99		
__2	Atari Paddles	$2.99		
__3	Paperclip Protection Key	$2.99		
__4	SVI Quickshot I Joystick	$1.99		
__5	homemade cart. Inverter (untested)	$2.99		
__6	3-D Tic-Tac-Toe Cart.	$2.99		
__7	Ace of Aces Cart.	$3.49		
__8	Action Language Cart. (w/manuals)	$9.99	$15.00	Baker
__9	Alien Ambush Cart.	$3.49		
_10	Archon Cart.	$3.49	$4.50	Clu
_11	Asteroids Cart.	$2.99		
_12	AstroChase Cart.	$3.49	$3.50	skibo
_13	AtariArtist Cart.	$2.99		
_14	Ballblazer Cart.	$3.49		
_15	Barnyard Blaster Cart.	$2.99		
_16	BASIC Cart.	$2.99		
_17	BASIC Cart. (w/ orig. box)	$2.99	$5.50	DeMita
_18	BASIC XL Cart.	$4.99	$5.75	DeMita
_19	Basketball Cart.	$2.99		
_20	Battlezone Cart.	$3.99		
_21	Blue Max Cart.	$3.99		
_22	Bug Hunt Cart.	$2.99		
_23	Bug Hunt Cart. (w/manual)	$3.99		
_24	Bug Hunt Cart. (w/o case)	$0.99		
_25	Caverns of Mars Cart.	$2.99	$4.50	Bianco
_26	Centipede Cart.	$2.99		
_27	Choplifter Cart.	$3.99		
_28	Cloudburst Cart.	$3.99		
_29	Computer Chess Cart.	$2.99		
_30	Congo Bongo Cart.	$3.99		
_31	Crossfire Cart.	$3.99	$4.50	Bianco

_32 Defender Cart. $2.99
_33 Deluxe Invaders Cart. $3.99 $4.00 skibo
_34 Demon Attack Cart. $3.99
_35 Dig Dug Cart. $2.99
_36 Donkey Kong Cart. $3.99
_37 Donkey Kong Jr. Cart. $3.99
_38 E.T. Phone Home Cart. $2.99
_39 E.T. Phone Home Cart. (unopened) $4.99
_40 E.T. Phone Home Cart. (unopened) $4.99
_41 E.T. Phone Home Cart(w/manual+box) $3.99
_42 Eagles Nest Cart. $3.99
_43 Eastern Front (1941) Cart. $2.99
_44 Eastern Front (1941) Cart. $2.99
_45 Eastern Front (1941) Cart. $2.99
_46 Eastern Front (1941) XE Cart. $3.99
_47 Fast Eddie Cart. $3.99 $4.50 Bianco
_48 Flight Simulator II Cart. $3.99
_49 Flight Simulator II Cart(w/manual) $6.99 $7.00 Baker
_50 Football Cart. $2.99
_51 Frogger Cart. $3.99
_52 Galaxian Cart. $2.99
_53 Gateway to Apshai Cart. $3.99 $4.50 Bianco
_54 Gato Cart. (w/manual) $4.99
_55 Gorf Cart. $3.99
_56 Gyruss Cart. $3.99
_57 Journey to the Planets Cart. $3.99 $4.00 skibo
_58 Joust Cart. $2.99
_59 Joust Cart. $2.99
_60 Jumbo Jet Pilot Cart. $2.99
_61 Jungle Hunt Cart. $2.99
_62 K-razy Antiks Cart. $3.99 $4.50 Bianco
_63 K-razy Shootout Cart. $3.99 $4.50 Bianco
_64 Kaboom! Cart. $3.99
_65 Lode Runner Cart. $3.99
_66 Logic Levels Cart. $3.99
_67 Mario Brothers Cart. $3.99 $5.50 DeMita
_68 Master Type Cart. $3.99 $4.00 skibo
_69 Microsoft Basic II Cart(w/manuals) $4.99
_70 Millipede Cart. $3.49
_71 Miner 2049'er Cart. $3.99
_72 Missile Command Cart. $2.99
_73 Monkey Wrench II Cart(untested) $3.99 $4.00 skibo
_74 Moon Patrol Cart. $3.99
_75 Mountain King Cart. $3.99 $5.00 Miller
_76 MPP Smart Terminal Cart. $2.99
_77 Ms. Pac-Man Cart. $2.99
_78 Music Composer Cart. $2.99
_79 Necromancer Cart. $3.99
_80 One On One Cart. $3.99
_81 One On One Disk (w/manual) $2.99

_82 Pac-Man Cart. $2.99
_83 Pengo Cart. $2.99
_84 Pilot Language Cart. $3.99
_85 Pitfall Cart. $3.99
_86 Pole Position Cart. $2.99
_87 Popeye Cart. $3.99 $4.50 Bianco
_88 Q-Bert Cart. $3.99
_89 Qix Cart. $2.99
_90 Rescue On Fractalus Cart. $3.99
_91 Return of the Jedi Cart. $3.99
_92 River Raid Cart. $3.99
_93 Robotron 2084 Cart. $3.99
_94 Serpetine Cart. $3.99
_95 Speedway Blast Cart. $3.99 $8.00 Frank
_96 Star Raiders Cart. $2.99
_97 Star Raiders Cart. $2.99
_98 Star Raiders II Cart. $3.99 $4.25 Baker
_99 Space Invaders Cart. $2.99
100 Super Breakout Cart. $2.99
101 Super Breakout Cart. $2.99
102 Super Breakout Cart. $2.99
103 Super Cobra Cart. $3.99
104 Thunderfox Cart. (w/manual) $4.99
105 Track & Field Cart. $3.49 $4.00 skibo
106 Video Easel Cart. $2.99 $2.99 Muchmino
107 Wizard of Wor Cart. $3.99 $4.50 Bianco
108 Wizard of Wor Cart. $3.99 $4.50 Clu
109 Zaxxon Cart. $3.99 $4.50 Bianco

5007. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <3675B34C.843C30CF@ix.netcom.com>
Source record: 57479

All the MWIIs were definitely for the right slot, because the BASIC cart needed to be in the left slot. MWII is a bunch of BASIC programmers tools.

I looked in some old magazines I have to try and find an ad for the original MW, but I couldn't, so I can't speak definitively on that, but I believe it was a similar package that needed BASIC in the left slot.

Jeff

Doctor Clu wrote:

> Jeffrey S. Jewell wrote:
> >
> > The Monkey Wrench and Monkey Wrench II are the only carts I know of for the right
> > cartridge slot. My Monkey Wrench II has a top sticker that says RIGHT CARTRIDGE>>
> >
> > I'm almost certain Atari never released a RIGHT CARTRIDGE>>.
> >
> > Jeff
>
> Well, I definately plan to see (with the help of the other folks here)
> if Atari ever made a right hand version. Soon we will know! :)
>
> As for Monkey Wrench, how did it work from the right hand slot, and
> certainly not all copies of Monkey wrench were designed to work in the
> right hand slot.
>
> Curiously,
>
> Clu

5008. Re: Size of MIO case

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981214190008.2483A-100000@vtn1>
Source record: 57480

On 14 Dec 1998, Mathy Van Nisselroy wrote:

> Howdy folks
>
> Could somebody please tell me how big a MIO (case) is? Physical size please.
> Height, Length, Depth. How much smaller is it on the inside? I guess it will
> be just a wee bit to small for my plans, but I do wanna know how for sure.
> So.....
>
> How big is a MIO?
>
> CU Mathy van Nisselroy
>
>

These are a little rough because I can't get an accurate measurement
without disconnecting it and then having to re-boot and load about 500k
worth of stuff into the RD's:

Length: 24cm Width: 16.5cm Height: 4cm.

re. How much smaller... ?

Not much.

The external ribbon connector is about 10cm long and requires an adapter
for use with a 130XE to fit the "Enhanced Cartridge Interface" (Atari
doublespeak for "Save a few cents by omitting one port.")

John

5009. Re: Looking for old Analog Computing back issues.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <3675D2A1.B2CD4EF9@net66.com>
Source record: 57481

BGarvey355 wrote:
>
> Could these be online somewhere, ordered or otherwise (is someone out there
> willing to part with their collection?;-) i have not been able to find much
> through the popular search engines on this classic atari mag. I used to have a
> whole stack of them, but i inadvertantly left them at an ex-girlfriends house,
> oh about 5 years ago or so. ;-(
> (stupid, stupid, stupid)
> Brent

Uh - any particular ones yer lookin for?

Statz

5010. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981214190919.2483B-100000@vtn1>
Source record: 57482

On 14 Dec 1998, VINNIE5757 wrote:

>
> The RTime8 also works in the Right slot... that's where I keep mine... at least
> until December 31, '99!
> Vinnie
>
>
>
Y2K should not be a problem for the R-Time 8. The only adjustment that
needs to be made is in the code that calculates day of the week and that
code is in SpartaDOS--not the RT8 itself. Version 3.2g already has the new
code.

John

5011. Re: RIGHT CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981214191540.2483C-100000@vtn1>
Source record: 57483

On Mon, 14 Dec 1998, Anthony Baker wrote:

> Did the right cartridge have more ROM power than the Left Cart. or
> something? If that was true, Atari could have made a more advanced
> version of Basic.
>
> Laters,
>
> antbaker@arn.net
>

The right cartridge is/was nearly identical to the left. It occupies the address space from $8000-$9FFF and therein lies the rub: Knock off another 1K for the screen and about 8K in low RAM for the OS and DOS and you don't have much RAM left to actually do anything useful.

I believe the AtariWriter cartridges were 16K occupying both the left and right address ranges; but the OSS bank-switched cartridges are far more useful. Action! for example, packs 16k of code into 8k of space.

John

5012. Color me ignorant!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <wMkd2.157$yU2.181@newsfeed.slurp.net>
Source record: 57484

I'm going nuts! Either I'm getting too old for this sort of thing or... I'm STUPID!!
Anyway, can anyone offer me a CLUE as to how I'm going to be able to move all the .DCM and .ATR images off my HD and onto a 5.25" diskette that my Happy-enhanced 1050 can read? Yes, I could build/buy an sio2pc, but don't have time right now to build it. I've grabbed nearly every Atari file from UMich, and checked the programs that are supposed to work, but they aren't cooperating.
Firstly, I can format a 180K disk in DOS mode (pre-load of Windows98), but I cannot format a disk 180K once I'm *in* Windows98 (dos-window, etc.)
Secondly, I use the latest version of Atari800win, but it isn't 100% compatible with some of the files I've been running, so I obtained a 130XE (stock) and Happy 1050, which is supposed to support 180K according to the info I grabbed from a couple reliable Atari sites. I've been looking forward to setting things up for my son, but until I can conquer this roadblock, I'm at a standstill.
Aside from the sio2pc, which in my opinion will be awesome, how can I get the 5.25" of my PC to write Atari diskettes. And can I initialize a DOS diskette the same route (since in my rush to get home with my "new" 130XE I forgot about getting DOS diskettes to boot the thing with, sigh!)? I have all the various DOS dcms/atrs for SpartaDOS and MyDOS, et al...
PLEASE!!! Can anyone offer assistance?

5013. Check it out!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: "news.pacbell.net" <element@yahoo.com>
Message-ID: <Hond2.6222$RM4.47175@typhoon-sf.snfc21.pbi.net>
Source record: 57485
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

I am emailing all Atari related sites/newgroups to check out my new page I am working on at http://papabyrd.atari.org

It's an Atari Commercial Archive! If you have suggestions or if you have a commercial that I don't have, please let me know so I can get it from you and post it online with a a review. I always wanted a complete site to go to get this stuff and I always found it scattered around a bit, so I figured it was time to do something about it! This site is not totally complete however all commercials are online and it works OK. I need to optimize it for Netscape, so try to use Internet Explorer if you can, although Netscape works fine too, it just looks funny (need to work on that).

That's my disclaimer, other than that, send me your comments!

Thanks,
scott@papabyrd.com

5014. I'm looking for 'Henry's House'...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: Jacek Bogucki <gucek@transprojekt.krakow.pl>
Message-ID: <751n6nbdk1@info.cyf-kr.edu.pl>
Source record: 57534

...for Atari 800XL. If you have it, or know where can I find it - please sen
me an e-mail, or ICQ message, too.
greetz,

Jacek Bogucki
UIN 12464983
gucek@hardware.com.pl

5015. Re: Atari SX212 Modem ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <751ps2ebu1@pale-rider.INS.CWRU.Edu>
Source record: 57535

(Clu asks what software will run sx212 out of sio port.)
I go sxexpress, Keith Ledbetter's term program, pretty good.
Then there's Jim Dillow sx212 handler, which I bet will
allow running Bob Term, Ice T, or FlickerTerm. I have another
sx 212 handler also, so, with the right handler, you can
run any A8 '850' type software.
Russ

5016. Re: Atari SX212 Modem ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <751rjh$mb7$1@pale-rider.INS.CWRU.Edu>
Source record: 57536

Oh, about sx212 sio term software. ALSO.
I got this program, INSTALL.BAS called 'Jack the Ripper
Handler Install'. What it does, if I figure right, I think.
It takes the R: handler out of just about any term software
so you can prepend your own handler. Actually I think it
takes care of prepending your chosen handler.
(Author Zonker Harris, wonder if any relation to John Harris?)
Oh. Like BobTerm, Ice T, maybe also FlickerTerm. Depends
what you get. If the term program you get has the R:
handler built in, then you'd have to remove the handler
and install either separately, many at boot, or
prepend your new handler.
I sorta collect R: and T: handlers (T: was for the
1030 modem, I think.)
Babling Russ

5017. Re: "The Star Raiders Academy" ANTIC ar

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-14 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <36747f24.112317545@news.secoast.net>
Source record: 57537

On Sun, 13 Dec 1998 18:46:08 -0500, Doctor Clu
<clu-da-bard@geocities.com> wrote:

>
> Then we showed off the 8-bit Star Raiders and the ST version on the
>Falcon. One thing was quickly agreed by everyone present...
>
> The explosions, the animation, the sound, and the game play of the
>Atari 8-bit were declared to be superior. :)
>
> What raised the eyebrows most was the photon torpedos and the
>explosions... oh, and going into hyperspace.
>
Yep, that's the one thing the various 8 bit PC emulators have not been
able to duplicate, the 'sparkling' photon effect. BTW, that effect
was one of Doug Neubauer's favorites in the game also.

> Yep, the 8-bit version rules overal. :)
>
Pretty incredible for an 8k game, a programming masterpiece.
---
dwebster@mediaone.net

5018. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <754k79$oo6$1@mohawk.hwcn.org>
Source record: 57338

Anthony Baker (antbaker@arn.net) wrote:
: Did the right cartridge have more ROM power than the Left Cart. or
: something? If that was true, Atari could have made a more advanced
: version of Basic.

: Laters,

As far as I know, the right cart was included as 8k carts were about the biggest around back in the day that the 800 was sold.....the idea was to have two 8k carts for a whopping 16k program. When memory prices fell, it was a moot point. Rtime 8's and such piggyback and therefore can work in the right slot. Of course, you really cant close the lid with an ICD cart case in a slot. I think you could plug Sparta X into the right slot and have it work as well....I think I remember doing this in the past but cannot be sure.....don't take it for gospel.

And, with regards to the R time....was there not a y2k fix for the rtime with the FTE version of Sparta dos? Not sure....just remember hearing something about a possible fix.

Willy

5019. Re: Color me ignorant!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <754mlv$7cm$1@pale-rider.INS.CWRU.Edu>
Source record: 57339

(Wants to format and write DOS to 5.25" disk in PC for use
on real A8.)
I got a proggy does that.
I think it is the only proggy does that.
'Util' or 'MyUtil' will format a 5.25" double density disk for
or rather writing VTOC, but doesn't put DOS DUP on the disk.
Mine does, either SpartaDOS or MyDOS.
BUT, my proggy is sorta not been tested much.
Why not just get a DOS disk from somebody in your vicinity?
Russ

5020. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Teresa Williams <tchermok@flash.net>
Message-ID: <vbmd2.2559$Bc5.5151@news.flash.net>
Source record: 57340

the TOTAL address Space for the Cartridge Slots Both Left and Right were 16K
this was total so if you used a 16K cart in the left slot the right slot was
useless
when atari introduced the 16K cartridges they killed the Right SLOT
sorry

In article <3674CB59.595C@geocities.com>, Doctor Clu
<clu-da-bard@geocities.com> wrote:

>The Atari 800. The Hippo of the Atari 8-bit realm. I've always
>dreamed of owning one, and I am currently fixing and soon with a few
>spare parts, will work to upgrade it.
>
> I know the 800XL and 130 XE are the computers of choice, but the Atari
>800 has a look and feel I love!
>
> (The Atari 400 is similar, but makes a great game system...)
>
> Sooo... seeing that I like cartridges, and the Atari 800... how might I
>put that "Right Cartridge" slot to use? I want to slap SOMETHING in
>there.
>
> Besides, it will make the 800 look more cool for the Atari meetings!
>
> And while we are on this note, does anyone have a Atari cartridge CASE
>for the Atari 8-bit that says.. "RIGHT CARTRIDGE" on it?
>
> Doctor Clu

5021. Re: RIGHT CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <756b0a$2k9$1@news.alphalink.com.au>
Source record: 57341

Another important 16k cartridge is Logo. The 16k cartridges caused
sport in an 800 if, like me, you had an Axlon board in the 16-32k slot
in an 800. The ram-disk software would cheerfully switch the screen,
including the display list, into the nether regions when
bank-switching to get at the disk data.

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

5022. Re: MIO and 512-byte Sectors

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981215001559.4539A-100000@vtn1>
Source record: 57342

I don't know enough about the BlackBox to comment on most of what you said but as to upgrading the MIO: you'd need to replace the code in the ROM or EPROM and, as to inverted data: as far as I know, all SCSI devices use inverted data.

John

5023. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36762191.32F9@geocities.com>
Source record: 57343
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

>
> Tom Baker was the best by a long country mile, with Peter Davison as
> first runner up
>
> (Don't you Atari types know nothin'? ;)

Tom Baker was good, but seeing the total crap that the BBC used for
props, music, plot... only someone like Jon Pertwee could the show
interesting... much less have it survive.

(Case and point.. the Sea Devil episode... that has to have had the
WORST background music out of any sci-fi show I've scene yet.. and after
seeing Space 1999... that's saying a lot!) :)

Clu

5024. [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36762B91.5E27@geocities.com>
Source record: 57344

Seems while many in the Atari world are heading towards zip drives and PC connections, I've actually taken a step backwards. I have been having fun playing with the aspects of the Atari that other computers would not continue. The cartridge, for example.. a wonderful hardware idea that save wear and tear on disk drives, and makes your favorite program an immediate part of the actual MOTHERBOARD.

Now there is something else I'm wondering about, and back when I was into Atari for the first time, I never cared to ask what I will ask next. For you see, disk drives were cool, fast, and overal, less of a drag than cassettes.

But you know, now days I try to conserve my poor 1050's (being over a decade old) and yes, cartridge forms of programs I use a lot helps greatly. And then there are cassettes... another form of storage. If a cassette drive croaked... who gives a smeg!!

And so with this in mind, I have a few things I'm curious about..

1) How in the world do you save anything but a basic program
on a cassette?

2) If the average Atari disk holds 90K-180K depending on
format type.. then what would a cassette hold? Has
anyone ever wondered the storage capasity of a 30
minute tape? How about a 60, 90, or 120 minute tape?

3) With that last question in mind, (and here is the kicker
above all) could a primitive disk backup system be
devised for the Atari cassette driver. :)

Don't laugh (too much) I'd really like to know the answer to the above questions. (grin)

Doctor Clu

(I think I heard somewhere that a cassette management program, similar to "DOS" was once written. It would be interesting to see that in action... and could probably eat dinner while I wait...)

5025. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <367631cc.1322173@news.pressenter.com>
Source record: 57345

On Mon, 14 Dec 1998 11:56:29 -0500, "Jeffrey S. Jewell"
<jjewell@ix.netcom.com> wrote:

>The Monkey Wrench and Monkey Wrench II are the only carts I know of for the right
>cartridge slot. My Monkey Wrench II has a top sticker that says RIGHT CARTRIDGE>>
>
>I'm almost certain Atari never released a RIGHT CARTRIDGE>>.
>
>Jeff
>
>Doctor Clu wrote:
>
>> The Atari 800. The Hippo of the Atari 8-bit realm. I've always
>> dreamed of owning one, and I am currently fixing and soon with a few
>> spare parts, will work to upgrade it.
>>
>> I know the 800XL and 130 XE are the computers of choice, but the Atari
>> 800 has a look and feel I love!
>>
>> (The Atari 400 is similar, but makes a great game system...)
>>
>> Sooo... seeing that I like cartridges, and the Atari 800... how might I
>> put that "Right Cartridge" slot to use? I want to slap SOMETHING in
>> there.
>>
>> Besides, it will make the 800 look more cool for the Atari meetings!
>>
>> And while we are on this note, does anyone have a Atari cartridge CASE
>> for the Atari 8-bit that says.. "RIGHT CARTRIDGE" on it?
>>
>> Doctor Clu
>
>
The R-Time 8 is works in the right slot also.

5026. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01be2811$6a98b3a0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 57346

> 1) How in the world do you save anything but a basic program
> on a cassette?
I assume you are talking about boot loaders. you have to open a channel to the cassette OPEN #4,4,0,"C:" use a lot of PUT #4,DATA to write the data to the tape and then issue CLOSE #4. The initaial block must follow aset pattern, somthing like Blockcount, Load Address, run address, data. the first number is an 8 bit count, then followed by two 16 bit addresses then the 8 bit data. This data is the actual program. you can intially only load 256 blocks from the cassette. To load more you must wirte a program in this 256 blocks to load the rest of the data you require.

If you only wanted to write data for uses in your own program use the OPEN/PUT/CLOSE method above but then rewind the cassette and use OPEN #4,8,0,"C:" followed by GET #4,DATA to retrive the data and a CLOSE #4 to close the cassette

> 2) If the average Atari disk holds 90K-180K depending on
> format type.. then what would a cassette hold? Has
> anyone ever wondered the storage capasity of a 30
> minute tape? How about a 60, 90, or 120 minute tape?
firstly forget 120's they a far to prone to tape strech. I used to fit about 6 or 7 (fair sized) programs on a C90 (one side), so thats about 14 games in total. I would esally get double that on a enchaced density disk. I could always cut a notch in the disk and flip it to the use the back side.

> 3) With that last question in mind, (and here is the kicker
> above all) could a primitive disk backup system be
> devised for the Atari cassette driver. :)
I have never seen any software to do this but I don't think it would be practical see above. Also you have a disk anyway (or why back it up) so it's a lot easer/faster/more secure to just make a duplicate.

> (I think I heard somewhere that a cassette management program, similar
> to "DOS" was once written. It would be interesting to see that in
> action... and could probably eat dinner while I wait...)

I used to have a copy of this it was calles ACE (Atari Cassette Enhancement). it was very nice idea. allowing all the usuall thing missed out of the Atari Cassette handler, like naming files, BLOAD, BSAVE etc. it was nice becuase you had three levels of operation each giving more facilities but using more memory. Even the loader was cool as it cycled the colour palette during the inter record blocks (quite novel for the time). I think I still have the cassette somwhere but I don't think it loads any more:-(

5027. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36762704.5BE1@geocities.com>
Source record: 57347

Jeffrey S. Jewell wrote:
>
> All the MWIIs were definitely for the right slot, because the BASIC cart needed to be in
> the left slot. MWII is a bunch of BASIC programmers tools.
>
> I looked in some old magazines I have to try and find an ad for the original MW, but I
> couldn't, so I can't speak definitively on that, but I believe it was a similar package
> that needed BASIC in the left slot.
>
> Jeff
>

Oh this rocks!!! I managed to get a Monkey Wrench II cartridge from
someone without he case. I had tested it on my Atari 400 and 800... no
luck. I had tried the Monkey wrench in the right hand slot. The
computer crashed.

Then I put basic in the left hand slot and Monkey Wrench in the right
and got a prompt...

READY

THE MONKEY WRENCH II
COPYRIGHT 1983 BY
EASTERN HOUSE SOFTWARE

.. hehehe... this rocks! I've never used the right hand slot before.
Alright... so now that I have the thing up.. anyone have a scanned copy
of the cartridge lable I could download.. :)

(And I need to find some docs to this catridge...)

Clu

5028. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <36763AA7.CB1E91D8@asw.cz>
Source record: 57348

Doctor Clu wrote:

> (I think I heard somewhere that a cassette management program, similar
> to "DOS" was once written. It would be interesting to see that in
> action... and could probably eat dinner while I wait...)

I've seen at least two cassette OSes. Polish KOS and some other program
I don't understand. It was used here because nobody owned disk drive.

There were also special "Turbo" modifications of tape drives, together
with lots of programs and TTDos which implemented B: device for work
with such turbo modes.

--
Jindrich Kubec <kubecj@asw.cz>
For Atari utils check http://www.asw.cz/~kubecj

5029. XF551 & index hole

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <36763B71.A042D577@asw.cz>
Source record: 57349

Hell-o!

I've got XF551 and Zork I on original disk. The disk is double sided,
but one has to flip it over (XF551 is only single sided AFAIK). But
there's only one index hole in the disk. How does that thing find start
of track?

--
Jindrich Kubec <kubecj@asw.cz>
For Atari utils check http://www.asw.cz/~kubecj

5030. Re: XF551 & index hole

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19981215063911.12961.00000974@ngol04.aol.com>
Source record: 57350

Im Artikel <36763B71.A042D577@asw.cz>, Jindrich Kubec <kubecj@asw.cz> schreibt:

>Hell-o!
>
>I've got XF551 and Zork I on original disk. The disk is double sided,
>but one has to flip it over (XF551 is only single sided AFAIK). But
>there's only one index hole in the disk. How does that thing find start
>of track?
>

The XF doesn't need the index hole to read the disk. It is only needed for the formatting process. While formatting, sector syncro patterns are stored on the disk. Every sector has its own syncro header.

The XF calculates the track number for every sector must be read (or write), then it scans the track till it finds the sector syncro header. Therefore you dont need to know where the 'start of the track' is.

All sector positions can vary, so it is possible to place the sectors in any order at the track. If the sectors are placed in a special order to increase the access speed it is called interleave.

hope this answers your question,

bye, Andrï¿½.

MacFalkner@aol.com
http://members.aol.com/MacFalkner

5031. Re: SIO2PC cable vs APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <36765354.7CD79A20@ix.netcom.com>
Source record: 57351

James R. Gilbert wrote:
>
> (Nick, or Steve T.?)
> These cables are different. The SIO2PC is a max232 and the
> one chip APE is 1489 chip.
> Can I use APE software with the SIO2PC cable and can I use
> SIO2PC software with the APE cable?
> Russ

Russ,
Yes to both situations!

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

5032. downloading newsgroups????

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981215073713.07168.00001151@ngol05.aol.com>
Source record: 57352

Hi...
What am I doing wrong with AOL???

I download newsgroups, and when I read them, they are in reverse order.... I read thryu 3 answers, let's say, to get to the root question... is this correct???

Also, I seem to d/l the same postings even after deleting them.....

Advice????

Thanks...
Vinnie

5033. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y67bded77.fsf@co.umist.ac.uk>
Source record: 57353

"David Hopcroft" <davidh@cdex.ericsson.se> writes:

> > 1) How in the world do you save anything but a basic program
> > on a cassette?
> I assume you are talking about boot loaders. you have to open a channel to
> the cassette OPEN #4,4,0,"C:" use a lot of PUT #4,DATA to write the data to
> the tape and then issue CLOSE #4.

oops looks like a typo there, that should really be
OPEN #4,8,0,"C:"
for write (you'll hear 2 beeps telling you hold down the START and
RECORD buttons on the tape deck). Also if you want the short
inter-record gaps use
OPEN #4,8,128,"C:"
it will take up less space on your tape, and things will save/load faster.

> If you only wanted to write data for uses in your own program use the
> OPEN/PUT/CLOSE method above but then rewind the cassette and use OPEN
> #4,8,0,"C:" followed by GET #4,DATA to retrive the data and a CLOSE #4 to
> close the cassette

that should be
OPEN #4,4,0,"C:" for reading or OPEN #4,4,128,"C:" for short inter-record gaps.

> > 3) With that last question in mind, (and here is the kicker
> > above all) could a primitive disk backup system be
> > devised for the Atari cassette driver. :)
> I have never seen any software to do this but I don't think it would be
> practical see above. Also you have a disk anyway (or why back it up) so
> it's a lot easer/faster/more secure to just make a duplicate.

How about backing up your cassettes to other cassettes? You can do
that in a standard twin deck cassette recorder.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

5034. Re: MIO and 512-byte Sectors

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <755qqdocg1@nets3.rz.RWTH-Aachen.DE>
Source record: 57354

In article <Pine.GSO.3.95.iB1.0.981215001559.4539A-100000@vtn1>,
yg473@victoria.tc.ca says...
>
>I don't know enough about the BlackBox to comment on most of what you said
>but as to upgrading the MIO: you'd need to replace the code in the ROM or
>EPROM and, as to inverted data: as far as I know, all SCSI devices use
>inverted data.
>
>John

It was at ICD for a repair (that's what I remember the guy was talking about),
so they might have replaced the ROM or EPROM.

CU Mathy van Nisselroy

5035. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <755riiocg2@nets3.rz.RWTH-Aachen.DE>
Source record: 57355

In article <36756B43.5977@geocities.com>, clu-da-bard@geocities.com says...
>
>VINNIE5757 wrote:
>>
>> The RTime8 also works in the Right slot... that's where I keep mine... at
least
>> until December 31, '99!
>> Vinnie
>
> Fascinating! They make a clock for the right hand slot. What is the
>advantage of having that? (And you're fairly certain it's not Y2k
>fixed?)
>
> Clu

There is only ONE reason why the RTime 8 works in the right slot:

It only occupies a couple a bytes in the $D500-$D5ff area.

Right cartridges have can only address on 8kB area, not two like the Left cartrdiges. Pop a Right cartridge in the LEFT slot and the computer will clear out WRONG 8kByte section. From them on, all kinds of things might happen (I don't know yet, how this precisely works). Maybe the computer places the software in the wrong section, of the cart starts looking at the wrong section and/or the wrong section of RAM might be switched out.

CU Mathy van Nisselroy

PS nothing a small adaptor board couldn't fix. BTW the is also a RW_LATE signal used on the RIGHT slot. Maybe one could use the LR/W in XL or WRT in XE machines.

5036. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01be2836$e7fb3e60$60cb30a4@etlcolpc23.ericsson.se>
Source record: 57356

> *oops* looks like a typo there, that should really be
> OPEN #4,8,0,"C:"

yep your correct
OPEN #4,8,0,"C:" is opening IO channel 4 for output to the cassette
OPEN #4,4,0,"C:" would open the same channel for input

> that should be
> OPEN #4,4,0,"C:" for reading or OPEN #4,4,128,"C:" for short inter-record
gaps.

Correct again.
damn these fingers, never did type what i wanted ~:)

> How about backing up your cassettes to other cassettes? You can do
> that in a standard twin deck cassette recorder.

But I cannot get the tape deck to close when I put a floppy disk in it :-)

5037. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: look@my.sig
Message-ID: <7561c2$99m$3@cfs2.kis.keele.ac.uk>
Source record: 57357
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst Doctor Clu <clu-da-bard@geocities.com>
eloquently scribe:
: Hey, Troughton was quite good. Actually they all were. But don't tell
: me you didn't like Sylvester! Common.. it was like Tom Baker and
: Patrick Troughton with a litte William Hartnell rolled into one!

Some of his later stories were OKish...
the last two [TV Series] doctors were REALLY let down by the writers.
I mean really, an evil Bertie Basset?
What WERE they ON?

Add to that the horror that was Mel....

I'm sure the BBC were doing their utmost to kill off the series.
In the seventies, the stories could be thrilling, compelling and complex.
By the end, they were just a farce compared to their precious incarnations.
--

```
-------------------------------------------------------------------------------
|u5a77@teach.cs.keele.ac.uk| "I'm alive!!! I can touch! I can taste! |
| Andrew Halliwell | I can SMELL!!! KRYTEN!!! Unpack Rachel and |
| Finalist in:- | get out the puncture repair kit!" |
| Computer Science | Arnold Judas Rimmer- Red Dwarf |
-------------------------------------------------------------------------------
|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |
-------------------------------------------------------------------------------
```

5038. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36769F7B.3686@geocities.com>
Source record: 57358

> I've seen at least two cassette OSes. Polish KOS and some other program
> I don't understand. It was used here because nobody owned disk drive.
>
> There were also special "Turbo" modifications of tape drives, together
> with lots of programs and TTDos which implemented B: device for work
> with such turbo modes.
>
> --
> Jindrich Kubec <kubecj@asw.cz>
> For Atari utils check http://www.asw.cz/~kubecj

Now that is something I'd never heard of before, a modified cassette drive? What did modifying it accomplish? Double speed? So instead of taking 30 minutes it took 20? :)

Well, who can I contact to get ahold of such a program? The idea of making the cassette a B: device is actually what I'm shooting for. All and all, I think what I'd love to know is .. is there anyway to take a disk file and transfer it to a cassette.

(Figure it would be a great way to load a demo program at Atari meetings and not have to lug around a disk drive.. hehehehe...)

Clu

5039. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3676A05E.4534@geocities.com>
Source record: 57359

> How about backing up your cassettes to other cassettes? You can do
> that in a standard twin deck cassette recorder.
>
> --
> Raphael Espino - rje@co.umist.ac.uk -

Aha! I've always wondered if that was possible. I think I tried that little trick in the late 80's.. and at that time it didn't work very well at all. But then again, the cassette recorders I had were pretty crummy...

Alright, speaking of which, along with making the cassette useful... does anyone remember the peek/poke command for making the cassette player a AUDIO ONLY device (where you can play regular cassettes without erroring out) ?

Clu

5040. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <36769D4C.2CE657A3@ix.netcom.com>
Source record: 57360

Ugh. I know I've got the docs somewhere. It's putting my hands on them in a timely manner that's problematic...

Give me a couple days, I'll see what I can scare up.

Glad you got the 'Wrench running.

Jeff

Doctor Clu wrote:

> Jeffrey S. Jewell wrote:
> >
> > All the MWIIs were definitely for the right slot, because the BASIC cart needed to be in
> > the left slot. MWII is a bunch of BASIC programmers tools.
> >
> > I looked in some old magazines I have to try and find an ad for the original MW, but I
> > couldn't, so I can't speak definitively on that, but I believe it was a similar package
> > that needed BASIC in the left slot.
> >
> > Jeff
> >
>
> Oh this rocks!!! I managed to get a Monkey Wrench II cartridge from
> someone without he case. I had tested it on my Atari 400 and 800... no
> luck. I had tried the Monkey wrench in the right hand slot. The
> computer crashed.
>
> Then I put basic in the left hand slot and Monkey Wrench in the right
> and got a prompt...
>
>
> READY
>
> THE MONKEY WRENCH II
> COPYRIGHT 1983 BY
> EASTERN HOUSE SOFTWARE
>
> .. hehehe... this rocks! I've never used the right hand slot before.
> Alright... so now that I have the thing up.. anyone have a scanned copy
> of the cartridge lable I could download.. :)
>
> (And I need to find some docs to this catridge...)
>
> Clu

5041. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: j.glenwright@ndirect.co.uk
Message-ID: <756bd0mbs1@nnrp1.dejanews.com>
Source record: 57361

> I know the 800XL and 130 XE are the computers of choice, but the Atari
> 800 has a look and feel I love!
>

I know *just* how you feel -- the 800 is the machine I love (and couldn't afford first time around). Now I have four of them plus a fifth for spares.

> Sooo... seeing that I like cartridges, and the Atari 800... how might I
> put that "Right Cartridge" slot to use? I want to slap SOMETHING in
> there.
>

Mine has a SpartaDos X cart in the left slot and an R-Time 8 in the right port -- works a treat!

My machine also has 256K RAM upgrade (the one designed by Klaus B.) plus an Axlon mod so that this RAM is recognised by X. I also have a proper 'hard' reset button which comes out under the left hand side of the case where it's recessed. This little circuit generates the correct pulse to reset the machine. After a COLD /N command for example, I can bring the system back on line with a press of the button without the dreaded power down cycle (like Bob Wooley's Freezer for the XL/XE).

Now all I have to do is figure out what can be plugged in the unused backplane slot, he he...

Have fun with your new 800

Jerry

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5042. Re: Color me ignorant!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <3wxd2.21224$el4.33510061@c01read02.service.talkway.com>
Source record: 57362

Most PC drives can only read single density atari disks with anadisk.
I used to have a dec rainbow running ms dos 2 that wrote double density
my happy drive had no problems with.

Now I use APE and an sio2pc cable almost exclusivly because it works so
much better than any of my 1050's I have a happy and a US doubled and a
stock 1050. My disks were stored for 10 years and so many of them are
unreadable. Most of the single density stuff is still good though.

All the files I could recover have been transferred to ds/dd sparta dos
atr's. It is so much more reliable than the real drives.
And the registered version of APE can do anything a real drive can do.

Mark
--
Surf Usenet at home, on the road, and by email -- always at Talkway.
http://www.talkway.com

5043. Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <756cqn$14l$1@barcode.tesco.net>
Source record: 57363

Would anyone be willing to sell a 1200XL to an English enthusiast. Willing to pay all freight costs plus reasonable price for a good machine. Never sold in the U.K. would like to complete my Atari commection

richard.daley@tesco.net

5044. A.U.N.T. Meeting

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3676D512.1A49@geocities.com>
Source record: 57364

Spread the word to all Atari groups (especially to members who happen
to live in Texas)

A.U.N.T. (ATARI USERS OF NORTH TEXAS) will be having their meeting
this Saturday at the Infomart from 10 AM till a little after noon.

Bring your Atari fandom and your holiday cheer

(And if you can pick up some cookies and holiday snacks along the way,
so much the better... I think I'll bring the eggnog!)

The main topic this meeting:

The Dallas Infomart has been the meeting place of "Super Saturday" for
nearly a decade. The Infomart is a seven story glass and metal building
patterned after the crystal palace in Europe.
Super Saturday is a meeting of many computer clubs, and a large
computer basement sale.

This weekend will be the last shabang at the Infomart. After this,
computer clubs will have to find another place to meet and continue
their fandom.

And the next meeting will determine where we should move and what
direction the club will take in 1999!

A monumental occation for Atari in the Dallas area, and it would be
wonderful (if not crucial) to have those who can make it attend and give
imput.
And eat a few cookies. :)

Write me for more details!

Doctor Clu - Member of A.U.N.T.

(A.U.N.T. strangely reminds me of U.N.I.T. from Dr. Who.. hehe..)

5045. Telnettable BBS's....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3676D54E.399F@geocities.com>
Source record: 57365

Out of curiousity, what BBS's are out there that you can telnet to that
also support the Atari?

Doctor Clu

5046. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3676D22B.2AAA@geocities.com>
Source record: 57366

Previosly...

> > Raphael Espino - rje@co.umist.ac.uk -
>

> Alright, speaking of which, along with making the cassette useful...
> does anyone remember the peek/poke command for making the cassette
> player a AUDIO ONLY device (where you can play regular cassettes without
> erroring out) ?

POKE 54018,62

> > Raphael Espino - rje@co.umist.ac.uk -

Many thanks! I've tried it, and forgive me (since it's been nearly 12
years since I've tried this) but what needs to be done next to get the
computer to recognize the cassette drive at this point? CLOAD causes it
to error out of course.

Clu

5047. Re: "The Star Raiders Thread"

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: "Steven E. Posey" <stevenposey@usa.net>
Message-ID: <756hao$qlm@enews1.newsguy.com>
Source record: 57367

Bishop wrote in message <3664d06e.25327702@news.secoast.net>...
<snip>
>
>You know, Star Raiders jaded me so much that when people were going
>nuts over Wing Commander, X-Wing, etc. I was like "Yea, they're nice,
>but....". In SR, you had to conserve energy, manage ship damage and
>repairs, decide when and where you needed to go, etc. It was more
>like piloting a ship, you were in total control. In WC and XW, you
>were sent out on a predetermined course with no decision on your part,
>and had to complete missions that were more like solving puzzles.
>For people who never experienced SR, these games were amazing. But
>for us Star Commander Class 1 vets, they were a little ho-hum, almost
>a step back. Good graphics though.

Hi folks! Glad to be back with you after a few months. I hope to be able to stick around for a while this time...

Bishop, I agree with you RE: SR vs. WC & XW, but I'd like to point out that WC: Privateer, IMHO, is the closest thing PCs have to Star Raiders. Yes, it has a predetermined storyline, but you don't get to it for quite some time, and even though most gamers consider the plot a let-down, there's enough full-blown fighting to make Priv. a winner. Like SR, in Privateer you also have to conserve energy, manage ship damage and repairs, decide when and where you need to go, etc. You also get to interact with your friends and oppenents (albeit canned dialog -- cheesy at that), and you get to land on other planets instead of "docking" with space stations. You even get to decide what gets repaired, and how much armament you need (or can afford). The addition of a Jump Drive makes Priv. eerily similar to Star Raiders, since your individual missions are largely based on how far out of your current system you are willing to go. A long jump will usually bring in higher dollars, but you may exhaust all your resources and have to make a run for it just to get to the nearest starbase.

I love Star Raiders on the Atari, but if I can't always be on an Atari, at least I have Privateer to play on my PC :-)

Later!
Steven E. Posey, Star Commander Class 1 since 1984

5048. re: looking for a good home for an Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: rpraetorius@aspenres.com
Message-ID: <756n84$19r$1@nnrp1.dejanews.com>
Source record: 57368

> Atari 800 with 1050 & Percom disk drives, Koala pad, trackball,
> OSA+, Action!, numerous games and utilities (detailed list available
> on request). $50 + shipping (or you pick up in Mass.).

Sigh. After no response for awhile, I discovered that test
messages from myself to the dejanews-generated address ended up in
the bit bucket. Please use wunna my real addresses:

rpraetoriusATaspenresDOTcom
rmpATmaDOTultranetDOTcom

and, seeing no posts in reply to my initial offer, it's now $20 +
shipping (free delivery in eastern MA or southern NH).

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5049. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: "Steven E. Posey" <stevenposey@usa.net>
Message-ID: <756kmb$s6j@enews1.newsguy.com>
Source record: 57369

<snipped>
> .. hehehe... this rocks! I've never used the right hand slot before.
>Alright... so now that I have the thing up.. anyone have a scanned copy
>of the cartridge lable I could download.. :)
>
> (And I need to find some docs to this catridge...)
>

> Clu

I've got the docs at home. I'll try to bring them in to work tomorrow and scan them into my PC. I can create a PDF of the docs if anyone's interested, otherwise I'll just let the OCR routine do its worst and then fix anything it butchers.

MWII was my favorite tool, until TurboBasic XL came out. Still, the machine language monitor was one of the coolest gadgets I had at the time.

Stay tuned...
Steven

5050. Re: CTH

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: "Steven E. Posey" <stevenposey@usa.net>
Message-ID: <756jrv$rsh@enews1.newsguy.com>
Source record: 57370

kames@pcmagic.net wrote in message ...
>This is a message for Tom Hunt of CTH. I have great difficulty in
>getting to CTH almost 100% of the time. This would seem to be an
>intolerable situation for you as CTH is about the most popular Atari
>site on the web. I just wish it was accessable more than it is.
>
>Ken
>
>

I once heard from Tom himself that he runs his web server from his home PC over a modem connection to an ISP, and he only allows 3 users in at a time. I believe that's still how he operates, and since he's a private individual and doesn't make any money off his site (that I know of), it's not likely that the "situation" will ever change.

I've had great luck connecting to his site during the day, USA Eastern Time (GMT -5:00), so you may want to check his site again during the GMT 15:00-19:00 hours (10am to 2pm, Eastern Time, for my fellow Americans).

Good luck, and by all means, don't give up. Tom's site is a great archive.

Steven

5051. Atari 8-bit Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <756pq2bmi1@ramp2.tir.com>
Source record: 57371

Rules:

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
__1	4-Button Joystick	$1.99		
__2	Atari Paddles	$2.99		
__3	Paperclip Protection Key	$2.99		
__4	SVI Quickshot I Joystick	$1.99		
__5	homemade cart. Inverter (untested)	$2.99		
__6	3-D Tic-Tac-Toe Cart.	$2.99		
__7	Ace of Aces Cart.	$3.49	$3.50	Perry
__8	Action Language Cart. (w/manuals)	$9.99	$17.00	skibo
__9	Alien Ambush Cart.	$3.49	$3.50	Perry
_10	Archon Cart.	$3.49	$4.50	Clu
_11	Asteroids Cart.	$2.99	$3.50	Perry
_12	AstroChase Cart.	$3.49	$4.00	Perry
_13	AtariArtist Cart.	$2.99		
_14	Ballblazer Cart.	$3.49	$3.50	Perry
_15	Barnyard Blaster Cart.	$2.99	$3.00	Perry
_16	BASIC Cart.	$2.99		
_17	BASIC Cart. (w/ orig. box)	$2.99	$5.50	DeMita
_18	BASIC XL Cart.	$4.99	$5.75	DeMita
_19	Basketball Cart.	$2.99		
_20	Battlezone Cart.	$3.99	$4.00	Perry
_21	Blue Max Cart.	$3.99		
_22	Bug Hunt Cart.	$2.99		
_23	Bug Hunt Cart. (w/manual)	$3.99		
_24	Bug Hunt Cart. (w/o case)	$0.99		
_25	Caverns of Mars Cart.	$2.99	$4.50	Bianco
_26	Centipede Cart.	$2.99		
_27	Choplifter Cart.	$3.99	$4.00	Perry
_28	Cloudburst Cart.	$3.99		
_29	Computer Chess Cart.	$2.99		
_30	Congo Bongo Cart.	$3.99		
_31	Crossfire Cart.	$3.99	$4.50	Bianco

_32 Defender Cart. $2.99
_33 Deluxe Invaders Cart. $3.99 $4.00 skibo
_34 Demon Attack Cart. $3.99
_35 Dig Dug Cart. $2.99
_36 Donkey Kong Cart. $3.99
_37 Donkey Kong Jr. Cart. $3.99
_38 E.T. Phone Home Cart. $2.99
_39 E.T. Phone Home Cart. (unopened) $4.99
_40 E.T. Phone Home Cart. (unopened) $4.99
_41 E.T. Phone Home Cart(w/manual+box) $3.99
_42 Eagles Nest Cart. $3.99
_43 Eastern Front (1941) Cart. $2.99
_44 Eastern Front (1941) Cart. $2.99
_45 Eastern Front (1941) Cart. $2.99
_46 Eastern Front (1941) XE Cart. $3.99
_47 Fast Eddie Cart. $3.99 $4.50 Bianco
_48 Flight Simulator II Cart. $3.99
_49 Flight Simulator II Cart(w/manual) $6.99 $7.00 Baker
_50 Football Cart. $2.99
_51 Frogger Cart. $3.99
_52 Galaxian Cart. $2.99
_53 Gateway to Apshai Cart. $3.99 $4.50 Bianco
_54 Gato Cart. (w/manual) $4.99
_55 Gorf Cart. $3.99
_56 Gyruss Cart. $3.99 $4.00 Perry
_57 Journey to the Planets Cart. $3.99 $4.00 skibo
_58 Joust Cart. $2.99
_59 Joust Cart. $2.99
_60 Jumbo Jet Pilot Cart. $2.99 $3.00 Perry
_61 Jungle Hunt Cart. $2.99
_62 K-razy Antiks Cart. $3.99 $4.50 Bianco
_63 K-razy Shootout Cart. $3.99 $4.50 Bianco
_64 Kaboom! Cart. $3.99
_65 Lode Runner Cart. $3.99
_66 Logic Levels Cart. $3.99 $4.00 Perry
_67 Mario Brothers Cart. $3.99 $5.50 DeMita
_68 Master Type Cart. $3.99 $4.00 skibo
_69 Microsoft Basic II Cart(w/manuals) $4.99
_70 Millipede Cart. $3.49
_71 Miner 2049'er Cart. $3.99
_72 Missile Command Cart. $2.99
_73 Monkey Wrench II Cart(untested) $3.99 $4.50 Perry
_74 Moon Patrol Cart. $3.99 $4.00 Perry
_75 Mountain King Cart. $3.99 $5.00 Miller
_76 MPP Smart Terminal Cart. $2.99
_77 Ms. Pac-Man Cart. $2.99
_78 Music Composer Cart. $2.99
_79 Necromancer Cart. $3.99 $4.00 Perry
_80 One On One Cart. $3.99
_81 One On One Disk (w/manual) $2.99

_82 Pac-Man Cart. $2.99
_83 Pengo Cart. $2.99
_84 Pilot Language Cart. $3.99
_85 Pitfall Cart. $3.99
_86 Pole Position Cart. $2.99
_87 Popeye Cart. $3.99 $4.50 Bianco
_88 Q-Bert Cart. $3.99
_89 Qix Cart. $2.99
_90 Rescue On Fractalus Cart. $3.99
_91 Return of the Jedi Cart. $3.99
_92 River Raid Cart. $3.99
_93 Robotron 2084 Cart. $3.99
_94 Serpetine Cart. $3.99
_95 Speedway Blast Cart. $3.99 $8.00 Frank
_96 Star Raiders Cart. $2.99
_97 Star Raiders Cart. $2.99
_98 Star Raiders II Cart. $3.99 $4.25 Baker
_99 Space Invaders Cart. $2.99
100 Super Breakout Cart. $2.99
101 Super Breakout Cart. $2.99
102 Super Breakout Cart. $2.99
103 Super Cobra Cart. $3.99
104 Thunderfox Cart. (w/manual) $4.99 $5.00 Perry
105 Track & Field Cart. $3.49 $4.00 skibo
106 Video Easel Cart. $2.99 $2.99 Muchmino
107 Wizard of Wor Cart. $3.99 $4.50 Bianco
108 Wizard of Wor Cart. $3.99 $4.50 Clu
109 Zaxxon Cart. $3.99 $5.00 Perry

5052. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <756qfr$g1v$1@roch.zetnet.co.uk>
Source record: 57372

```
On 14 Dec 1998 15:52:15 , Anthony Baker wrote:
> Did the right cartridge have more ROM power than the Left Cart. or
> something?

No, it just mapped to another 8K bank of memory.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !
```

5053. De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <rvCd2.1620$yU2.6197@newsfeed.slurp.net>
Source record: 57373

Does anyone know of a website that has De Re Atari posted for perusal?

5054. SIO2PC/Ape-1489

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <GwCd2.1642$yU2.4772@newsfeed.slurp.net>
Source record: 57374

How much would it cost to have someone build this for me? i can't seem to find the parts locally... so I don't know how much it would cost even if *I* built it... :-(

5055. Re: SIO2PC cable vs APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3677f3f9.6409297@news.pressenter.com>
Source record: 57375

On Tue, 15 Dec 1998 07:17:24 -0500, Robert S Ely <rely@ix.netcom.com>
wrote:

>James R. Gilbert wrote:
>>
>> (Nick, or Steve T.?)
>> These cables are different. The SIO2PC is a max232 and the
>> one chip APE is 1489 chip.
>> Can I use APE software with the SIO2PC cable and can I use
>> SIO2PC software with the APE cable?
>> Russ
>
>
>Russ,
> Yes to both situations!

Is one cable design better than the other in so far as safety,
reliability, speed or cpability?

Also which is cheaper and easier to build?

5056. Mapping the Atari (XL/XE revised edition)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <RyCd2.1672$yU2.5677@newsfeed.slurp.net>
Source record: 57376

Anyone know where I can obtain this? There's a website that is slowly beginning to post it, but if I can get it, I can have it online within a couple weeks for everyone to access until their project is completed.

5057. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981215154407.19804A-100000@vtn1>
Source record: 57377

On 15 Dec 1998, David Hopcroft wrote:
> > > 3) With that last question in mind, (and here is the kicker
> > above all) could a primitive disk backup system be
> > devised for the Atari cassette driver. :)
> I have never seen any software to do this but I don't think it would be
> practical see above. Also you have a disk anyway (or why back it up) so
> it's a lot easer/faster/more secure to just make a duplicate.
>
Years ago I saw an ad in ANALOG (I think) for a tape backup suite
(software and maybe some hardware). It used Atari cassette decks.

The major drawback to it was speed. A normal 1050 drive transfers data at
19k2 baud; the tape decks (and the OS ROM routines to support them) maxed
out at 300-400 baud i.e. over five minutes to back up a single density
floppy.

John

5058. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981215155114.19804B-100000@vtn1>
Source record: 57378

On Tue, 15 Dec 1998, Doctor Clu wrote:

> > How about backing up your cassettes to other cassettes? You can do
> > that in a standard twin deck cassette recorder.
> >
> > --
> > Raphael Espino - rje@co.umist.ac.uk -
>
> Aha! I've always wondered if that was possible. I think I tried that
> little trick in the late 80's.. and at that time it didn't work very
> well at all. But then again, the cassette recorders I had were pretty
> crummy...
>
It could be done with the TRS-80 which used normal cassette decks. Atari
decks included extra circuitry, supposedly to make the system more
reliable. Considering the medium is just audio tape, you should be able to
make usable copies with any good cassette decks.

John

5059. Re: "The Star Raiders Thread"

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3678f60e.6942288@news.pressenter.com>
Source record: 57379

On Tue, 15 Dec 1998 15:42:53 -0500, "Steven E. Posey"
<stevenposey@usa.net> wrote:

>I love Star Raiders on the Atari, but if I can't always be on an Atari, at
>least I have Privateer to play on my PC :-)

How about Elite + on the PC? It has kind of cool fighting, and
docking and stuff. Kind of like a crosse between Star Raiders and
that old BBS game "Trade Wars."

Plus it's free now.

5060. Re: looking for a good home for an Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <3677318A.4EB1F319@ix.netcom.com>
Source record: 57380

If you still have this stuff, I'll go $20 plus shipping. I'm in zip code 29680, let me know what the total will be and I'll get you a MO.

Thanks,

Jeff

rpraetorius@aspenres.com wrote:

> > Atari 800 with 1050 & Percom disk drives, Koala pad, trackball,
> > OSA+, Action!, numerous games and utilities (detailed list available
> > on request). $50 + shipping (or you pick up in Mass.).
>
> Sigh. After no response for awhile, I discovered that test
> messages from myself to the dejanews-generated address ended up in
> the bit bucket. Please use wunna my real addresses:
>
> rpraetoriusATaspenresDOTcom
> rmpATmaDOTultranetDOTcom
>
> and, seeing no posts in reply to my initial offer, it's now $20 +
> shipping (free delivery in eastern MA or southern NH).
>
> ----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5061. Re: For Sale: Hardware Reference Manual

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <3677323C.56BB799C@ix.netcom.com>
Source record: 57381

I'd like it if it's still available. Let me know.

Thanks,
Jeff

James Hague wrote:

> For sale: My beloved combo of The Atari 400/800 Technical reference
> notes, Hardware Reference Manual, and Operating System Source Listing.
> This is great, great stuff for any Atari 8-bit programmer. _The_ source
> of information.
>
> Comes in a nice binder (the original documents were sold 3-hole punched,
> but unbound), and is in great condition. I actually never used this much,
> as I bought it long after my Atari days were over. Sniff :)
>
> I'm asking $8, mostly to cover shipping to a US address.
>
> --
> James Hague
> The Giant List of Classic Game Programmers
> http://www.dadgum.com/giantlist.html

5062. Re: SIO2PC cable vs APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36774BD0.77A6@netmagic.net>
Source record: 57382

LWhite6497 wrote:
>
> >Is one cable design better than the other in so far as safety,
> >reliability, speed or cpability?
>
> Yes, and where can construction info be
> found for the 1489 type. I didn't know that
> there were two different versions.
> Larry
More then you ever wanted to know, but...
Bob Wooley had showed me the sio2pc cable and software about 1989 or so at a SLCC meeting, I became a convert.

Nick's design is more kosher if you get my drift. But back around 1991 or so it seemed like ~70% of the people trying to build them were having serious problems. Not that the design was bad, rock solid, just for most people it was apparently the first time they had ever done a hardware project.

The other problem most international or people from small towns had was the had trouble finding the MAX232 chip. The chip used to be really pricey too, $6 a pop.

Since most people had trouble finding the chip, mail order places had $20 minimum, that kind of thing, I just wanted to get a chip everyone could find easily. So first round was a 4049 CMOS HEX Inverter. You may have guessed, numerous emails saying "What is a 4049? I can't find them in <insert country of choice>."

Next round was a 74LS00. Same problems + a lot of people jumped off the wall everytime someone said the one they built didn't work to say it was lucky any of them worked since it was a bad design. Everyone that posted they had a problem, I emailed them & got them up and running with remote trouble shooting. AFAIK, there has not been a single failure in either of the redesigns.

But too many people were still having problems. Too many pins had to be tied to something & a couple of passive parts like resistors & diodes.

So another week of reading data sheets & went to Radio Shack to see what they had on their shelves. Bad as they are, RS is everywhere. The 1489 was an obvious choice. Most people don't understand that it isn't really a digital circuit per se, but more like a input protected high gain amplifier. The input is diode clamped & feed through a current limiting resistor<on chip> & the output/amplifier stage has the same current limiting resistor feature. In other words, it should be impossible to

damage the chip with anything short of a lightning strike. You could still burn out your Atari by attaching the +5V to Ground, but you could do that with any design. As far as the 1489 goes, idiot proof.
The 1489 also reduces the number of componets down to the chip itself if you don't want to use a real 1050 or other Daisy Chained device with it, but I don't reccomend you do this: Add the diode.

There are other numbers for the 1489, someting like 75149, 75C149<? Been too long!!>, 14C89. The latter two are CMOS versions of the chip, sip power like economy car. CMOS is a good choice if you have access to them since they will really be efficient.

If you want an easy design, build a 1489. I have been building electronics projects for over 40 years now & I can not think of an easier one to build or one that provides as much bang for the buck.

If you are the kind of guy that refuses to smoke anything but Cuban Cigars, put anything but Genuine GM parts in your car, are practiced at the art of electronics projects, make a MAX232.

Look everywhere *but* here before you come to my web page.

www.netmagic.net/~ricortes/

It is really a pitiful site. I originally hand coded it in html, but then my son wanted to start doing web page design so he just kind of threw up some random graphics & files I had on my shell account. I gave up the site as soon as you needed a graphical browser to view it so it has sat idle for 7 years or so. Everyone elses Atari pages are much better it hurts.

5063. Re: SIO2PC/Ape-1489

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36774C48.6983@netmagic.net>
Source record: 57383

```
Morloc wrote:
>
> How much would it cost to have someone build this for me? i can't seem to
> find the parts locally... so I don't know how much it would cost even if *I*
> built it... :-(
Radio Shack has all the parts, less then $6 even with an enclosure.
```

5064. Looking for old Analog Computing back issues.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19981214210215.03169.00002785@ng-fa2.aol.com>
Source record: 57486

Could these be online somewhere, ordered or otherwise (is someone out there willing to part with their collection?;-) i have not been able to find much through the popular search engines on this classic atari mag. I used to have a whole stack of them, but i inadvertantly left them at an ex-girlfriends house, oh about 5 years ago or so. ;-(
(stupid, stupid, stupid)
Brent

5065. SIO2PC cable vs APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-15 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <754ltj$4d3$1@alexander.INS.CWRU.Edu>
Source record: 57487

(Nick, or Steve T.?)
These cables are different. The SIO2PC is a max232 and the
one chip APE is 1489 chip.
Can I use APE software with the SIO2PC cable and can I use
SIO2PC software with the APE cable?
Russ

5066. Re: Check it out!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <367706fc.84828697@corp.supernews.com>
Source record: 57384
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

On Mon, 14 Dec 1998 22:32:24 -0800, "news.pacbell.net"
<element@yahoo.com> wrote:
This site is not totally complete
>however all commercials are online and it works OK. I need to optimize it
>for Netscape, so try to use Internet Explorer if you can, although Netscape
>works fine too, it just looks funny (need to work on that).
>
>That's my disclaimer, other than that, send me your comments!
>
>Thanks,
>scott@papabyrd.com
>
>
>
>

I wouldn't worry about optimizing anything. Just get it to work. I
coulnd't even view anything... I had to edit your page in netscape to
be able to get to the videos directory.

Im using Netscape 4.5....
Good luck.

Eric

5067. Re: "The Star Raiders Thread"

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3677140d.2438532@news.secoast.net>
Source record: 57385

On Tue, 15 Dec 1998 15:42:53 -0500, "Steven E. Posey"
<stevenposey@usa.net> wrote:

>Hi folks! Glad to be back with you after a few months. I hope to be able
>to stick around for a while this time...
>
>Bishop, I agree with you RE: SR vs. WC & XW, but I'd like to point out that
>WC: Privateer, IMHO, is the closest thing PCs have to Star Raiders. Yes, it
>has a predetermined storyline, but you don't get to it for quite some time,
>and even though most gamers consider the plot a let-down, there's enough
>full-blown fighting to make Priv. a winner. Like SR, in Privateer you also
>have to conserve energy, manage ship damage and repairs, decide when and
>where you need to go, etc. You also get to interact with your friends and
>oppenents (albeit canned dialog -- cheesy at that), and you get to land on
>other planets instead of "docking" with space stations. You even get to
>decide what gets repaired, and how much armament you need (or can afford).
>The addition of a Jump Drive makes Priv. eerily similar to Star Raiders,
>since your individual missions are largely based on how far out of your
>current system you are willing to go. A long jump will usually bring in
>higher dollars, but you may exhaust all your resources and have to make a
>run for it just to get to the nearest starbase.
>
I liked Privateer a lot, and preferred it over the WC series.
Privateer also kinda reminded me of SunDog on the Apple II and Atari
ST, man that was a great game.

>I love Star Raiders on the Atari, but if I can't always be on an Atari, at
>least I have Privateer to play on my PC :-)
Just get AtariWin800 which will turn you PC into an 8 bit machine,
then get the Star Raiders ATR file and you can play the real Star
Raiders _and_ Privateer right on your PC!

>Later!
>Steven E. Posey, Star Commander Class 1 since 1984
>
Welcome from the class of '82!!

---
dwebster@mediaone.net

5068. Re: "The Star Raiders Thread"

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7576kq$koo@bgtnsc03.worldnet.att.net>
Source record: 57386

Ok I'll toss in another game that I really liked alot.. starglider II on my amiga.. great gameplay, and almost as addictive...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

5069. Re: XF551 & index hole

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981215214810.06283.00003387@ng43.aol.com>
Source record: 57387

>I've got XF551 and Zork I on original disk. The disk is double sided,
>>but one has to flip it over (XF551 is only single sided AFAIK).

The XF551 can also be double-sided. But
you would have to hack the game to make it
playable on a D/S drive. It's been a long, long time since I played any
Infocom games.
Do you load side one, and then flip the
disk at the start of game play? And isn't there
a web site dedicated to Infocom games, with
hacks, hints, etc.?
Larry

5070. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981215220701.06283.00003397@ng43.aol.com>
Source record: 57388

>Sooo... seeing that I like cartridges, and the Atari 800... how might I
>> put that "Right Cartridge" slot to use? I want to slap SOMETHING in
>> there.

Wasn't "THE BLOCK" (first of the "cartridge
backup" devices also a right cartridge?
Larry

5071. FA on Yahoo: ATARI 1025 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <368621d0.16882068@news.earthlink.net>
Source record: 57389

http://auctions.yahoo.com/auction/1807494

5072. Re: MIO and 512-byte Sectors

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981215222248.06283.00003408@ng43.aol.com>
Source record: 57390

I talked to Tom Harker at an Atari Fest, and
asked him about 512 byte sectors on the MIO.
As I recall, he said yes, the ROM code could
be modified to read 512 byte sectors, but
went on to say that Sparta Dos could likewise
be modified to do the same thing. Perhaps
I misunderstood him, but that's what I recall.
I never understood how Sparta Dos could
bypass the MIO routines, unless the MIO
has user RAM that could patch the read
routines. (???) An analogy is the C64 1541
drive that has user RAM that can be
programmed to do things not in the ROM codes.
Larry

5073. Re: SIO2PC cable vs APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981215222718.06283.00003413@ng43.aol.com>
Source record: 57391

>Is one cable design better than the other in so far as safety,
>reliability, speed or cpability?

Yes, and where can construction info be
found for the 1489 type. I didn't know that
there were two different versions.
Larry

5074. FA on Yahoo: ATARI 5200 Game system

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3689279e.18368553@news.earthlink.net>
Source record: 57392

http://auctions.yahoo.com/auction/1807980

5075. FA on Yahoo: ATARI MEGA ST4 computer cpu/floppy module

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <368c2e02.20004233@news.earthlink.net>
Source record: 57393

http://auctions.yahoo.com/auction/1808679

5076. Re: Color me ignorant!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981215230050.06283.00003433@ng43.aol.com>
Source record: 57394

> Aside from the sio2pc, which in my opinion will be awesome, how can I get
>the 5.25" of my PC to write Atari diskettes.

I'll look on Pool Disk Too and see if there
isn't a utility to write Atari Disks on the PC
from images. If there is, then you should be
in business since the Happy will read D/D.
Another possibility is Imagic, a fine utility by Steven Tucker, but I don't
remember if it
will write to Atari disks. You might check at
http://www.nacs.net/~classics/
But longer term, get APE and an APE or
SIO2PC cable and save yourself a lot of
time and aggrevation. The only problem
with using a real Atari is who has room for
the 5 or 6 thousand disks it would require
to put all of the software on? (!)
A comprehensive list of the Emulator/APE
utilities/tools is needed, if someone hasn't already put one together. I'll
put that on my list...
Larry

5077. Tradelist - now featuring a few rares (including 2600 ram it!)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: vchang@anitspam.best.com
Message-ID: <3677332f.332672845@nntp.best.com>
Source record: 57395
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

```
The ChangMonger's sale/tradelist:
(email vchang@best.com or /msg ChgMonger on EFnet IRC to initiate a
sale or trade)

Updated 12/15-1998 - 5PM PST

The following applies to everything except PC items:
--------
All items loose unless otherwise noted

Prices that follow items are sale prices; those that don't may or may
not be priced later. In cases where more than one of a certain item
is
available, stated price is for ONE such item. All console (not
computer) games are as priced in the fifth (currently the latest)
edition of the Digital Press Guide (which may be ordered for $20 at
www.digitpress.com - a great buy and a must-have for collectors).
---------

Shipping is $3 for prioity mail within the U.S. and is NOT included in
prices listed
below. If desired, package can be sent via fourth-class mail (please
specify; default is whichever is cheaper)
I prefer trading rather than selling except in the case of the 2600
and
Vectrex carts, in which selling is preferred.

Minimum purchase charge is $7 (not including shipping) for sales.

Atari 2600:

Atari/Sears:
Centipede - $2
Crystal Castles - $4
Defender - $1
Demons to Diamonds -$3
Dig Dug - $1
Flag Capture - $4
Football - $1
Haunted House - $4
Home Run (x2) - $2 each
Joust - $1
Krull - $6
Maze Craze - $3
Slot Machine - $10
```

Space War - $5
Star Raiders (loose, with video touch pad... no overlay tho) - $3
Street Racer - $4
SwordQuest: Fireworld - $4
Video Olympics - $2

Activision:
Kaboom! - $3

Apollo:
Space Cavern - $6

CBS:
Blueprint - $7
Mountain King - $8

Coleco:
Donkey Kong - $2
Mouse Trap - $6
Venture - $5

Data Age:
Warplock - $8

Imagic:
Atlantis - $4
Star Voyager - $3

M Network:
Super Challenge Football - $3

Parker Bros:
Popeye - $3
Q*Bert - $3

Telesys:
Fast Food - $4 (loose board)
Ram It - $25

Atari 8bit:
Bug hunt - $4
Robotron (includes everything but the dual joystick holder) (x2) - $7

Atari 7800:
Centipede (Shrinkwrapped) - $1
Choplifter - $5
Dig Dug (Shrinkwrapped) - $1
Hat Trick - $1
Midnight Mutants (boxed) - $9
Realsports Baseball (Shrinkwrapped) - $1
Xevious - $1

Vectrex: (all loose)
Berzerk - $12
Cosmic Chasm - $12
Clean Sweep - $12

Handhelds:
Epoch:
Football tabletop (w' manual)
Other:
155-in-1 mini keychain game - $10

PC:
Battle Bugs (w' box/manual)
Hunter/Hunted (w' box/manual)
Monkey Island 2 (w' box/manual/codewheel)
Diablo (w' box/manual)
Lucasarts Classic Adventures (full package)

HARDWARE:

Atari-related hardware:
Competition pro joystick
Champ joystick (with retractable cord)
Suncom Starfighter joysticks (x2)

PC Hardware:
Gravis Gamepad Pro (complete package)

Wantlist: (including, but not limited to...)

Handhelds:
G&W:
Oil Panic
Green House

Atari 8bit:
(mostly rarer XE carts and third party carts, esp. synapse,
activision...(i.e. protector II, drelbs, pastfinder) inquire at will)

Atari 7800:
Commando
Ikari Warriors
Planet Smashers
Rampage
Xenophobe

5078. Re: "The Star Raiders Thread"

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <8lHd2.395$x5.6085124@news1.i1.net>
Source record: 57396

Gareee (gareee@worldnet.att.net) wrote:
: Ok I'll toss in another game that I really liked alot.. starglider II on my
: amiga.. great gameplay, and almost as addictive...

In a similar vein, there was a star wars clone for the ST - ST Wars,
I believe it was called. That was also a lotta fun :) and similar in look
to Starglider.

John
jvogel@i1.net

5079. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36777E80.5539@geocities.com>
Source record: 57397

> I've got the docs at home. I'll try to bring them in to work tomorrow and
> scan them into my PC. I can create a PDF of the docs if anyone's
> interested, otherwise I'll just let the OCR routine do its worst and then
> fix anything it butchers.
>
> MWII was my favorite tool, until TurboBasic XL came out. Still, the machine
> language monitor was one of the coolest gadgets I had at the time.
>
> Stay tuned...
> Steven

Thanks to both Jeff and Steven! I'll keep a lookout for those docs. I
figure since I have the cartridge, might as well make a use for it. I
modified a old cartridge shell for the monkey wrench board to go in.
Now what is the "Machine language monitor"? That sounds interesting.

And "The Block"?

Hey, I was asking someone about this this earlier today, and maybe
someone has heard something about it. Back when the Atari service
center was located in Arlington, TX, my dad and I would do some dumpster
diving (stories of which are being featured in the A.U.N.T. newsletter)
but while we were there, we happened upon a cartridge box for the Atari
8-bit. When we opened the box up, it had manuals, and one cartridge...
however, the box looks like it could have held two cartridges.
The name of the cartridge (which I still have, though the roms were
replaced with e-proms long ago) was "EDUCATIONAL SYSTEM MASTER
CARTRIDGE"

I'm thinking this might have been a left and right setup... but at this
point I would like to know what someone REALLY knows about this
cartridge.

Clu

5080. Re: "The Star Raiders Thread"

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <367782EC.4AE7@geocities.com>
Source record: 57398

> Just get AtariWin800 which will turn you PC into an 8 bit machine,
> then get the Star Raiders ATR file and you can play the real Star
> Raiders _and_ Privateer right on your PC!
>
> >Later!
> >Steven E. Posey, Star Commander Class 1 since 1984
> >
> Welcome from the class of '82!!
>
> ----
> dwebster@mediaone.net

I still wanna know where I can get the ATR file for the 5200 version of
Star Raiders! (Rainbow emulator can play both 8-bit and 5200)..
hehehe...

Doctor Clu - In the seat since '82
Graduate class of '87
Veterian pilot in '98 ;)

(Don't you feel sorry for all the zylons we've pounded over the past
two decades?)

5081. Re: looking for a good home for an Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <367783DD.526@geocities.com>
Source record: 57399

rpraetorius@aspenres.com wrote:
>
> > Atari 800 with 1050 & Percom disk drives, Koala pad, trackball,
> > OSA+, Action!, numerous games and utilities (detailed list available
> > on request). ....
>

> and, seeing no posts in reply to my initial offer, it's now $20 +
> shipping (free delivery in eastern MA or southern NH).
>

I'll see Jeff's bid and raise it $5 to $25. :)

Clu -76013-3530

5082. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7581lisbn1@nets3.rz.RWTH-Aachen.DE>
Source record: 57400

Howdy folks

>> Alright, speaking of which, along with making the cassette useful...
>> does anyone remember the peek/poke command for making the cassette
>> player a AUDIO ONLY device (where you can play regular cassettes without
>> erroring out) ?
>
>POKE 54018,62

Wasn't that POKE 54018,52 to switch it on and POKE 54018,60 to turn it off?
(don't forget to press PLAY and maybe turning the volume of you TV/Monitor a
bit lower wouldn't be a bad idea too. Somebody once gave me a tape to put some
files on. It still had some music on there. Man was that loud. It's a pitty
I couldn't have seen his face when he tried to load the games)

CU Mathy van Nisselroy

5083. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10e14f0a22016bd7989700@news.midwest.net>
Source record: 57401

In article <19981215220701.06283.00003397@ng43.aol.com>,
lwhite6497@aol.com says...
> >Sooo... seeing that I like cartridges, and the Atari 800... how might I
> >> put that "Right Cartridge" slot to use? I want to slap SOMETHING in
> >> there.
>
> Wasn't "THE BLOCK" (first of the "cartridge
> backup" devices also a right cartridge?
> Larry
>
I think you're thinking of "The Pill" I've seen one, once... :)
it was weird to see an 800 running w/ the 'hood' up - the guys using it
threatened to kill me if i ever spoke of it to anyone! :) (ah the good
ol' days!) :)
--
Ron
rlaski@midwest.net

5084. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10e15046aeb3e1d6989701@news.midwest.net>
Source record: 57402

In article <Pine.GSO.3.95.iB1.0.981215154407.19804A-100000@vtn1>,
yg473@victoria.tc.ca says...
>
>
> On 15 Dec 1998, David Hopcroft wrote:
> > > > 3) With that last question in mind, (and here is the kicker
> > > above all) could a primitive disk backup system be
> > > devised for the Atari cassette driver. :)
> > I have never seen any software to do this but I don't think it would be
> > practical see above. Also you have a disk anyway (or why back it up) so
> > it's a lot easer/faster/more secure to just make a duplicate.
> >
> Years ago I saw an ad in ANALOG (I think) for a tape backup suite
> (software and maybe some hardware). It used Atari cassette decks.
>
> The major drawback to it was speed. A normal 1050 drive transfers data at
> 19k2 baud; the tape decks (and the OS ROM routines to support them) maxed
> out at 300-400 baud i.e. over five minutes to back up a single density
> floppy.
>
> John
>
>
>
I thought i once read about an adapter or something that allowed the use
of a normal tape recorder to save/load data - this brings a question to
mind - Can a file stored on my PC be read w/ a pc program that converts
the data to sound pulses that can be fed to the sio port and read as a
cassette drive? (can APE or sio2pc do this?) There's a pgm that can do
that for a SuperCharger for the Atari 2600. You just plug the
supercharger into the speaker/line out of the sound card and run the
program.

--
Ron
rlaski@midwest.net

5085. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <367796D6.716AD91C@asw.cz>
Source record: 57403

Doctor Clu wrote:
> > There were also special "Turbo" modifications of tape drives, together
> > with lots of programs and TTDos which implemented B: device for work
> > with such turbo modes.

> Now that is something I'd never heard of before, a modified cassette
> drive? What did modifying it accomplish? Double speed? So instead of
> taking 30 minutes it took 20? :)

As I said: Almost nobody had disk drive here. 8bit computers were terribly expensive (you know - we were living in communism). Because standard tape drives were so slow, one of the Atari Club CR (Czech Atari UG) members made hardware modification called TURBO2000. 2000 because of 2000 baud speed. It didn't use the blocks, so that it was very fast compared to standard mode (longest programs took maximally 4-5 minutes to load). It has many drawbacks - the programs should be linearized (no inits, no loading pictures etc.), lots of programs must be changed in order to work with it. There were also faster versions up to 9600 baud. But such speeds are almost impossible to load - too many load errors.

Generally it looked like Sinclair's loading - black and white stripes over the screen - but the Antic was turned off because of performance reasons.

Later (I've sold my Atari in 1991) they made B: handler, which was like disk drive. Except for random access. I have TTDOS as a EXE file, but it won't work without hardware modification - and I don't have the plans.

--
Jindrich Kubec <kubecj@asw.cz>
For Atari utils check http://www.asw.cz/~kubecj

5086. FidoNet BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7588ofhaa1@news.xmission.com>
Source record: 57404

Looking for the phone number/telnet address to any/all good FidoNet accessible BBS's that carry the Atari8 echo.

Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

5087. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981216075306.14552.00001399@ngol02.aol.com>
Source record: 57405

In article <756bd0mbs1@nnrp1.dejanews.com>, j.glenwright@ndirect.co.uk
writes:

>
>Mine has a SpartaDos X cart in the left slot and an R-Time 8 in the right
>port
>-- works a treat!
>
>My machine also has 256K RAM upgrade (the one designed by Klaus B.) plus an
>Axlon mod so that this RAM is recognised by X. I also have a proper 'hard'
>reset button which comes out under the left hand side of the case where it's
>recessed. This little circuit generates the correct pulse to reset the
>machine. After a COLD /N command for example, I can bring the system back on
>line with a press of the button without the dreaded power down cycle (like
>Bob Wooley's Freezer for the XL/XE).
>
>Now all I have to do is figure out what can be plugged in the unused
>backplane
>slot, he he...
>
>Have fun with your new 800
>
>Jerry

You might want to get your hands on a Bit3 board... that'll give you 80
columns.. and will go into the last slot...

By the way, you've got what I've got! But... I took it one step further... I
got a Basic C Rom, mounted into a small socket, and hardwired it to the SDX
cart... the lid closes! Since I have no need for any other cart, I don't worry
aboub 'unplugging' the basic cart...

Rgds..
Vinnie

5088. Atari joystic to PC interface (how?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Jacek Bogucki <gucek@transprojekt.krakow.pl>
Message-ID: <758bvnasr1@info.cyf-kr.edu.pl>
Source record: 57406
Cross-posted to: comp.emulators.cbm,comp.sys.atari.8bit

How to connect? I would appreciate pin-to-pin picture, or any help.
If you can help - please send me an e-mail or ICQ message, too.

Jacek Bogucki
UIN 12464983
e-mail: gucek@hardware.com.pl

5089. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981216062205.21344A-100000@vtn1>
Source record: 57407

On Wed, 16 Dec 1998, Ronald A. Laski, Jr. wrote:
> I thought i once read about an adapter or something that allowed the use
> of a normal tape recorder to save/load data - this brings a question to
> mind - Can a file stored on my PC be read w/ a pc program that converts
> the data to sound pulses that can be fed to the sio port and read as a
> cassette drive? (can APE or sio2pc do this?) There's a pgm that can do
> that for a SuperCharger for the Atari 2600. You just plug the
> supercharger into the speaker/line out of the sound card and run the
> program.
>
> --
> Ron
> rlaski@midwest.net
>
The adapter was published in an electronics hobby magazine (forget which
one) and was relatively complex (read expensive).

You probably could fiddle an audio interface but why bother? If you're
going to hook to the SIO port, you've already got the most expensive part
of Rick Cortese's 1489 design--the SIO cable. The chip and a diode can be
had for less than $2 and I'm talking Canadian bucks. You'd be much farther
ahead using SIO2PC or APE both for speed and from the aspect of having
proven, debugged and reliable software.

John

5090. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <758g7m$f7m$1@guardian.matra.co.uk>
Source record: 57408
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

look@my.sig wrote in message <7561c2$99m$3@cfs2.kis.keele.ac.uk>...
>In the sacred domain of comp.sys.sinclair didst Doctor Clu
<clu-da-bard@geocities.com> eloquently scribe:
>: Hey, Troughton was quite good. Actually they all were. But don't tell
>: me you didn't like Sylvester! Common.. it was like Tom Baker and
>: Patrick Troughton with a litte William Hartnell rolled into one!
>
>Some of his later stories were OKish...
>the last two [TV Series] doctors were REALLY let down by the writers.
>I mean really, an evil Bertie Basset?
>What WERE they ON?
>
>Add to that the horror that was Mel....
>
>I'm sure the BBC were doing their utmost to kill off the series.
>In the seventies, the stories could be thrilling, compelling and complex.
>By the end, they were just a farce compared to their precious incarnations.
>--

Oh I don't know. I thought they got quite macabre and sinister towards the
end...bit trippy maybe, but it was miles better than the usual bland poo
that's on TV.

Trystan

5091. Re: Telnettable BBS's....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3677E606.990C8390@erols.com>
Source record: 57409

I may have written this to the good Doctor privately, but for the
benefit of the group, the FidoNet National Atari Echo is carried at:

telnet://bbs.docsplace.org

There was supposed to be another (Necronomicon) starting in Puerto Rico,
but I haven't been able to contact them. If anyone has any info about
it, please let me know.

Doctor Clu wrote:
>
> Out of curiousity, what BBS's are out there that you can telnet to that
> also support the Atari?
>
> Doctor Clu

5092. Re: FidoNet BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3677E8F9.ADABD7E6@erols.com>
Source record: 57410

I've said it before, but here goes:

telnet://bbs.docsplace.org

Take care.

Alan

jeking@NOSPAM.COM wrote:
>
> Looking for the phone number/telnet address to any/all good FidoNet
> accessible BBS's that carry the Atari8 echo.
>
> Thanks.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

5093. Re: UNIX for 6502....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Christof Odenthal <Odenthal@AnySIM.de>
Message-ID: <3677F31B.1CF7@AnySIM.de>
Source record: 57411

hi,
Unix started long ago on computers which had no more than
64 k of memory (e.g. the PDP-11) and i doubt if anyone of
them had virtual memory or any protection.
There is currently a Linux clone in development for the
8086/8088 16 bit-CPU called "ELKS" and there are already
several Unix clones for the Commodore C64 (e.g. Lunix, look
at http://www.heilbronn.netsurf.de/~dallmann/c64.html). And
i have found the C sources of a Unix clone called UZI for
CP/M computers (Z80 + 8085 - CPU) - so why shouldn't it be
possible on the Atari ?! The Atari is even faster than the
C64 ! You only have to fiddle around with the stack and the
zero page.

And if you wish you can make a kind of 6502-emulator which runs
on your Atari (a 6502 emulating a 6502...) and which checks each
memory access of the program it emulates before permitting it -
so you can protect your tasks/processes. Using this method you
can even simulate virtual memory, e.g. through new mnemonics.
The disadvantage is the slow down of the execution speed.

If this is to slow for you then you could try this method: You
have to write a special C compiler which everybody has to use to
make programs for this Unix clone and which accesses memory only
through calls to a memory manager. The memory manager takes care
of the segment boundaries of the current task and stops each task
which wants to access a memory cell it doesn't own. Here the
disadvantage *may* be less protection against a crashing task.

By the way: I've heared that the C64 freaks are even planning to
make a TCP/IP connection and a WEB BROWSER !

bye,
Christof.
(member of the ABBUC)
--
\ | /
(-O-O-)
-----oooO--(_)--Oooo-----

mailto: a) Odenthal@AnySIM.de
b) odin_70@hotmail.com
c) Christof.Odenthal@muenchen.org
homepg: http://homepages.muenchen.org/bm347689/

"Where do WE want YOU to go today" - Microsoft

5094. Re: SIO2PC cable vs APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <758uc0$cpo@freenet-news.carleton.ca>
Source record: 57412

James R. Gilbert (cb541@cleveland.Freenet.Edu) writes:
> (Nick, or Steve T.?)
> These cables are different. The SIO2PC is a max232 and the
> one chip APE is 1489 chip.
> Can I use APE software with the SIO2PC cable and can I use
> SIO2PC software with the APE cable?

I believe Nick has 1 and 2 chip version of SIO2PC, and both types
of cables will work w/ APE, so yes. The one-chip max232 and the 1489
both work on the 1-chip setting.

The 2-chip setting is only required if you have an older cable w/
the additional tristate.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

5095. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <758utb$d1d@freenet-news.carleton.ca>
Source record: 57413

Doctor Clu (clu-da-bard@geocities.com) writes:
> 1) How in the world do you save anything but a basic program
> on a cassette?

You can use the save binary option of DOS, or there were special
programs to make boot-load cassettes.

> 2) If the average Atari disk holds 90K-180K depending on
> format type.. then what would a cassette hold? Has
> anyone ever wondered the storage capasity of a 30
> minute tape? How about a 60, 90, or 120 minute tape?

Packed back to back with blocks, an Atari 30 minute tape would hold
about 135k of data. However, the standard cassette format uses a long
liead in tone, and long IRG's.

Given the log IRG and any extra time for dead space and more lead-ins
used by multiple saves, the capacity drops to around 75k or so, or less.

> 3) With that last question in mind, (and here is the kicker
> above all) could a primitive disk backup system be
> devised for the Atari cassette driver. :)

Sure, but your jumoing out of the frying pan and into the fire there. Tapes
are terribly unreliable, even when first saved.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

5096. Re: UNIX for 6502....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <RDTd2.185$xk3.283@newsfeed.slurp.net>
Source record: 57414

>By the way: I've heared that the C64 freaks are even planning to
>make a TCP/IP connection and a WEB BROWSER !
>
This is exactly what got me interested in my Atari again and dusted off my 130XE/1050! I figure that with the simplicity of memory-upgrading the XL/XE, and with the bank-switching capability... why can't we write the TCP/IP and Web Browser stuff...

Okay, okay... So we have the problem of not having a min. 640x480 display... But with the capability of 80columns' display, it should still be a possibility, and maybe some slick approach to a DLI routine that will handle the colors (if needed)...

Anyways, I'm still mulling over the details before I get serious about it and start toying around... but until then, I've been trying to obtain everything I can regarding the Atari and playing with the Atariwin800 emulator until I get the SIO2PC/APE interface and can start REALLY getting serious about my ol' buddy Atari system...

There *HAS* to be someone here that thinks it's possible to do and don't listen to the foggies who keep asking "Why bother when you already have it on the PC?!" To those people I can only say... you must never have *USED* your Atari... but rather must have *PLAYED* with it. I was and still am a *user* and not a *player*... even if I needed to dust it off recently...

The Atari is the most predominantly documented 8bit ever! And why not? It has the best userbase ever known in the computer industry, even when the company itself dropped us...

(Stepping off my soapbox once again...)

5097. Re: "The Star Raiders Thread"

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <367fd740.4399085@news.demon.co.uk>
Source record: 57415

The other Day Doctor Clu <clu-da-bard@geocities.com> wrote:

> I still wanna know where I can get the ATR file for the 5200 version of
>Star Raiders! (Rainbow emulator can play both 8-bit and 5200)..
>hehehe...
>
> Doctor Clu - In the seat since '82

I have the bin file for it but it needs to run on VSS .77 (on Daves site)

Runs very nicely too :)
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5098. Re: FidoNet BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <36780D1E.B19E17D9@holyoak.com>
Source record: 57416

I keep a list of Atari 8-bit BBS's at my web site
(http://www.holyoak.com/atari). (Yeah, I know, it hasn't been updated for
a while. I plan to update and re-post it to this group in the next couple
of weeks while I'm home on vacation.)

- Trevor Holyoak

jeking@NOSPAM.COM wrote:

> Looking for the phone number/telnet address to any/all good FidoNet
> accessible BBS's that carry the Atari8 echo.
>
> Thanks.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

5099. Re: Telnettable BBS's....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <36780ECD.91FB816E@holyoak.com>
Source record: 57417

I have a list of Atari 8-bit BBS's at my web site
(http://www.holyoak.com/atari). It's a little dated, but I plan to get it
updated and re-posted to this group in the next couple of weeks while I'm
home on vacation. If anyone has additions, please send them!
Thanks,
Trevor Holyoak

Doctor Clu wrote:

> Out of curiousity, what BBS's are out there that you can telnet to that
> also support the Atari?
>
> Doctor Clu

5100. Atari 8-bit Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <759a3aafb1@ramp2.tir.com>
Source record: 57418

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
__1	4-Button Joystick	$1.99		
__2	Atari Paddles	$2.99		
__3	Paperclip Protection Key	$2.99		
__4	SVI Quickshot I Joystick	$1.99		
__5	homemade cart. Inverter (untested)	$2.99		
__6	3-D Tic-Tac-Toe Cart.	$2.99		
__7	Ace of Aces Cart.	$3.49	$3.50	Perry
__8	Action Language Cart. (w/manuals)	$9.99	$17.00	skibo
__9	Alien Ambush Cart.	$3.49	$3.50	Perry
_10	Archon Cart.	$3.49	$4.50	Clu
_11	Asteroids Cart.	$2.99	$3.50	Perry
_12	AstroChase Cart.	$3.49	$4.00	Perry
_13	AtariArtist Cart.	$2.99		
_14	Ballblazer Cart.	$3.49	$3.50	Perry
_15	Barnyard Blaster Cart.	$2.99	$3.00	Perry
_16	BASIC Cart.	$2.99		
_17	BASIC Cart. (w/ orig. box)	$2.99	$5.50	DeMita
_18	BASIC XL Cart.	$4.99	$5.75	DeMita
_19	Basketball Cart.	$2.99		
_20	Battlezone Cart.	$3.99	$4.00	Perry
_21	Blue Max Cart.	$3.99		
_22	Bug Hunt Cart.	$2.99		
_23	Bug Hunt Cart. (w/manual)	$3.99		
_24	Bug Hunt Cart. (w/o case)	$0.99		
_25	Caverns of Mars Cart.	$2.99	$4.50	Bianco
_26	Centipede Cart.	$2.99		
_27	Choplifter Cart.	$3.99	$4.00	Perry
_28	Cloudburst Cart.	$3.99		
_29	Computer Chess Cart.	$2.99		
_30	Congo Bongo Cart.	$3.99		
_31	Crossfire Cart.	$3.99	$4.50	Bianco
_32	Defender Cart.	$2.99		
_33	Deluxe Invaders Cart.	$3.99	$4.00	skibo

_34 Demon Attack Cart. $3.99
_35 Dig Dug Cart. $2.99
_36 Donkey Kong Cart. $3.99
_37 Donkey Kong Jr. Cart. $3.99
_38 E.T. Phone Home Cart. $2.99
_39 E.T. Phone Home Cart. (unopened) $4.99
_40 E.T. Phone Home Cart. (unopened) $4.99
_41 E.T. Phone Home Cart(w/manual+box) $3.99
_42 Eagles Nest Cart. $3.99
_43 Eastern Front (1941) Cart. $2.99
_44 Eastern Front (1941) Cart. $2.99
_45 Eastern Front (1941) Cart. $2.99
_46 Eastern Front (1941) XE Cart. $3.99
_47 Fast Eddie Cart. $3.99 $4.50 Bianco
_48 Flight Simulator II Cart. $3.99
_49 Flight Simulator II Cart(w/manual) $6.99 $7.00 Baker
_50 Football Cart. $2.99
_51 Frogger Cart. $3.99
_52 Galaxian Cart. $2.99
_53 Gateway to Apshai Cart. $3.99 $4.50 Bianco
_54 Gato Cart. (w/manual) $4.99
_55 Gorf Cart. $3.99
_56 Gyruss Cart. $3.99 $4.00 Perry
_57 Journey to the Planets Cart. $3.99 $4.00 skibo
_58 Joust Cart. $2.99
_59 Joust Cart. $2.99
_60 Jumbo Jet Pilot Cart. $2.99 $3.00 Perry
_61 Jungle Hunt Cart. $2.99
_62 K-razy Antiks Cart. $3.99 $4.50 Bianco
_63 K-razy Shootout Cart. $3.99 $4.50 Bianco
_64 Kaboom! Cart. $3.99
_65 Lode Runner Cart. $3.99
_66 Logic Levels Cart. $3.99 $4.00 Perry
_67 Mario Brothers Cart. $3.99 $5.50 DeMita
_68 Master Type Cart. $3.99 $4.00 skibo
_69 Microsoft Basic II Cart(w/manuals) $4.99
_70 Millipede Cart. $3.49
_71 Miner 2049'er Cart. $3.99
_72 Missile Command Cart. $2.99
_73 Monkey Wrench II Cart(untested) $3.99 $4.50 Perry
_74 Moon Patrol Cart. $3.99 $4.00 Perry
_75 Mountain King Cart. $3.99 $5.00 Miller
_76 MPP Smart Terminal Cart. $2.99
_77 Ms. Pac-Man Cart. $2.99
_78 Music Composer Cart. $2.99
_79 Necromancer Cart. $3.99 $4.00 Perry
_80 One On One Cart. $3.99
_81 One On One Disk (w/manual) $2.99
_82 Pac-Man Cart. $2.99
_83 Pengo Cart. $2.99

_84 Pilot Language Cart. $3.99
_85 Pitfall Cart. $3.99
_86 Pole Position Cart. $2.99
_87 Popeye Cart. $3.99 $4.50 Bianco
_88 Q-Bert Cart. $3.99
_89 Qix Cart. $2.99
_90 Rescue On Fractalus Cart. $3.99
_91 Return of the Jedi Cart. $3.99
_92 River Raid Cart. $3.99
_93 Robotron 2084 Cart. $3.99
_94 Serpetine Cart. $3.99
_95 Speedway Blast Cart. $3.99 $8.00 Frank
_96 Star Raiders Cart. $2.99
_97 Star Raiders Cart. $2.99
_98 Star Raiders II Cart. $3.99 $4.25 Baker
_99 Space Invaders Cart. $2.99
100 Super Breakout Cart. $2.99
101 Super Breakout Cart. $2.99
102 Super Breakout Cart. $2.99
103 Super Cobra Cart. $3.99
104 Thunderfox Cart. (w/manual) $4.99 $5.00 Perry
105 Track & Field Cart. $3.49 $4.00 skibo
106 Video Easel Cart. $2.99 $2.99 Muchmino
107 Wizard of Wor Cart. $3.99 $4.50 Bianco
108 Wizard of Wor Cart. $3.99 $4.50 Clu
109 Zaxxon Cart. $3.99 $5.00 Perry

5101. Re: XF551 & index hole

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <367849dc.0@news.iglou.com>
Source record: 57419

On 1998-12-15 kubecj@asw.cz said:
>Hell-o!
>I've got XF551 and Zork I on original disk. The disk is double
>sided, but one has to flip it over (XF551 is only single sided
>AFAIK). But there's only one index hole in the disk. How does that
>thing find start of track?
The XF551 is a double sided drive, but many of them were sold with DOS 2.5 which does not use the drive's full capacity (it's a long story, Atari was working on a new DOS, but they were forced to release the drive before the DOS was ready). The XF551 only uses the index hole when it formats disks. It can read or write flippy disks, but without modification it can't format the back side.

Net-Tamer V 1.08X - Test Drive

5102. Re: [CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <367849e3.0@news.iglou.com>
Source record: 57420

On 1998-12-15 clu-da-bard@geocities.com said:
>>the cassette player a AUDIO ONLY device (where you can play
>>regular cassettes without erroring out) ?
>POKE 54018,62
>> > Raphael Espino - rje@co.umist.ac.uk -
>Many thanks! I've tried it, and forgive me (since it's been nearly
>12 years since I've tried this) but what needs to be done next to
>get the computer to recognize the cassette drive at this point?
If I'm not mistaken, all you have to do is press Play. That poke turns
on the motor. The Atari cassette recorder was a "stereo" machine with data
on one track and sound on the other (it could record data, but not sound).

Net-Tamer V 1.08X - Test Drive

5103. Re: SIO2PC cable vs APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <759pq8$6rt$1@news.csw.net>
Source record: 57421

I think you've summed up things pretty nicely, Richard. I've got some discussions of alternate hardware in my web site and SIO2PC FAQ at www.cswnet.com/~nkennedy/

The 1489 and a companion chip (1488? 1490?) each convert TTL and RS-232 levels in one direction only. I think one requires a 5 volt supply (easy) and the other requires + and - 9 volt supplies (not so easy). I think these chips predated the MAX-232. When I found out about the MAX, I jumped on it--conversion of two lines in EACH direction, all with a single 5 volt supply. Yes, expensive at first, but now $1.65 or so from B.G. Micro.

Regards,

Nick Kennedy (the SIO2PC guy)

5104. Re: UNIX for 6502....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <27880-36786EB6-61@newsd-224.iap.bryant.webtv.net>
Source record: 57422

please go for it,i get asked for this every day from customers,not everyone wants a pc,not everyone is willing to give up on a very large investment,not everyone is willing to learn all over again,not everyone needs a vette just to go to the local market,when a bug will do,not everyone wants to invest large amounts of time and money to do what a computer should do in the first place,remember the hot button words of the 90's,interactive and cd-rom,the pc drones act like this is something new,thanks,
lance

5105. 8Bit Compute's Books for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-16 00:00:00 UTC
From: Douglas Carroll <dcarroll@internetcds.com>
Message-ID: <75a741$p34$1@news-01.meganews.com>
Source record: 57423

Hello everyone!

I have the following atari Compute's books left for sale:

"Compute's first book of atari graphics"

"Compute's second book of atari graphics"

"Mapping the Atari, 1st edition"

All of the books are in good condition and are priced at $10.00 each plus shipping. I would suggest the 3 day shipping as it is only $3.00 and gets the books to you quickly at a reasonable price. Please e-mail me if you are interested in any of these. Thanks!!

Douglas Carroll

dcarroll@internetcds.com

5106. FA: {pic} Atari/Apple Game Adventureland Saga #1 $0.01

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: ebaked@webtv.net
Message-ID: <26412-367A02CE-48@newsd-171.iap.bryant.webtv.net>
Source record: 57238

Click Here:

http://members.ebay.com/aboutme/ebaked/

This is a 3 Day Auction ending on Sunday 12-20-98. Bidding starts at
$0.01 and there is no reserve price.

ADVENTURELAND SAGA #1
8 BIT ATARI/APPLE
(c)1982 Scott Adams - Adventure International

This game was released in 1982 by Adventure International for the Atari
400/800/1200 computers. The case also says Apple Disk, but there is only
one disk with a label on one side that says Atari Disk. The disk is
double sided, so the Apple version could be on the second side of the
disk. I'm guessing the Apple version is for the Apple IIc or IIe.

This is a Text Adventure Game with high-res graphics by Scott Adams.
This title is the first game in the "Adventure" Saga, which also
included these additional games:

Saga #1 Adventureland
Saga #2 Pirate Adventure
Saga #3 Mission Impossible
Saga #4 Voodoo Castle
Saga #5 The Count
Saga #6 Strange Odyssey
Saga #7 Mystery Fun House
Saga #8 Pyramid Of Doom
Saga #9 Ghost Town
Saga #10 Savage Island Part 1
Saga #11 Savage Island Part 2
Saga #12 Golden Voyage

This game is almost complete and includes: the original 5 1/4 floppy
disk, the instruction manual, and the plastic case (box). (The only
missing items are the warranty card and the original disk sleeve. A
Verbatim disk sleeve is included.)

I don't have an Atari computer or an Apple computer, and this disk is
untested.

CONDITION
{SW}=SHRINKWRAPPED {MT}=MINT
(EX)=EXCELLENT (VG)=VERY GOOD
[GD]=GOOD [FR]=FAIR
!PR!=POOR !JK!=JUNK

(EX) 5 1/4 FLOPPY DISK (EX)
A couple of very light scratches on the silver label. The "S.A.G.A. #1 ADVENTURELAND" label has a small amount of anti-plaquing.

(VG) INSTRUCTION MANUAL (VG)
Cover has a vertical bend along the left side about 1 cm. away from the spine. This was caused by closing the case with the manual in one of the grooves. Other than that, only minor wear.

(EX+) PLASTIC CASE (EX+)
Looks brand new. Has some light scratches in plastic cover. Inside is dent free and white.

Please email me before you bid if you have any questions.

Thank You,

Joe
-eBaked-

5107. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3678BAB5.5A85@geocities.com>
Source record: 57288
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> Tom Baker is my favourite Doctor, too, but I have observed (generally,
> not always) that ones favourite tends to be the one you saw first - this
> seems to apply to James Bond, too.
>
> Since it was mentioned, however, I'd much rather watch a good episode of
> Blakes 7 - Paul Darrow/Avon is brilliant!

Hmm... it is interesting how the Doctor and James Bond are similar in
the way that they can successfully interchange actors. The same goes
for Sheriock Holmes. The only difference is that ONLY Doctor Who can
pass off a totally different actor, wearing something completely
different, and maybe acting externally different, can STILL pass off the
new guy as the Doctor.
Try having James Bond wear something other than a nice suit or a tux.
Point made. :)

Let's see...

First Doctor: Peter Davison... my favorite for years.
First Bond: Roger Moore

While Piers Browsman (?) is quite good, Roger Moore is bond!

As for the Doctors.. after viewing all eight (nine including the cheezy
Dalek movies...) Jon Pertwee wins in dress, charm, wit, gadgetry,
vehicles, singing, venusian akido moves....
... truly the bond of Doctors!

Doctor Clu

5108. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3678CF50.2617@geocities.com>
Source record: 57289

> As I said: Almost nobody had disk drive here. 8bit computers were
> terribly expensive (you know - we were living in communism). Because
> standard tape drives were so slow, one of the Atari Club CR (Czech Atari
> UG) members made hardware modification called TURBO2000. 2000 because of
> 2000 baud speed. It didn't use the blocks, so that it was very fast
> compared to standard mode (longest programs took maximally 4-5 minutes
> to load). It has many drawbacks - the programs should be linearized (no
> inits, no loading pictures etc.), lots of programs must be changed in
> order to work with it. There were also faster versions up to 9600 baud.
> But such speeds are almost impossible to load - too many load errors.
>
> Generally it looked like Sinclair's loading - black and white stripes
> over the screen - but the Antic was turned off because of performance
> reasons.
>
> Later (I've sold my Atari in 1991) they made B: handler, which was like
> disk drive. Except for random access. I have TTDOS as a EXE file, but it
> won't work without hardware modification - and I don't have the plans.
>
> --
> Jindrich Kubec <kubecj@asw.cz>
> For Atari utils check http://www.asw.cz/~kubecj

* * *

That is too cool! I was talking to someone earlier today who was sure
that the 300 buad barrier had never been broken! (Hmmm.. the Coleco
Adam had a "High Speed Cassette Drive" .. wonder what speed that went
at?)
Alright, for my vintage computing I need to get one of these Turbo
2000's running (I've got an extra 1010 recorder that was basically given
to me.. what the hell!?) How can I contact the Czech Atari user
group?

To quote Peter Loury "Hehe.. now I've seen everything..."

Well, the good news is, I managed to get the programs on the cassette
that I was after for the upcoming Atari meeting this weekend. (Christmas
music) and turns out they were basic programs all along. What can I
say? It's been a decade since I cared to look at them. :)

(And the other irony is, I'll probably take my hippo 800 with a DISK
DRIVE anyway to show off the latest edition of the Ol'Hackers Newsletter
disk.. which if you don't get it.. do! (Just talk to Alan Shakins)

Clu

5109. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3678d7b3.32813427@news.pressenter.com>
Source record: 57290
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Thu, 17 Dec 1998 03:03:01 -0500, Doctor Clu
<clu-da-bard@geocities.com> wrote:

>> Tom Baker is my favourite Doctor, too, but I have observed (generally,
>> not always) that ones favourite tends to be the one you saw first - this
>> seems to apply to James Bond, too.
>>
> Let's see...
>
>First Doctor: Peter Davison... my favorite for years.
>First Bond: Roger Moore
>
> While Piers Browsman (?) is quite good, Roger Moore is bond!

Excuse me, but Sean Conners (spelling?) was the 1st actor to play
"James Bond". But do not forget "In Her Majesty's Secret Service"
which was sort of a prequel to the bond movies but technically was not
one of them. Or so I remember barely.

5110. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Acorn User Editorial <editor@acornuser.com>
Message-ID: <6885d2b548%aueditor@acornuser.idg.co.uk>
Source record: 57291
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <3678d7b3.32813427@news.pressenter.com>
jmelbo@pressenter.com (Jon Melbo) wrote:

> On Thu, 17 Dec 1998 03:03:01 -0500, Doctor Clu
> <clu-da-bard@geocities.com> wrote:
>
> > > Tom Baker is my favourite Doctor, too, but I have observed (generally,
> > > not always) that ones favourite tends to be the one you saw first -
> > > this seems to apply to James Bond, too.
> > >
> > Let's see...
> >
> > First Doctor: Peter Davison... my favorite for years.
> > First Bond: Roger Moore
> >
> > While Piers Browsman (?) is quite good, Roger Moore is bond!
>
> Excuse me, but Sean Conners (spelling?) was the 1st actor to play
> "James Bond". But do not forget "In Her Majesty's Secret Service"
> which was sort of a prequel to the bond movies but technically was not
> one of them. Or so I remember barely.

Oh dear we're all getting a bit confused.

I think you'll find Jon didn't mean Roger Moore was the first Bond, he meant
he was the first he saw. Of course Sean Connery was the first Bond and (IMO)
the best but Timothy Dalton did a very good job.

It's "Pierce Brosnan" BTW and I utterly detest Roger Moore's Bond.

"On Her Majesty's Secret Service" was George Lazenby and it was one of the
first movies I ever saw, certainly the first Bond, so I always had a bit of a
soft spot for it. It was a "serious" Bond movie not seen again until
GoldenEye (to semi-quote the reviewer on IMDB -- but I agree anyway).

As for the Doctor, has to be Jon Pertwee -- the Action Doctor :-) though
my first Doctor was William Hartnell.

--
Steve Turnbull
Editor, Acorn User (editor@acornuser.com)
http://www.acornuser.com/
PGP key available

5111. Re: De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Olav Queseth <Olav.Queseth@radio.kth.se>
Message-ID: <3678EDB2.1CF15D39@radio.kth.se>
Source record: 57292

Morloc wrote:
> Does anyone know of a website that has De Re Atari posted for perusal?
Look at: http://www.pcc.net/dzone/atari8.htm

/Olav

5112. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <3678f208.464370@news.pipeline.com>
Source record: 57293

Don't quote me on this since I don't have any proof. But I have asked the right cart slot question to many people over the years (including some ex-Atari people) and on more than one occasion I heard mention of being able to program eproms or carts or whatever out of the right slot. How exactly to do this, I have no idea. Nor do I remember who told me that. I assume it was something done internally with special hardware, etc.

John
jhardie@pipeline.com
Atari Gaming Headquarters
www.atarihq.com

Doctor Clu <clu-da-bard@geocities.com> wrote:

> Alright, one thing that has me wondering and I just have to ask to get
>this over with... the cartridge slots are only read and never written
>to, right?
>
> (Just thinking it would be cool if you could take a disk based program,
>and have it copy all contents of a cartridge on the left over to a blank
>E-prom cartridge on the right. A poor man's E-prom burner and cartridge
>writer.)
>
> Ah fiction is a nice thing...
>
> Clu

5113. Re: UNIX for 6502....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <mz6e2.342$hs3.4747@newsfeed.slurp.net>
Source record: 57294

I've been wondering that myself... One way to find out would be to write it on the emulator, huh? Then test it on the hardware (real) system to verify its compatibility... Hmmm...

In the meantime, I'll continue working the ideas out on paper regarding the necessary display for web browsing... Already have some strong leads worked out.

John Vogel <jvogel@mail1.i1.net> wrote in message news:go1e2.411$x5.6807688@news1.i1.net...
>Morloc (morloc@acd.net) wrote:
>: >
>: This is exactly what got me interested in my Atari again and dusted off my
>: 130XE/1050! I figure that with the simplicity of memory-upgrading the XL/XE,
>: and with the bank-switching capability... why can't we write the TCP/IP and
>: Web Browser stuff...
>
>Hehehehe, will we be able to run it on our emulators? :)
>
>John
>jvogel@i1.net
>

5114. Re: Atari SX212 Modem ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <tC6e2.343$hs3.4777@newsfeed.slurp.net>
Source record: 57295

Gimme the postal details and you've got a home for it, John!

John K. Picken <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.981217004406.21695A-100000@vtn1...
>
>
>On 17 Dec 1998, YENDOR3 wrote:
>
>> I have a boxed complete sx212 for sale if the offer is high enough.
>>
>>
>Sheesh!! I have one for free if anyone wants to pay the shipping.
>
>

5115. FTP Site for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <75atj9cme1@news.xmission.com>
Source record: 57296

I've setup my own FTP server. Its accesible (from my home) via 128kb at
ftp.kingtechsvcs.com

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

5116. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981217073419.07730.00001292@ngol08.aol.com>
Source record: 57297

In article <3678C808.EA1@geocities.com>, Doctor Clu <clu-da-bard@geocities.com>
writes:

> Hmmm learning system had both carts eh? Could you be referring to the
>"Educational System" by chance? Cool... if this is the case, Atari
>might have very well produced a "RIGHT CARTRIDGE" case!

the Educational Cart works in the Left slot... and in conjunction with
cassettes.... For the life of me, I cananot figure out exactly what the cart
does.. short of a title screen and helping load the cassettes.... the programs
are all on the different cassettes!

Vinnie

5117. Pinout for Basic ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Olav Queseth <Olav.Queseth@radio.kth.se>
Message-ID: <3678FBE0.CE82FF62@radio.kth.se>
Source record: 57298

Hello!

Does anyone know the pinout for the strange 24-pin 8Kbyte
ROM that atari used for the Basic interprester in the
XL/XE series.

I fried my ROM some time ago and I'd like to replace it.
Simply buying a new one is no fun :-).

/Olav

5118. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: look@my.sig
Message-ID: <75auqe$rc5$3@cfs2.kis.keele.ac.uk>
Source record: 57299
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst Doctor Clu <clu-da-bard@geocities.com>
eloquently scribe:
: First Doctor: Peter Davison... my favorite for years.
: First Bond: Roger Moore

: While Piers Browsman (?) is quite good, Roger Moore is bond!

Rubbish! Sean Connery IS bond.
And John Pertwee IS the Doctor... Or rather was, seeing as he died a while
back.

I suppose you only remember him for Wurzle.

: As for the Doctors.. after viewing all eight (nine including the cheezy
: Dalek movies...) Jon Pertwee wins in dress, charm, wit, gadgetry,
: vehicles, singing, venusian akido moves....
: ... truly the bond of Doctors!

Exactly.

Although I quite like Patrick Troughton.
He was a bit of a clown, but he could also pull it off, unlike Sylvester
McCoys early episodes.
--

---
u5a77@teach.cs.keele.ac.uk	
Andrew Halliwell	"The day Microsoft makes something that doesn't
Finallist in:-	suck is probably the day they start making
Computer science	vacuum cleaners" - Ernst Jan Plugge

|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |

5119. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: look@my.sig
Message-ID: <75ausm$rc5$4@cfs2.kis.keele.ac.uk>
Source record: 57300
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst Jon Melbo <jmelbo@pressenter.com>
eloquently scribe:
: Excuse me, but Sean Conners (spelling?) was the 1st actor to play
: "James Bond". But do not forget "In Her Majesty's Secret Service"
: which was sort of a prequel to the bond movies but technically was not
: one of them. Or so I remember barely.

Actually, it WAS technically, and officially one of them.
The only difference is the Lazenby played Bond because Connery wasn't
available for it.
--
	What to do if you find yourself stuck in a crack
u5a77@teach.cs.keele.ac.uk	in the ground beneath a giant boulder, which you
	can't move, with no hope of rescue.
Andrew Halliwell	Consider how lucky you are that life has been
Finalist in:-	good to you so far...
Computer Science	-The BOOK, Hitch-hiker's guide to the galaxy.

|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++|
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire|

5120. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: imc@comlab.ox.ac.uk
Message-ID: <17277-binocular.imc@comlab.ox.ac.uk>
Source record: 57301
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Doctor Clu entertained comp.sys.sinclair with the following story:
> While Piers Browsman (?) is quite good, Roger Moore is bond!

No, Roger Moore is the Saint! :-)

> As for the Doctors.. after viewing all eight (nine including the cheezy
>Dalek movies...) Jon Pertwee wins in dress, charm, wit, gadgetry,
>vehicles, singing, venusian akido moves....

But a lot of the Jon Pertwee ones were deathly boring. Tom Baker wins
on neck accessories. :-)
--
---- Ian Collier : imc@comlab.ox.ac.uk : WWW page (including Spectrum section):
------ http://www.comlab.ox.ac.uk/oucl/users/ian.collier/imc.html

5121. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yg1ae51gd.fsf@co.umist.ac.uk>
Source record: 57302

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) writes:

> Howdy folks
>
> >> Alright, speaking of which, along with making the cassette useful...
> >> does anyone remember the peek/poke command for making the cassette
> >> player a AUDIO ONLY device (where you can play regular cassettes without
> >> erroring out) ?
> >
> >POKE 54018,62
>
> Wasn't that POKE 54018,52 to switch it on and POKE 54018,60 to turn it off?

oops you're right, it is 52.

There was also a few other turbo cassette upgrades, at least here in the UK. I think Micro Discount used to sell one. It involved a modification to the tape deck and some special software as I remember it. Some commercial software was even modified to load from this upgrade.

Also if you want to load a program and hear music at the same time (as asked elsewhere), then you need to save the music on one track, and the program on the other (Atari cassette decks are stereo), then just CLOAD or boot the tape normally, and turn the sound up. I can't remember which track is which now, but I *think* the outer track is audio and the inner track is the data track.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages, http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing ---------- Join The Atari 8-bit Computer WebRing at: ---------- ------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

5122. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Andy Whitelaw <andrew.whitelaw@gecm.cutthisbitouttoreply.com>
Message-ID: <36792036.80F992D5@gecm.cutthisbitouttoreply.com>
Source record: 57303
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

look@my.sig wrote:
>
> In the sacred domain of comp.sys.sinclair didst Jon Melbo <jmelbo@pressenter.com>
eloquently scribe:
> : Excuse me, but Sean Conners (spelling?) was the 1st actor to play
> : "James Bond". But do not forget "In Her Majesty's Secret Service"
> : which was sort of a prequel to the bond movies but technically was not
> : one of them. Or so I remember barely.
>
> Actually, it WAS technically, and officially one of them.
> The only difference is the Lazenby played Bond because Connery wasn't
> available for it.

Aha <dons know-all hat>

Dr No was the first of what is regarded as the 'real' James Bond (made
in 1962) , played by Sean Connery (From Russia, With Love, Goldfinger,
Thunderball, You Only Live Twice, Lazenby took over (On Her Majesty's
Secret Service) then Sean Connery took over again (Diamonds Are Forever)
and then was replaced by Roger Moore, then Sean did 'Never say Never' an
'independant' James Bond based on Thunderball, then Dalton and finally
Brosnan.
So Sean Connery was the first, third and fifth James Bond. There are
moves for a new Sean Connery Bond movie with 007 coming out of
retirement to save the world so he could be the 1st, 3rd, 5th and 8th
James Bond.

There were two other James Bond movies made:- Casino Royale (in 1967)
where David Niven played James Bond in a spoof and an American James
Bond movie (made in 1954) also called Casino Royale. It was an NBC
television movie with Barry Something-or-other playing Bond.

But how about this for a real Gobsmacker? The first person ever to play
James Bond was none other than a young Bob Holness (Blockbusters, gimmie
a 'P' please Bob!) in a radio play. It emerged in an interview with Bob
a couple of years ago.

5123. Re: Atari joystic to PC interface (how?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <75b81eekh1@sci3.sri.ucl.ac.be>
Source record: 57304
Cross-posted to: comp.emulators.cbm,comp.sys.atari.8bit

Hi Jacek!

You can check my WEB page where I give the schematics of an interface I designed myself. It works great and could help you:

http://gauss.math.ucl.ac.be/~manu/Atari/joystick.html

Have fun ! Bye,

Emmanuel F.

Jacek Bogucki a crit dans le message <758bvnasr1@info.cyf-kr.edu.pl>...
>How to connect? I would appreciate pin-to-pin picture, or any help.
>If you can help - please send me an e-mail or ICQ message, too.
>
>Jacek Bogucki
>UIN 12464983
>e-mail: gucek@hardware.com.pl
>
>

5124. Re: UNIX for 6502....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Christof Odenthal <Odenthal@AnySIM.de>
Message-ID: <3679289B.30E7@AnySIM.de>
Source record: 57305

Hi,
there is a already working TCP/IP-stack for CP/M computers - so
why shouldn't it be possible on an Atari ?

To connect your Atari to your internet provider you will need a
data transfer protocol for the modem line. The most commonly
used protocols are SLIP and PPP. SLIP is the predecessor of PPP
and is somewhat easier to implement but today most of the
providers use PPP which isn't backward compatible, i think.

I think it would be best to offer a "Atari-UX" (like HP-UX)
together with a web browser both as cartdidge and as program on
disk. So the beginner can try the disk based version while the
experienced or professional user can use the cartridge for faster
access (the cartridge could e.g. have battery backed RAM).

bye,
Christof.
--
\ | /
(-O-O-)
-----oooO--(_)--Oooo-----

mailto: a) Odenthal@AnySIM.de
b) odin_70@hotmail.com
c) Christof.Odenthal@muenchen.org
homepg: http://homepages.muenchen.org/bm347689/

"Where do WE want YOU to go today" - Microsoft

5125. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75b9isjec1@nets3.rz.RWTH-Aachen.DE>
Source record: 57306

Howdy Steven

>I've got the docs at home. I'll try to bring them in to work tomorrow and
>scan them into my PC. I can create a PDF of the docs if anyone's
>interested, otherwise I'll just let the OCR routine do its worst and then
>fix anything it butchers.

PDF would be nice, but ASCII will do just fine. (I used to be able to print
PDF files with ACROBAT READER 2.0, now I upgraded to 3.0. Which refuses to
install itself. PC's I hate them almost as much as I hate Bill Gates.)

CU Mathy van Nisselroy

PS maybe you could upload it to umich (via Bill Kendrick. Can't remember
his address.

5126. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75b9scjec2@nets3.rz.RWTH-Aachen.DE>
Source record: 57307

Howdy Greg

>Then once you had the program
>up you slap the cartridge in the left slot and hope the computer didn't
>crash. If it didn't, you were in business. :)

Why didn't anybody ever think of the idea to install a switch in that thing. I wouldn't know which lines to switch, but it shouldn't be too hard. BTW that would also be a good idea for these Plug and Jank carts that have been comming out lately. (for those who are new to this group: In the last halve year, software that never was on cartridge (and never was intended to be) has been released on cartridge. You plug them in, boot the computer and then jank them out while the computer is running. Bad idea is you ask me.)

CU Mathy van Nisselroy

5127. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75ba0ejec3@nets3.rz.RWTH-Aachen.DE>
Source record: 57308

Howdy Vinnie (and all)

>You might want to get your hands on a Bit3 board... that'll give you 80
>columns.. and will go into the last slot...

How is the Bit3 board? And compared to the Austin 80? Do you have
(technical) docs on this one?

CU Mathy van Nisselroy

5128. Re: UNIX for 6502....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75balbjec4@nets3.rz.RWTH-Aachen.DE>
Source record: 57309

Howdy Greg, folks

> All and all, I think the Atari GREATEST strength is cartridges.
>It's just an idea, but if we could make some part of the webrowser in
>cartridge form we will have one screaming fast loading browser! It will
>be simple, but it will be fast.

Bankswitching cartridges can handle 256kB. That should be enough. And I see
that Lance (the cartridge guy) likes the idea, so.....

>
> The way I figure it as a sketchy outline, devise the browser so that
>the bulk of the base for the browser, the non-changing part, is in the
>cartridge. You slap it in, turn it on, boom! Instantly it's loaded.
>The cartridge based program then looks to the disk drive for preferences
>(yes I'm a Mac user.. hehe..) that it gleams here and there, which would
>be short bursts of information quickly loaded off the disk. If these

Why not use a small flash ROM thingy inside for the preferences?

> Instead of using a mouse, we will use the second strong point of the
>Atari... a JOYSTICK! (Complete with clickable fire button) :)

ST mice work on 8 bit ATARI's (needs just one resistor to make the right mouse
button work), so do AMIGA mice. With the proper software ofcourse. You guys
could make a menu, where the user could choose between ST mouse, Amiga Mouse,
Joystick or maybe even Touch tablet or light pen.

Cu Mathy van Nisselroy (who doesn't have a clue about Assembler)

5129. Re: XF551 & index hole

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75bavnjec5@nets3.rz.RWTH-Aachen.DE>
Source record: 57310

Howdy folks

>The XF551 is a double sided drive, but many of them were sold with DOS 2.5
>which does not use the drive's full capacity (it's a long story, Atari was
>working on a new DOS, but they were forced to release the drive before the
>DOS was ready). The XF551 only uses the index hole when it formats disks.
>It can read or write flippy disks, but without modification it can't format
>the back side.

My XF551 has been "dual drive 3.5" mech upgraded by CSS" so it might only work on those XF's but.... I recently found out that I CAN format the backside of a floppy in SINGLE DENSITY on an XF. I'll try it out again soon, as this only happened once. Have to be sure.

CU Mathy van Nisselroy

5130. Re: FTP Site for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75bb4tjec6@nets3.rz.RWTH-Aachen.DE>
Source record: 57311

Howdy James

>I've setup my own FTP server. Its accesible (from my home) via 128kb at
>ftp.kingtechsvcs.com

Leave us you address and we'll come bye and have a look. Two lumbs and a wee
bit of milk in mine please.

CU Mathy van Nisselroy

5131. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: look@my.sig
Message-ID: <75bbnb$rc5$11@cfs2.kis.keele.ac.uk>
Source record: 57312
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst Andy Whitelaw
<andrew.whitelaw@gecm.cutthisbitouttoreply.com> eloquently scribe:
: But how about this for a real Gobsmacker? The first person ever to play
: James Bond was none other than a young Bob Holness (Blockbusters, gimmie
: a 'P' please Bob!) in a radio play. It emerged in an interview with Bob
: a couple of years ago.

Yep. I knew that one, but I forgot about the radio....
:)

"Ahhh Mr Bond.... I'll have a 'P' please...."
:)
--

---
u5a77@teach.cs.keele.ac.uk	
Andrew Halliwell	"The day Microsoft makes something that doesn't
Finallist in:-	suck is probably the day they start making
Computer science	vacuum cleaners" - Ernst Jan Plugge

|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |

5132. Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <LEae2.5$zA3.92@newsfeed.slurp.net>
Source record: 57313

"Web browser design scenario for the Atari 8bit"

Doctor Clu <clu-da-bard@geocities.com> wrote in message
news:3678BF78.A62@geocities.com...
>Morloc wrote:
>>
>> >By the way: I've heared that the C64 freaks are even planning to
>> >make a TCP/IP connection and a WEB BROWSER !
>> >
>> This is exactly what got me interested in my Atari again and dusted off
my
>> 130XE/1050! I figure that with the simplicity of memory-upgrading the
XL/XE,
>> and with the bank-switching capability... why can't we write the TCP/IP
and
>> Web Browser stuff...
>>
>> Okay, okay... So we have the problem of not having a min. 640x480
display...
>> But with the capability of 80columns' display, it should still be a
>> possibility, and maybe some slick approach to a DLI routine that will
handle
>> the colors (if needed)...
>
> I'm totally with you on this one, and while I understnad the early part
>of logging on and the html code... which the Atari could EASILY handle,
>what is required for TCP/IP connection?
> Could someone please explain this part of the process for me!!!
>
>
> All and all, I think the Atari GREATEST strength is cartridges.
>It's just an idea, but if we could make some part of the webrowser in
>cartridge form we will have one screaming fast loading browser! It will
>be simple, but it will be fast.
>

This is more than feasible, especially if we could obtain the technique used
in the bank-switching carts so that we can enhance the browser's
capabilities beyond the 16K or so standard cartridge. Someone mentioned a
cart can support 256K. Great, but we need the bankswitching technique to
utilize it because of the way the Atari handles RAM.

> The way I figure it as a sketchy outline, devise the browser so that
>the bulk of the base for the browser, the non-changing part, is in the
>cartridge. You slap it in, turn it on, boom! Instantly it's loaded.

>The cartridge based program then looks to the disk drive for preferences
>(yes I'm a Mac user.. hehe..) that it gleams here and there, which would
>be short bursts of information quickly loaded off the disk. If these
>are not found, the cartridge based browser then asks for preferences
>from the user, at which time a preference disk can be created.
>

Easily manageable!

> The actual browser part of the program would be quite simple. It would
>be similar to a regular browser with the automatic picture loading menu
>turned off. Similar to that, a icon could be made to represent a
>unloaded picture. I know that Atari's had programs to load GIF images,
>maybe someone could mention if JPEG and other have been done as well.
>

Let's take this one a step further, Doctor Clu!

A customized DL could accomodate a menuing system that most people using a PC could be comfortable with, and a browser area for the display of the web pages, too.

Now, let's discuss the HSCROL/VSCROL capability of the Atari. You can go either coarse or fine scroll with this excellent ANTIC feature. Anyone that has played Eastern Front may know where I'm going with this proposal:

Why not utilize this capability of the Atari 8bit for an optional display mode that PC users would compare to the new Win98 feature called multi-monitor display... except we Atari owners wouldn't need multiple monitors to use it. Instead, a 2x2 display would simulate a closer representation of a web page as an option, and the user could scroll using a joystick plugged in Port 2 (or the arrow-control keys otherwise) to get the whole page as necessary. Because the browser would be handled via cartridge, the shift in display should be rather quick, don't you think... like changing graphics mode because you'll be loading a new Display List for the ANTIC chip.

The icon suggestion for pix not loaded could be taken a step further by having a box of the specific size shown on the screen where the pix would appear... BUT, if we emulate a 640x480 display using the 2x2 screen display, why not simply load the pix? Unless we can go 256 colors, though, the pix could look rather poor, but they'd be there nonetheless. A custom DLI routine might better emulate 256 colors?

> Instead of using a mouse, we will use the second strong point of the
>Atari... a JOYSTICK! (Complete with clickable fire button) :)

Or we can do this:
Port 1: mouse/joystick (selective setting via user) -- clicking links --
Port 2: mouse/joystick (selective setting via user) -- scroll multiscreen display --

>
> How's this for an early sketch?
>

To summarize:

Web Page browser scenario
1) Cartridge-based in Professional user form / Disk-based in
evaluation/freeware form
2) 80-col in standard display
3) Scrollable 2x2 screen display in enhanced display
4) Menus
5) Custom DLI routine for increased colors
6) Ability to handle graphics in enhanced display with internal
(cartridge-only) routines for GIF/JPG pix
7) Use either mouse or joystick

5133. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <28029-3679341C-4@newsd-221.iap.bryant.webtv.net>
Source record: 57314

we are the ones who are producing this line of carts,and at least we
tried something that no one else was willing to do,something new for the
atari,they sell well,and after a little fooling around most people get
used to it and it works just fine,we have sold hundreds of these
carts,with very little complaints,we have currently 23 titles out,and
only a few are the pull types,everything else runs from the port,but we
think that we have found a way around the pull,and if it works out,we
will be replacing these with the new type asap,thanks,
lance

5134. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: "Jeffrey S. Jewell" <jjewell@ix.netcom.com>
Message-ID: <36793FF9.E95B2814@ix.netcom.com>
Source record: 57315

Hey gang,

I found my MWII Users Guide. The bad news is that I currently don't have access to scanning/OCR. I noticed a kind soul mention he'd try to scan his, is that in the works? If not, I can photocopy mine and send it to you.

Quick Summary:

18 new commands for use in BASIC. All must be prefaced with a ">" symbol.

```
>A x y
automatic line numbering beginning at x at increment y
>E
MWII lets you use the cursor keys without CTRL (CTRL lets you get +, -, =, an
*). This command switches it back to normal.
>D x y
delete lines x through y (may cause lockup)
>U
Upper case lock (overrides CAPS LOWR)
>#  x
converts x from dec to hex
>$ x
converts x from hex to dec
>T x y
memory test, hex addr x to hex addr y
>R x y
renumbers from line x, increment y
>F /string/ x y
find string between lines x and y (/ is a delimiter that can be any character, %
is a wildcard)
>X /searchstring/replacestring/ x y
exchange searchstring with replacestring between lines x and y
>M x y
set left margin to x and right margin to y
>SE
scroll enable: scroll using START and SELECT keys
>L x y
>LP x y
formatted list of line x to y, to screen or printer
>V
>VP
variables and their current values, screen or priner
>>x
directory of drive x
>CO x y z
```

copies lines x through y to z
>MO x y z
moves lines x through y to x
>*
enter the ml monitor

There's a bunch more commands available in the ml monitor that I'm not up to typing in right now. Hopefully, this gives enough to play with until the pdf manual gets posted somewhere.

Have fun,
Jeff

Mathy Van Nisselroy wrote:

> Howdy Steven
>
> >I've got the docs at home. I'll try to bring them in to work tomorrow and
> >scan them into my PC. I can create a PDF of the docs if anyone's
> >interested, otherwise I'll just let the OCR routine do its worst and then
> >fix anything it butchers.
>
> PDF would be nice, but ASCII will do just fine. (I used to be able to print
> PDF files with ACROBAT READER 2.0, now I upgraded to 3.0. Which refuses to
> install itself. PC's I hate them almost as much as I hate Bill Gates.)
>
> CU Mathy van Nisselroy
>
> PS maybe you could upload it to umich (via Bill Kendrick. Can't remember
> his address.
>

5135. FA on Yahoo: Atari 600xl computer in original Package

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <368b4015.16844868@news.earthlink.net>
Source record: 57316

http://auctions.yahoo.com/auction/1829983

5136. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: The Starglider <starglider@thespian.d.c.u>
Message-ID: <lrRbCCAHSVe2EwGD@thespian.demon.co.uk>
Source record: 57317
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <3678d7b3.32813427@news.pressenter.com>, Jon Melbo
<jmelbo@pressenter.com> writes
>On Thu, 17 Dec 1998 03:03:01 -0500, Doctor Clu
><clu-da-bard@geocities.com> wrote:
>
>>> Tom Baker is my favourite Doctor, too, but I have observed (generally,
>>> not always) that ones favourite tends to be the one you saw first - this
>>> seems to apply to James Bond, too.
>>>
>> Let's see...
>>
>>First Doctor: Peter Davison... my favorite for years.
>>First Bond: Roger Moore
>>
>> While Piers Browsman (?) is quite good, Roger Moore is bond!
>
>Excuse me, but Sean Conners (spelling?) was the 1st actor to play
>"James Bond". But do not forget "In Her Majesty's Secret Service"
>which was sort of a prequel to the bond movies but technically was not
>one of them. Or so I remember barely.
>
What he means is Roger Moore was the first person he saw playing Bond.
Peter Davison was certainly not the first doctor either!
--
**********The Starglider********** CHANGE d.c.u PART OF
* E-Mail:starglider@thespian.demon.co.uk * ADDRESS TO:
* Web site:http://www.thespian.demon.co.uk * demon.co.uk
* NVG UPDATES:nvg@thespian.demon.co.uk * TO REPLY.
* ICQ Number:1773852 * _WW_
* WWPAGER:http://wwp.mirabilis.com/1773852 * /_ _\
** | O O |
____oOO_\/_OOo__________

5137. 65XE Game System W/Light Gun

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Bill McCord <billmccord@hotmail.com>
Message-ID: <75bn7s$mn7$1@remarQ.com>
Source record: 57318

I am selling a 65XE game system with the following components included.

* 65XE System w/detachable keyboard
* Power Supply
* RF Cable (No Switch box,sorry)
* Light Gun
* 1 Joystick (Grey in color to match the system, not the black ones)
* 4 Cartridges:
* Barnyard Blaster (Requires Light Gun)
* Bug Hunt (Requires Light Gun)
* Flight Simulator II
* Fight Night (Boxing)

I am asking $60 + Shipping, but will take reasonable offers too.......

If you have any questions, feel free to E-Mail me.

Thanks,
Bill......

5138. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36796B33.6B1@geocities.com>
Source record: 57319
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> >>
> >>First Doctor: Peter Davison... my favorite for years.
> >>First Bond: Roger Moore
> >>
> >> While Piers Browsman (?) is quite good, Roger Moore is bond!
> >
> >Excuse me, but Sean Conners (spelling?) was the 1st actor to play
> >"James Bond". But do not forget "In Her Majesty's Secret Service"
> >which was sort of a prequel to the bond movies but technically was not
> >one of them. Or so I remember barely.
> >
> What he means is Roger Moore was the first person he saw playing Bond.
> Peter Davison was certainly not the first doctor either!
> --
> **********The Starglider********** CHANGE

Exactly! Those were the first of those two categories that I saw. Not to say that they were the first to play the role, just the first I saw. Roger Moore is still bond all and all.

As for Peter Davison of the Doctors.. he captured the gentleman side of the Doctor best which was quite inspiring. All and all, his episodes were probably the best overal blend of music, special effects, story wrting... perhaps the peak (built off Tom Baker's momentum).
Contrast that to Jon Pertwee... bad writing, bad music, bad props, bad chase scenes, terrible costumes.... only Roger Delgato (The Master), and Jon Pertwee (The Doctor) could save the show... so you have those two keeping it interesting, plus you have a lot of b-rate stuff in the background for a good laugh.
And yes, some of my best sleep happened while watching some Jon Pertwee adventures. I laughed hard, got some good wit from Pertee, and some good sleep. I could never have been healthier! :) What more could a person want?

Clu

5139. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36796CD2.75CA@geocities.com>
Source record: 57320
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> Rubbish! Sean Connery IS bond.
> And John Pertwee IS the Doctor... Or rather was, seeing as he died a while
> back.
>
> I suppose you only remember him for Wurzle.
>
> : As for the Doctors.. after viewing all eight (nine including the cheezy
> : Dalek movies...) Jon Pertwee wins in dress, charm, wit, gadgetry,
> : vehicles, singing, venusian akido moves....
> : ... truly the bond of Doctors!
>
> Exactly.
>
> Although I quite like Patrick Troughton.
> He was a bit of a clown, but he could also pull it off, unlike Sylvester
> McCoys early episodes.
> --
>
> |u5a77@teach.cs.keele.ac.uk|

Sean Connery's claim to fame as Bond is being able to best say:

"Bond.. James Bond."

And while Roger Moore says that line second best in my book, I always thought Moore had more a fun flair as Bond.

As for Troughton... couldn't agree more. He played the clown, and he played it well. He could completely pass himself off as a baffoon and evil villians would believe.
McCoy would pass himself off as a baffoon, and his villians and companions would believe it. Hehehe...

I think it's interesting that Troughton would be the only Doctor to appear THREE times after his term as the Doctor (Three Doctors, Five Doctors, Two Doctors) Praise be to Colin Baker for bringing him back that one last time. :)

Clu

5140. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <367975C7.7291@geocities.com>
Source record: 57321

> Let's take this one a step further, Doctor Clu!
>
> A customized DL could accomodate a menuing system that most people using a
> PC could be comfortable with, and a browser area for the display of the web
> pages, too.
>
> Now, let's discuss the HSCROL/VSCROL capability of the Atari. You can go
> either coarse or fine scroll with this excellent ANTIC feature. Anyone that
> has played Eastern Front may know where I'm going with this proposal:
>
> Why not utilize this capability of the Atari 8bit for an optional display
> mode that PC users would compare to the new Win98 feature called
> multi-monitor display... except we Atari owners wouldn't need multiple
> monitors to use it. Instead, a 2x2 display would simulate a closer
> representation of a web page as an option, and the user could scroll using a
> joystick plugged in Port 2 (or the arrow-control keys otherwise) to get the
> whole page as necessary. Because the browser would be handled via cartridge,
> the shift in display should be rather quick, don't you think... like
> changing graphics mode because you'll be loading a new Display List for the
> ANTIC chip.
>
> The icon suggestion for pix not loaded could be taken a step further by
> having a box of the specific size shown on the screen where the pix would
> appear... BUT, if we emulate a 640x480 display using the 2x2 screen display,
> why not simply load the pix? Unless we can go 256 colors, though, the pix
> could look rather poor, but they'd be there nonetheless. A custom DLI
> routine might better emulate 256 colors?
>
> > Instead of using a mouse, we will use the second strong point of the
> >Atari... a JOYSTICK! (Complete with clickable fire button) :)
>
> Or we can do this:
> Port 1: mouse/joystick (selective setting via user) -- clicking links --
> Port 2: mouse/joystick (selective setting via user) -- scroll multiscreen
> display --
>
> >
> > How's this for an early sketch?
> >
>
> To summarize:
>
> Web Page browser scenario
> 1) Cartridge-based in Professional user form / Disk-based in

> evaluation/freeware form
> 2) 80-col in standard display
> 3) Scrollable 2x2 screen display in enhanced display
> 4) Menus
> 5) Custom DLI routine for increased colors
> 6) Ability to handle graphics in enhanced display with internal
> (cartridge-only) routines for GIF/JPG pix

Beautiful!! First off, let me mention how cool it is that once again we have hit on one of the 8-bit strengths, which is graphics and the ANTIC chip. With that ability, scrolling would be more fluid. (And yes, I have played Eastern front... might be buying it again soon...).

Alright, I like the list we have there, now let's break this down a little further.

1) Cartridge based form. Since I suggested it you know I support it. Two people have mentioned the idea of using a 256K bankswitchable cartridge. How common ARE those these days? Is it a possibility or reality? I know for sure that 64K bankswitchable cartridges (Like the "Six Pack") exist. But 256K?

If this does exist, we would have to allocate them to 8K blocks, or is a 16K block possible? (Still learning..hehe...)
I'm kinda curious how much space we have to work with and what we would like to have go where. It looks like this web browser, like many web browsers, will be made in pieces. Of course, at this point I am putting the pieces together and creating a spread sheet.

2) 80 column display... should we rely on the fact that people have Omniview, Austin 80's, and XEP80's... or... create a routine somewhere in the program to make this happen?
For simplicity, I would suggest to include it if space is available. But 80 columns is a must for browsing.

3) Scrollable display... again, love it! How much do we know about the ANTIC to tap this?

4) Menus? What ideas do we have at this point? I like to shy away from what the Mac and PC do best... they obviously have the windows idea down pat, and we know that takes TONS of memory.. or at least more than a 8-bit can afford. I would like love to approach this from a new and simplistic angle. (Something that uses only 8K.. hehe..)
Just kidding...

5) "Custom DLI routine for increased colors"... I'm sorry, "DLI"?

6) " Ability to handle graphics in enhanced display with internal
> (cartridge-only) routines for GIF/JPG pix"

Cool! Yeh, I guess that does bring up a good point... what picture viewers could we use to help make this possible? Back when I was using Atari (about 1985-1986) there was a program called "Lantern" to read gif

files. I'd like to think there have been better programs since. I figure rather than re-invent the wheel, I wonder what programs have been written, and if the programmers could be contacted to either help with the code, or allow us to use the code. (We'll try the proper approach first.) :)

7) " 7) Use either mouse or joystick"

Joystick was the universal controller of Atari, I say at least that. (Space being considered again until we know exactly WHAT space we have to work with) After that, the Koala pad, mouse, light pens, hell... a XE light gun (grin) could be considered as alternate possibilities.

Now speaking of pieces, don't tell me that SOMEONE hasn't already tried to write a PPP or TCP program for the Atari already. Again, before re-inventing the wheel... has someone else started on this?

This is cool...

Doctor Clu

5141. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36797744.4DC6@geocities.com>
Source record: 57322

John Hardie wrote:
>
> Don't quote me on this since I don't have any proof. But I have asked
> the right cart slot question to many people over the years (including
> some ex-Atari people) and on more than one occasion I heard mention of
> being able to program eproms or carts or whatever out of the right
> slot. How exactly to do this, I have no idea. Nor do I remember who
> told me that. I assume it was something done internally with special
> hardware, etc.
>
> John
> jhardie@pipeline.com
> Atari Gaming Headquarters
> www.atarihq.com

Well, as I understand a cartridge, it's a one direction thing. The cartridge is read by the computer for the contents of the ROM. There is not much handshaking that goes on the other way. I would love to be corrected if this is not true.

Anyway off the hand I would have to say I agree with you on the modified hardware theory.

Clu

5142. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Michael Murton <Michael.D.Murton@btinternet.com>
Message-ID: <75bt4g$67e$1@plutonium.btinternet.com>
Source record: 57323

Doctor Clu wrote in message <3674CB59.595C@geocities.com>...
>
> Sooo... seeing that I like cartridges, and the Atari 800... how might I
>put that "Right Cartridge" slot to use? I want to slap SOMETHING in
>there.
>
> Besides, it will make the 800 look more cool for the Atari meetings!
>
> And while we are on this note, does anyone have a Atari cartridge CASE
>for the Atari 8-bit that says.. "RIGHT CARTRIDGE" on it?
>
> Doctor Clu
Atari right cart. was only one utility made and was called "Monkey Wrench"
have it somewhere on a multi-boot

michael.d.murton@btinternet.com

5143. Atari 8-bit Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <75bsjq$c9b$1@ramp2.tir.com>
Source record: 57324

Rules:

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
__1	4-Button Joystick	$1.99		
__2	Atari Paddles	$2.99		
__3	Paperclip Protection Key	$2.99		
__4	SVI Quickshot I Joystick	$1.99		
__5	homemade cart. Inverter (untested)	$2.99		
__6	3-D Tic-Tac-Toe Cart.	$2.99		
__7	Ace of Aces Cart.	$3.49	$3.50	Perry
__8	Action Language Cart. (w/manuals)	$9.99	$17.00	skibo
__9	Alien Ambush Cart.	$3.49	$3.50	Perry
_10	Archon Cart.	$3.49	$4.50	Clu
_11	Asteroids Cart.	$2.99	$3.50	Perry
_12	AstroChase Cart.	$3.49	$4.00	Perry
_13	AtariArtist Cart.	$2.99		
_14	Ballblazer Cart.	$3.49	$3.50	Perry
_15	Barnyard Blaster Cart.	$2.99	$3.00	Perry
_16	BASIC Cart.	$2.99		
_17	BASIC Cart. (w/ orig. box)	$2.99	$5.50	DeMita
_18	BASIC XL Cart.	$4.99	$5.75	DeMita
_19	Basketball Cart.	$2.99		
_20	Battlezone Cart.	$3.99	$4.00	Perry
_21	Blue Max Cart.	$3.99	$4.00	Sutton
_22	Bug Hunt Cart.	$2.99		
_23	Bug Hunt Cart. (w/manual)	$3.99		
_24	Bug Hunt Cart. (w/o case)	$0.99		
_25	Caverns of Mars Cart.	$2.99	$4.50	Bianco
_26	Centipede Cart.	$2.99		
_27	Choplifter Cart.	$3.99	$4.00	Perry
_28	Cloudburst Cart.	$3.99	$4.00	Sutton
_29	Computer Chess Cart.	$2.99		
_30	Congo Bongo Cart.	$3.99		
_31	Crossfire Cart.	$3.99	$4.50	Bianco

_32 Defender Cart. $2.99
_33 Deluxe Invaders Cart. $3.99 $4.00 skibo
_34 Demon Attack Cart. $3.99
_35 Dig Dug Cart. $2.99
_36 Donkey Kong Cart. $3.99
_37 Donkey Kong Jr. Cart. $3.99
_38 E.T. Phone Home Cart. $2.99
_39 E.T. Phone Home Cart. (unopened) $4.99 $5.00 Sutton
_40 E.T. Phone Home Cart. (unopened) $4.99
_41 E.T. Phone Home Cart(w/manual+box) $3.99
_42 Eagles Nest Cart. $3.99
_43 Eastern Front (1941) Cart. $2.99
_44 Eastern Front (1941) Cart. $2.99
_45 Eastern Front (1941) Cart. $2.99
_46 Eastern Front (1941) XE Cart. $3.99
_47 Fast Eddie Cart. $3.99 $4.50 Bianco
_48 Flight Simulator II Cart. $3.99
_49 Flight Simulator II Cart(w/manual) $6.99 $7.00 Baker
_50 Football Cart. $2.99
_51 Frogger Cart. $3.99
_52 Galaxian Cart. $2.99
_53 Gateway to Apshai Cart. $3.99 $4.50 Bianco
_54 Gato Cart. (w/manual) $4.99
_55 Gorf Cart. $3.99
_56 Gyruss Cart. $3.99 $4.00 Perry
_57 Journey to the Planets Cart. $3.99 $4.00 skibo
_58 Joust Cart. $2.99
_59 Joust Cart. $2.99
_60 Jumbo Jet Pilot Cart. $2.99 $3.00 Perry
_61 Jungle Hunt Cart. $2.99
_62 K-razy Antiks Cart. $3.99 $4.50 Bianco
_63 K-razy Shootout Cart. $3.99 $5.00 Sutton
_64 Kaboom! Cart. $3.99
_65 Lode Runner Cart. $3.99 $4.00 Sutton
_66 Logic Levels Cart. $3.99 $4.00 Perry
_67 Mario Brothers Cart. $3.99 $5.50 DeMita
_68 Master Type Cart. $3.99 $4.00 skibo
_69 Microsoft Basic II Cart(w/manuals) $4.99
_70 Millipede Cart. $3.49
_71 Miner 2049'er Cart. $3.99 $4.00 Sutton
_72 Missile Command Cart. $2.99
_73 Monkey Wrench II Cart(untested) $3.99 $4.50 Perry
_74 Moon Patrol Cart. $3.99 $4.00 Perry
_75 Mountain King Cart. $3.99 $5.50 Bianco
_76 MPP Smart Terminal Cart. $2.99
_77 Ms. Pac-Man Cart. $2.99
_78 Music Composer Cart. $2.99
_79 Necromancer Cart. $3.99 $4.00 Perry
_80 One On One Cart. $3.99
_81 One On One Disk (w/manual) $2.99

_82 Pac-Man Cart. $2.99
_83 Pengo Cart. $2.99 $3.00 Sutton
_84 Pilot Language Cart. $3.99
_85 Pitfall Cart. $3.99
_86 Pole Position Cart. $2.99 $3.00 Sutton
_87 Popeye Cart. $3.99 $4.50 Bianco
_88 Q-Bert Cart. $3.99
_89 Qix Cart. $2.99
_90 Rescue On Fractalus Cart. $3.99
_91 Return of the Jedi Cart. $3.99 $4.00 Sutton
_92 River Raid Cart. $3.99
_93 Robotron 2084 Cart. $3.99
_94 Serpetine Cart. $3.99
_95 Speedway Blast Cart. $3.99 $8.50 Bianco
_96 Star Raiders Cart. $2.99
_97 Star Raiders Cart. $2.99
_98 Star Raiders II Cart. $3.99 $4.25 Baker
_99 Space Invaders Cart. $2.99
100 Super Breakout Cart. $2.99
101 Super Breakout Cart. $2.99
102 Super Breakout Cart. $2.99
103 Super Cobra Cart. $3.99 $3.99 Mouchmino
104 Thunderfox Cart. (w/manual) $4.99 $5.00 Perry
105 Track & Field Cart. $3.49 $4.00 skibo
106 Video Easel Cart. $2.99 $2.99 Muchmino
107 Wizard of Wor Cart. $3.99 $4.50 Bianco
108 Wizard of Wor Cart. $3.99 $4.50 Clu
109 Zaxxon Cart. $3.99 $5.50 Bianco

5144. Re: MIO and 512-byte Sectors

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: kurt@csh.rit.edu
Message-ID: <Nnl4HD.BljC@csh-newsserver.csh.rit.edu>
Source record: 57325

In article <19981215222248.06283.00003408@ng43.aol.com> lwhite6497@aol.com (LWhite6497) writes:
>As I recall, he said yes, the ROM code could
>be modified to read 512 byte sectors, but
>went on to say that Sparta Dos could likewise
>be modified to do the same thing. Perhaps
>I misunderstood him, but that's what I recall.
>I never understood how Sparta Dos could
>bypass the MIO routines, unless the MIO
>has user RAM that could patch the read
>routines. (???) An analogy is the C64 1541
>drive that has user RAM that can be
>programmed to do things not in the ROM codes.
>Larry

There is a difference though. The C64s drive had its own processor, much like the 1050 does. The MIO just uses the 6502 in the Atari. And as the MIO (mostly) behaves within the structure of the Atari OS, you can also usurp it's interrupt handlers and the like. That's how the HyperSpeed driver for the MIO works. The existing mechanism for Parallel port device interrupt handlers isn't particularly fast... so the Hyperspeed replaces it.

--Kurt

5145. Atari to hauppauge t.v. tuner

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Michael Murton <Michael.D.Murton@btinternet.com>
Message-ID: <75btl8$3cr$1@mendelevium.btinternet.com>
Source record: 57326

any fellow atarian fans know what channel the atari 800 or the st use on win tv, if indeed it can be used.

michael.d.murton@btinternet.com

5146. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Anthony Frost <Vulch@kernow.demon.co.uk>
Message-ID: <58bc12b648%Vulch@kernow.demon.co.uk>
Source record: 57327
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> > Excuse me, but Sean Conners (spelling?) was the 1st actor to play
> > "James Bond". But do not forget "In Her Majesty's Secret Service"
> > which was sort of a prequel to the bond movies but technically was not
> > one of them. Or so I remember barely.
>
> Oh dear we're all getting a bit confused.
>
> I think you'll find Jon didn't mean Roger Moore was the first Bond, he meant
> he was the first he saw. Of course Sean Connery was the first Bond and (IMO)
> the best but Timothy Dalton did a very good job.

Except for David Niven who played James Bond in the first Bond film (and
of course Woody Allen who payed his nephew, Jimmy Bond...), how quickly
people forget... ;-)

Anthony

--
"The moving finger writes, and having writ, backspaces a bit, deletes
the last word and replaces it with "unctuous", reformats the paragraph,
adjusts the font size, and adds a gigantic sig of a sleeping pussy cat
and a quote from a poem." - Omar Khayyam, on his second day on USENET.

5147. Re: SIO2PC cable vs APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981217174637.01424.00000287@ng01.aol.com>
Source record: 57328

>More then you ever wanted to know, but...

Hi Rick-
Thanks to you and Nick for the info.
You can't be too rich, too thin, or have too
much Atari information!
Larry

5148. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <913936578.10889.3.nnrp-03.9e98ea3a@news.demon.co.uk>
Source record: 57329
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Andy Whitelaw wrote in message
<36792036.80F992D5@gecm.cutthisbitouttoreply.com>...

>There were two other James Bond movies made:- Casino Royale (in 1967)
>where David Niven played James Bond in a spoof and an American James
>Bond movie (made in 1954) also called Casino Royale. It was an NBC
>television movie with Barry Something-or-other playing Bond.

Probably Barry Evans.

Why am I getting involved in this?

>
>But how about this for a real Gobsmacker? The first person ever to play
>James Bond was none other than a young Bob Holness (Blockbusters, gimmie
>a 'P' please Bob..)

Surely, "gimmie an "M"?

--
Brian

5149. Is there anyone alive here ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Vlad Alexeev <drummer@yaroslavl.ru>
Message-ID: <36793E80.A6F3798A@yaroslavl.ru>
Source record: 57330

Hi everyone !!! I 'm just wondering - is there somebody owning real
Atari's and tapes with games for it ?

5150. Re: Is there anyone alive here ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <3679A58F.8F744428@ix.netcom.com>
Source record: 57331

I own 19 Ataris (8 of them are hooked up and ready to run at the moment). I'm sure I have tapes lying around somewhere, but I normally run my software directly from the harddisk of an HP 386 PC using Steven Tucker's APE program.

Why do you ask?

Jeff

Vlad Alexeev wrote:

> Hi everyone !!! I 'm just wondering - is there somebody owning real
> Atari's and tapes with games for it ?

5151. Re: Pinout for Basic ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981217173914.993B-100000@vtn1>
Source record: 57332

On Thu, 17 Dec 1998, Olav Queseth wrote:

> Hello!
>
> Does anyone know the pinout for the strange 24-pin 8Kbyte
> ROM that atari used for the Basic interprester in the
> XL/XE series.
>
> I fried my ROM some time ago and I'd like to replace it.
> Simply buying a new one is no fun :-).
>
> /Olav
>
>

If it would help, I wrote a Sparta .com file to run ABASIC (on my 1088XE I need a switch to get at the ROM and it's just not worth it).

Essentially, what it does is copy the ABASIC code into RAM and run it from there. If you want the file let me know. I emphasize: SpartaDOS only.

John

5152. Re: Looking for old Analog Computing back issues.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <75cgjv$nn6$1@news.storm.ca>
Source record: 57333

ANALOG #29, Cheap Talk, by Lee Brilliant. Built around a radio shack part that's no longer available.

David P.
BGarvey355 <bgarvey355@aol.com> wrote in message news:19981216225655.28205.00000480@ng14.aol.com...
>>Uh - any particular ones yer lookin for?
>>
>>Statz
>
>Statz,
> Well, I'd like to collect them all but the one I really want is the one with
>the Homemade speech synthesizer atricle and build plans. I built this back
>then, but it's gone too. That was a fun project, i think i was 14 then. Do you
>remember the article of which i speak? Do you have this particular issue?
>
>thanks
>Brent>
>>Uh - any particular ones yer lookin for?
>>
>>Statz
>>
>
>

5153. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <28030-3679BF28-7@newsd-221.iap.bryant.webtv.net>
Source record: 57334

we have the carts,if you guys come up with the program,thanks,
lance

5154. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <3679DA1C.D2380548@net66.com>
Source record: 57335
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Doctor Clu wrote:

> Let's see...
>
> First Doctor: Peter Davison... my favorite for years.
> First Bond: Roger Moore
>
> While Piers Browsman (?) is quite good, Roger Moore is bond!
>

Ya know, it took about a week of this thread before I understood you
were talking about Doctor Who...

However - *Roger Moore* as the first James Bond?

You must be *really* young. I don't suppose you knew that Paul McCartney
was in a band before Wings, do you?

<grumble> ...damn kids...<bitch>

Mark "Old Fart (apparently) at 34 years" Statzer

5155. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Tom Lake <tomlake@slic.com>
Message-ID: <75cn1a$8q9@raven.slic.com>
Source record: 57336
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

>You must be *really* young. I don't suppose you knew that Paul McCartney
>was in a band before Wings, do you?
>
><grumble> ...damn kids...<bitch>
>
>Mark "Old Fart (apparently) at 34 years" Statzer

You're not old enough to remember the first James Bond then. I'll give you
a hint. It was NOT Sean Connery (Although he's my favorite Bond)

Tom Lake

5156. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Tom Lake <tomlake@slic.com>
Message-ID: <75cnch$8tu@raven.slic.com>
Source record: 57337
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Tom Lake <tomlake@slic.com> wrote in message
news:75cn1a$8q9@raven.slic.com...
>>You must be *really* young. I don't suppose you knew that Paul McCartney
>>was in a band before Wings, do you?
>>
>><grumble> ...damn kids...<bitch>
>>
>>Mark "Old Fart (apparently) at 34 years" Statzer
>
>You're not old enough to remember the first James Bond then. I'll give you
>a hint. It was NOT Sean Connery (Although he's my favorite Bond)
>
>Tom Lake

Hint #2: The year was 1954
Hint #3: The movie was Casino Royale
Hint #4: It was NOT the version of Casino Royale with Peter Sellers and
David Niven

The first one who can answer this gets an official "attaboy"

Tom L

5157. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Andrew Williams <awilliams@daikin.com.au>
Message-ID: <367821AC.870C9F3B@daikin.com.au>
Source record: 57424
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

John/Lori wrote:
>
> (One moment whilst I don my asbestos suit)
>
> > > :> Don't forget Doctor Who,Blake's 7,nudity on PBS...
> > >
> > > : Huzzah to all of the above!!
> > > :
> > > : Especially to Jon Pertwee, Tom Baker, Peter Davison, and Sylvester
> > > : Mccoy... great Doctors one and all!!!
> > > : (ESPECIALLY Jon Pertwee!)
> > >
> > > Replace Sylvester [I still act like I'm on vision on] McCoy with Patrick
> > > Troughton, and I'd agree with you.
> > > |
> > > | Andrew Halliwell
> >
> > * * *
> >
> > Hey, Troughton was quite good. Actually they all were. But don't tell
> > me you didn't like Sylvester! Common.. it was like Tom Baker and
> > Patrick Troughton with a litte William Hartnell rolled into one!
> >
> > Clu
>
> Tom Baker was the best by a long country mile, with Peter Davison as
> first runner up
>
> (Don't you Atari types know nothin'? ;)

Tom Baker is my favourite Doctor, too, but I have observed (generally,
not always) that ones favourite tends to be the one you saw first - this
seems to apply to James Bond, too.

Since it was mentioned, however, I'd much rather watch a good episode of
Blakes 7 - Paul Darrow/Avon is brilliant!

5158. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36784c33.1750722@news.wxs.nl>
Source record: 57425

On Wed, 16 Dec 1998 05:06:49 -0600, rlaski@midwest.net (Ronald A. Laski, Jr.) wrote:

>I thought i once read about an adapter or something that allowed the use
>of a normal tape recorder to save/load data - this brings a question to
>mind - Can a file stored on my PC be read w/ a pc program that converts
>the data to sound pulses that can be fed to the sio port and read as a
>cassette drive? (can APE or sio2pc do this?) There's a pgm that can do
>that for a SuperCharger for the Atari 2600. You just plug the
>supercharger into the speaker/line out of the sound card and run the
>program.
Data is output by the Atari as audio. Any cassette recorder can
record it as normal audio. When the Atari reads data from the tape,
it expects binary data, so no sound at all. Converting the FSK
sounds on the tape to digital serial data is done by a circuit in
the cassette unit. There was a cassette interface called TIC
or something like that, which is simply a converter from FSK to
digital data. It is a small metal box that connects to the SIO bus
and the audio in and outputs of a regular cassette recorder.
Recording required no interface at all, except
connecting the recording input to the audio out on the SIO bus.
APE can be used to load cassette files. Cassette files can be
created by the WAV2CAS program which I wrote. You must
create a wav file with a sound card and a recording program.
The program then extracts the data. You can find the WAV2CAS
program in the Umich archives. It also contains everything
technical there is to know in the documentation.
Keep those XL's/XE's humming.
Ernest.

5159. Web Page has moved, and it now has De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <367864bb.3908553@corp.supernews.com>
Source record: 57426

Erics Atari stuff has moved.

The new address is:

http://www.pcc.net/dzone/atari8.htm
I rushed and moved it to my new isp as soon as Olav sent the Dere
stuff. Hopefully there aren't too many mistakes with links or
anything. If you find anything, post here or email me.

De Re Atari in html is there. Get the details there!

Seeya
Eric
ericcron@pcc.net

5160. Re: Help with Atari 600XL!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <759p9d$ii9$2@remarQ.com>
Source record: 57427

Scott and Doug Craig (csc5sdc@erols.com) wrote:
: I just purchased an Atari 600 in box for $10. And for the life of me, I
: can't figure out how to get this thing set up. Apparently everything was
: included except for the set-up manual. Please help!

Four items are needed to set up this machine to work with a TV set: the 600XL computer console, a power supply, an RF cable, and a TV switch box. Connect the RF cable between the computer and TV switch box RCA sockets. If the RF cord has a square or round piece about 6 inches from one end, plug that end into the computer. Connect the TV switch box to the 300 Ohm VHF terminals of the TV set or add a 300 to 75 Ohm adapter and hook to the TV's 75 Ohm input. Plug the round power supply plug with 7 pins into the back of the computer and connect the AC plug to a wall socket. With the TV on and tuned to channel 2 or 3 set the computer channel switch to the same channel. Turn on the computer. The normal screen should be blue with the BASIC READY prompt in white letters. Powering up the computer with the OPTION key pressed or typing BUE [Return] in BASIC should start a self-test mode. A stock 600XL has 16K or RAM.

Steve

5161. Re: Looking for old Analog Computing back issues.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19981216225655.28205.00000480@ng14.aol.com>
Source record: 57428

>Uh - any particular ones yer lookin for?
>
>Statz

Statz,
Well, I'd like to collect them all but the one I really want is the one with the Homemade speech synthesizer atricle and build plans. I built this back then, but it's gone too. That was a fun project, i think i was 14 then. Do you remember the article of which i speak? Do you have this particular issue?

thanks
Brent>
>Uh - any particular ones yer lookin for?
>
>Statz
>

5162. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <75a4hmsvl1@nnrp1.dejanews.com>
Source record: 57429

i looked into this a few years back, and basically the difference between the two slots is the left one can access two 8k banks and the right one can access the second bank of the left slot, the reason you only see left carts is 16k roms became cheaper, so the right one was not used..... as for carts for the right slot.... all i know of were the mw, mwII, r-time8, and a learning system had both carts.... the right one was same for all the 'class's' the left one was changed for each..... you can put two 8k carts in at once.... (use basic and assem/editor) both are in memory you can peek the mem locations.... there are vectors to run the carts the right cart gets inited first if none goes to left cart (with assem and basic cart they both tell the machine to init left cart so basic (if in left) gets run..... i played around with it (i was doing some programming and needed to get some routines moved) if the routines are relocatable the cart can go in either slot but i wouldnt know how to init the cart easily...

sloopy.

In article <755riiocg2@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:
> In article <36756B43.5977@geocities.com>, clu-da-bard@geocities.com says...
> >
> >VINNIE5757 wrote:
> >>
> >> The RTime8 also works in the Right slot... that's where I keep mine... at
> least
> >> until December 31, '99!
> >> Vinnie
> >
> > Fascinating! They make a clock for the right hand slot. What is the
> >advantage of having that? (And you're fairly certain it's not Y2k
> >fixed?)
> >
> > Clu
>
> There is only ONE reason why the RTime 8 works in the right slot:
>
> It only occupies a couple a bytes in the $D500-$D5ff area.
>
> Right cartridges have can only address on 8kB area, not two like the Left
> cartrdiges. Pop a Right cartridge in the LEFT slot and the computer will clear
> out WRONG 8kByte section. From them on, all kinds of things might happen (I
> don't know yet, how this precisely works). Maybe the computer places the
> software in the wrong section, of the cart starts looking at the wrong section
> and/or the wrong section of RAM might be switched out.
>

> CU Mathy van Nisselroy
>
> PS nothing a small adaptor board couldn't fix. BTW the is also a RW_LATE
> signal used on the RIGHT slot. Maybe one could use the LR/W in XL or WRT in XE
> machines.
>
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5163. Re: Atari SX212 Modem ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: yendor3@aol.comnojunk
Message-ID: <19981217003544.11612.00000327@ng-fb2.aol.com>
Source record: 57430

I have a boxed complete sx212 for sale if the offer is high enough.

5164. Re: UNIX for 6502....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <go1e2.411$x5.6807688@news1.i1.net>
Source record: 57431

Morloc (morloc@acd.net) wrote:
: >
: This is exactly what got me interested in my Atari again and dusted off my
: 130XE/1050! I figure that with the simplicity of memory-upgrading the XL/XE,
: and with the bank-switching capability... why can't we write the TCP/IP and
: Web Browser stuff...

Hehehehe, will we be able to run it on our emulators? :)

John
jvogel@i1.net

5165. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <BD1e2.412$x5.6807688@news1.i1.net>
Source record: 57432

Doctor Clu (clu-da-bard@geocities.com) wrote:
:
: Don't laugh (too much) I'd really like to know the answer to the above
: questions. (grin)

I think it's fascinating what the disk-starved user group hacked up to
speed it up (sounds like the old hacker days), and the postings here that
detail how it all worked. I'll never forget the sound of a program
loading, even though I couldn't wait to get a disk drive :)

John
jvogel@i1.net

5166. Re: SIO2PC/Ape-1489

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <mH2e2.420$x5.6851756@news1.i1.net>
Source record: 57433

Richard Cortese (ricortes@netmagic.net) wrote:
: Morloc wrote:
: >
: > How much would it cost to have someone build this for me? i can't seem to
: > find the parts locally... so I don't know how much it would cost even if *I*
: > built it... :-(
: Radio Shack has all the parts, less then $6 even with an enclosure.

A bit more if this is your first project (soldering iron, other stuff).
:)

John
jvogel@i1.net

5167. Re: UNIX for 6502....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3678BF78.A62@geocities.com>
Source record: 57434

Morloc wrote:
>
> >By the way: I've heared that the C64 freaks are even planning to
> >make a TCP/IP connection and a WEB BROWSER !
> >
> This is exactly what got me interested in my Atari again and dusted off my
> 130XE/1050! I figure that with the simplicity of memory-upgrading the XL/XE,
> and with the bank-switching capability... why can't we write the TCP/IP and
> Web Browser stuff...
>
> Okay, okay... So we have the problem of not having a min. 640x480 display...
> But with the capability of 80columns' display, it should still be a
> possibility, and maybe some slick approach to a DLI routine that will handle
> the colors (if needed)...

I'm totally with you on this one, and while I understnad the early part
of logging on and the html code... which the Atari could EASILY handle,
what is required for TCP/IP connection?
Could someone please explain this part of the process for me!!!

All and all, I think the Atari GREATEST strength is cartridges.
It's just an idea, but if we could make some part of the webbrowser in
cartridge form we will have one screaming fast loading browser! It will
be simple, but it will be fast.

The way I figure it as a sketchy outline, devise the browser so that
the bulk of the base for the browser, the non-changing part, is in the
cartridge. You slap it in, turn it on, boom! Instantly it's loaded.
The cartridge based program then looks to the disk drive for preferences
(yes I'm a Mac user.. hehe..) that it gleams here and there, which would
be short bursts of information quickly loaded off the disk. If these
are not found, the cartridge based browser then asks for preferences
from the user, at which time a preference disk can be created.

The actual browser part of the program would be quite simple. It would
be similar to a regular browser with the automatic picture loading menu
turned off. Similar to that, a icon could be made to represent a
unloaded picture. I know that Atari's had programs to load GIF images,
maybe someone could mention if JPEG and other have been done as well.

Instead of using a mouse, we will use the second strong point of the
Atari... a JOYSTICK! (Complete with clickable fire button) :)

How's this for an early sketch?

Doctor Clu

5168. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3678C554.7B0F@geocities.com>
Source record: 57435

> >
> I think you're thinking of "The Pill" I've seen one, once... :)
> it was weird to see an 800 running w/ the 'hood' up - the guys using it
> threatened to kill me if i ever spoke of it to anyone! :) (ah the good
> ol' days!) :)
> --
> Ron
> rlaski@midwest.net

You know, I might have a disk version of that, but I'm not sure. It would read the left hand slot, and you have had to hold down the door button to allow the computer to power on. Then once you had the program up you slap the cartridge in the left slot and hope the computer didn't crash. If it didn't, you were in business. :)

Ah well.. one old pirate technique. I was novice pirate in the good old days. Yeh, they did get touchy back then. That's one thing we remarked about at the last A.U.N.T. meeting was how laid back and cool about a lot of things we are these days compared to ten years ago. For example...

Then (10-15 years ago...)
Someone talked trash about the Atari, you'd beat them up.

Now
Someone talks trash about the Atari, you laugh and say that you were looking for a windows alternative.

Then
Commodore was the enemy.. the Anti-Atari!!

Now
We peak over each others shoulders for upgrade ideas, since they are going against the grade as much as we are.

I'm sure we could think of a few THEN/NOW examples.. but I know what you mean. :)

Doctor Clu

5169. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3678C808.EA1@geocities.com>
Source record: 57436

sloopy_m@my-dejanews.com wrote:
>
> i looked into this a few years back, and basically the difference between the
> two slots is the left one can access two 8k banks and the right one can
> access the second bank of the left slot, the reason you only see left carts
> is 16k roms became cheaper, so the right one was not used..... as for carts
> for the right slot.... all i know of were the mw, mwII, r-time8, and a
> learning system had both carts.... the right one was same for all the
> 'class's' the left one was changed for each..... you can put two 8k carts in
> at once.... (use basic and assem/editor) both are in memory you can peek the
> mem locations.... there are vectors to run the carts the right cart gets
> inited first if none goes to left cart (with assem and basic cart they both
> tell the machine to init left cart so basic (if in left) gets run..... i
> played around with it (i was doing some programming and needed to get some
> routines moved) if the routines are relocatable the cart can go in either
> slot but i wouldnt know how to init the cart easily...
>
> sloopy.
>

Hey, I tried that trick.. basic and assembler... came up just fine...
maybe someday I'll learn how to access assembler from that setup. I've
also learned that Star Raiders and Monkey Wrench works fine... :)
(At least Star Raiders successfully ignores Monkey Wrench..)

Hmmm learning system had both carts eh? Could you be referring to the
"Educational System" by chance? Cool... if this is the case, Atari
might have very well produced a "RIGHT CARTRIDGE" case!

Alright, one thing that has me wondering and I just have to ask to get
this over with... the cartridge slots are only read and never written
to, right?

(Just thinking it would be cool if you could take a disk based program,
and have it copy all contents of a cartridge on the left over to a blank
E-prom cartridge on the right. A poor man's E-prom burner and cartridge
writer.)

Ah fiction is a nice thing...

Clu

5170. Re: Atari SX212 Modem ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-17 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981217004406.21695A-100000@vtn1>
Source record: 57437

On 17 Dec 1998, YENDOR3 wrote:

> I have a boxed complete sx212 for sale if the offer is high enough.
>
>
Sheesh!! I have one for free if anyone wants to pay the shipping.

5171. Information Requested

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981218225040.307C-100000@vtn1>
Source record: 57188

Does anyone have text file(s) describing the following that you
would be willing to post or to e-mail to me?

- The SpartaDOS-X .com file format: i.e. header bytes, relocation, etc.

- The SpartaDOS Scopy to filename file format.

Thanks in advance for any help,

John

5172. Re: [i] McCartney [was Where 8-bit]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Graeme Wall <Graeme@greywall.demon.co.uk>
Message-ID: <bfb581b648%Graeme@greywall.demon.co.uk>
Source record: 57189
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> Mark Statzer wrote in message <3679DA1C.D2380548@net66.com>...
>
> >You must be *really* young. I don't suppose you knew that Paul McCartney
> >was in a band before Wings, do you?
>
The Quarrymen?
--
Graeme Wall

5173. Atari Software For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: John Thackeray <Tradingpost@btinternet.com>
Message-ID: <75qf9u$cu5$4@mendelevium.btinternet.com>
Source record: 57190
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

John Thackeray
Trading Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel/Fax 01952 462135
http://www.btwebworld.com/tradingpost

5174. Re: [CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: mbenedet@mosquitonet.com
Message-ID: <Gsie2.37$ql3.381@newsfeed.slurp.net>
Source record: 57239

From "Mapping the Atari" revised edition page 131:

54018 D301 PACTL
(W/R) Port A controller. POKE with 60 ($3C) to turn the cassette motor
off, POKE with 52 to turn it on. You can put a music cassette in your
program recorder, press PLAY and then POKE 54018,52. Your music will
play through the TV speaker or external amplifer while you work at the
Atari. You can use this technique to add voice tracks to your programs.
To turn off the music or voice, type POKE 54018,60.

On 16 Dec 1998 19:01:39 , bmarcum@iglou.com wrote:
>
>
>On 1998-12-15 clu-da-bard@geocities.com said:
> >>the cassette player a AUDIO ONLY device (where you can play
> >>regular cassettes without erroring out) ?
> >POKE 54018,62
> >> > Raphael Espino - rje@co.umist.ac.uk -
> >Many thanks! I've tried it, and forgive me (since it's been nearly
> >12 years since I've tried this) but what needs to be done next to
> >get the computer to recognize the cassette drive at this point?
>If I'm not mistaken, all you have to do is press Play. That poke turns
>on the motor. The Atari cassette recorder was a "stereo" machine with data
>on one track and sound on the other (it could record data, but not sound).
>
>
>Net-Tamer V 1.08X - Test Drive
>.

Mitch
mbenedet@mosquitonet.com

5175. Re: Atari 8-bit Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981217232454.27814.00001072@ng35.aol.com>
Source record: 57240

Item #3 "PaperClip Protection Key"

Grey Plastic - about 1" X 1-1/2 X 3/4" tall?

Looks like you are doing well with the
ACTION! cart. Basic XE and ACTION!
always seem to do very well, and Basic XL
generally does not.

Larry

5176. Atari 8-bit Web Browser - WebTV?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <75cnbl$v3i$1@ultra.sonic.net>
Source record: 57241

My 2c: (I've talked about 8-bit web browsing a lot here, so I'll keep it short)

We should look closely at how WebTV does everything. (Hah! A WebTV commercial is coming on rigt now, what a coincidence!)

Although, at this point, it might be easier for Atari users to all buy $99 WebTV units than to try to code something! ;)

-bill!

5177. TCP/IP - why? Why not just PPP?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <75cod8$v3i$2@ultra.sonic.net>
Source record: 57242

I bet I'm missing something important here, but do we NEED TCP/IP capabilities just to do web browsing on an Atari? Can't the web browser have built-in PPP code? Or is TCP/IP just needed, period?

(Of course, we can do it with a proprietary proxy-type program running on a Unix shell, which is my suggestion, since so many people have it and it'd be hecka easy to code :))

-bill!

5178. Re: Looking for old Analog Computing back issues.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <3679E5D1.49BA8B93@worldnet.att.net>
Source record: 57243

David A. Paterson wrote:
>
> ANALOG #29, Cheap Talk, by Lee Brilliant. Built around a radio shack part
> that's no longer available.

Yeah, the GI SP-0256-AL2. I got one (assembled); it worked the last time I
powered it up.

Jeff Potter

5179. Re: [i] McCartney [was Where 8-bit]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <913965819.3943.2.nnrp-01.9e98ea3a@news.demon.co.uk>
Source record: 57244
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Mark Statzer wrote in message <3679DA1C.D2380548@net66.com>...

>You must be *really* young. I don't suppose you knew that Paul McCartney
>was in a band before Wings, do you?

Why would he be in a band named after a female sanitary product anyway?

--
Brian

5180. Re: Is there anyone alive here ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be2a5a$50964080$68364382@vidar>
Source record: 57245

I have several REAL Atari's. I don't like emulators much (The best part is the software usually around it, like MyDos and such). Emulators don't have the soul of real Atari's.

I have several tapes extra if anyone is interested in original tapes. List at at : http://home.sol.no/~olavese/index.htm

Take Atarian care

Vlad Alexeev <drummer@yaroslavl.ru> wrote in article
<36793E80.A6F3798A@yaroslavl.ru>...
> Hi everyone !!! I 'm just wondering - is there somebody owning real
> Atari's and tapes with games for it ?
>
>

5181. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: look@my.sig
Message-ID: <75cvlvnau1@cfs2.kis.keele.ac.uk>
Source record: 57246
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst Tom Lake <tomlake@slic.com> eloquently scribe:
: Hint #2: The year was 1954
: Hint #3: The movie was Casino Royale
: Hint #4: It was NOT the version of Casino Royale with Peter Sellers and
: David Niven

: The first one who can answer this gets an official "attaboy"

Bob "I'll have a 'P' please" Holness.
And it was a radio production that predated even 1954, I believe.
--
	What to do if you find yourself stuck in a crack
u5a77@teach.cs.keele.ac.uk	in the ground beneath a giant boulder, which you
	can't move, with no hope of rescue.
Andrew Halliwell	Consider how lucky you are that life has been
Finalist in:-	good to you so far...
Computer Science	-The BOOK, Hitch-hiker's guide to the galaxy.

|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++|
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire|

5182. Re: Looking for old Analog Computing back issues.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <367a19d4.6910450@news.localnet.com>
Source record: 57247

Here's a couple of alternate ways of locating them:

1) Check out the Hamfests during the summer months. They are a wonderful way of locating old computer items...cheaply. This is how I bought stacks of Antic and Analog at $1 per bundle.

2) Check local libraries. Preferably suburban ones. Many have annual or semi-annual book sales. Most of these books/magazines are donated by the public throughout the year. Ask to get in contact with those responsible for sorting through the stuff.

3) Ask at thrift stores such as Goodswill, Volunteers of America or Salivation Army. Unless you're really lucky, you'll probably won't be too successful. The lowlifes that run them either pocket the good stuff for themselves or throw 'em away...even after you make a request!

>Could these be online somewhere, ordered or otherwise (is someone out there
>willing to part with their collection?;-) i have not been able to find much
>through the popular search engines on this classic atari mag. I used to have a
>whole stack of them, but i inadvertantly left them at an ex-girlfriends house,
>oh about 5 years ago or so. ;-(
>(stupid, stupid, stupid)
>Brent

5183. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Andy Whitelaw <andrew.whitelaw@gecm.cutthisbitouttoreply.com>
Message-ID: <367A2965.E8D27B8D@gecm.cutthisbitouttoreply.com>
Source record: 57248
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Anthony Frost wrote:

> Except for David Niven who played James Bond in the first Bond film (and
> of course Woody Allen who payed his nephew, Jimmy Bond...), how quickly
> people forget... ;-)

Indeed they do since the David Niven Casino Royale was made in 1967. You
are getting confused with the 1954 American TV version of Casino Royale.

how quickly people forget... ;-)

5184. Re: [> CASSETTE DRIVEN =

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10e3eb59298dc7d8989702@news.midwest.net>
Source record: 57249

In article <Pine.GSO.3.95.iB1.0.981216062205.21344A-100000@vtn1>,
yg473@victoria.tc.ca says...
>
>
> On Wed, 16 Dec 1998, Ronald A. Laski, Jr. wrote:
> > I thought i once read about an adapter or something that allowed the use
> > of a normal tape recorder to save/load data - this brings a question to
> > mind - Can a file stored on my PC be read w/ a pc program that converts
> > the data to sound pulses that can be fed to the sio port and read as a
> > cassette drive? (can APE or sio2pc do this?) There's a pgm that can do
> > that for a SuperCharger for the Atari 2600. You just plug the
> > supercharger into the speaker/line out of the sound card and run the
> > program.
> >
> > --
> > Ron
> > rlaski@midwest.net
> >
> The adapter was published in an electronics hobby magazine (forget which
> one) and was relatively complex (read expensive).
>
> You probably could fiddle an audio interface but why bother? If you're
> going to hook to the SIO port, you've already got the most expensive part
> of Rick Cortese's 1489 design--the SIO cable. The chip and a diode can be
> had for less than $2 and I'm talking Canadian bucks. You'd be much farther
> ahead using SIO2PC or APE both for speed and from the aspect of having
> proven, debugged and reliable software.
>
> John
>
>
>
'I' don't want to do it.. i was only asking if it were possible! :)
btw- i'm getting enough parts together to do sio2pc/ape boxes and/or
prosystem boxes.. (doing 1 prosys box for myself first) :)
i'll have some time over xmas-new years to mess w/ it.. i have several
molex sockets, so i'm hoping i can mount the whole mess into some Radio
Shack project boxes... but the boxes i got and the boards don't match up
w/ the mounting holes! (although the board mounting holes match up w/ the
molex socket! :) i plan to see what i can come up with... maybe take
some pictures and post them somewhere...
--
Ron
rlaski@midwest.net

5185. Re: [i] McCartney [was Where 8-bit]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F45poE.91o@cix.compulink.co.uk>
Source record: 57250

In article <913965819.3943.2.nnrp-01.9e98ea3a@news.demon.co.uk>,
Mark Statzer wrote in message <3679DA1C.D2380548@net66.com>...
> You must be *really* young. I don't suppose you knew that Paul
> McCartney was in a band before Wings, do you?
Yeah right. Next thing you'll be claiming Ringo had a job before being the
voice of Thomas the Tank Engine.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

5186. Re: Looking for old Analog Computing back issues.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F45pu9.9FK@cix.compulink.co.uk>
Source record: 57251

In article <367a19d4.6910450@news.localnet.com>, aarona@localnet.com
(Aaron) wrote:
> 3) Ask at thrift stores such as Goodswill, Volunteers of America or
> Salivation Army. Unless you're really lucky, you'll probably won't be
^^^^^^^^^^
Dribble for God? ;-)

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

5187. Re: MIO and 512-byte Sectors

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75defq$k41$1@nets3.rz.RWTH-Aachen.DE>
Source record: 57252

Howdy Kurt, folks

>That's how the HyperSpeed driver for the
>MIO works. The existing mechanism for Parallel port device interrupt handlers
>isn't particularly fast... so the Hyperspeed replaces it.

I've tried the Hyperspeed handler for the BlackBox. According to Len Spencer
it only controles outgoing data. Funny thing is, my INcomming data somehow
doesn't wanna stop. It just keeps comming in as if there was NO hardware
handshake. I use(d) it on my 130XE, US+ OS, Bobterm 1.22, BB+FB, Gumby Stereo.

CU Mathy van Nisselroy

5188. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75dfbj$kl0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 57253

Howdy Lance

>we are the ones who are producing this line of carts,and at least we
>tried something that no one else was willing to do,something new for the
>atari,they sell well,and after a little fooling around most people get
>used to it and it works just fine,we have sold hundreds of these
>carts,with very little complaints,we have currently 23 titles out,and
>only a few are the pull types,everything else runs from the port,but we
>think that we have found a way around the pull,and if it works out,we
>will be replacing these with the new type asap,thanks,
>lance

I knew it was you. But somebody recently told me it was rude to name names in this group so I try to prevent it.

(way around the pull)

Great. I didn't really like the idea of pulling it.

I may be a bit "aggresive" (not the right word, but I can't think of another right now.) about this because I've been dreaming of a MyDOS X cartridge for years. Than you brought out the MyDOS cart, and it didn't (atleast in my point of view) add anything new (enough to spend my money on it.). Sorry. I just hope someday someone developes a MyDOS X cartridge (bankswitching and everything, time and date, more then 64 files per directory, D10: to D15: support (for us harddisk users), larger than 16MB partition support, to name but a few.....)

Your doing a great job. Keep it up!!!

CU Mathy van Nisselroy

PS sure didn't wanna P*** you off. Sorry if I did so.

5189. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75dfeh$kl0$2@nets3.rz.RWTH-Aachen.DE>
Source record: 57254

Howdy Michael and folks

>Atari right cart. was only one utility made and was called "Monkey Wrench"
>have it somewhere on a multi-boot
>
>michael.d.murton@btinternet.com

Plus the Austin 80 cart.

CU Mathy van Nisselroy

5190. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75dfop$kl0$3@nets3.rz.RWTH-Aachen.DE>
Source record: 57255

Howdy morloc, folks

>To summarize:
>
>Web Page browser scenario
>1) Cartridge-based in Professional user form / Disk-based in
>evaluation/freeware form
>2) 80-col in standard display
>3) Scrollable 2x2 screen display in enhanced display
>4) Menus
>5) Custom DLI routine for increased colors
>6) Ability to handle graphics in enhanced display with internal
>(cartridge-only) routines for GIF/JPG pix
>7) Use either mouse or joystick

Why not add the ability to use two monitors (maybe via the XEP80) for those who have two monitors? (but 1 monitor should be the default mode)

CU Mathy van Nisselroy

5191. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75dg8g$kl0$4@nets3.rz.RWTH-Aachen.DE>
Source record: 57256

Howdy Greg, folks

I know for sure that 64K bankswitchable cartridges
> (Like the "Six Pack") exist. But 256K?

Flight simulator was 128kB. That was the biggest size they used. But somebody
from ATARI mentioned in ANALOG (if I remember correctly, might have been ANTIC)
that they had found a way to do 256kB.

>2) 80 column display... should we rely on the fact that people have
> Omniview, Austin 80's, and XEP80's... or... create a routine
>somewhere in the program to make this happen?
> For simplicity, I would suggest to include it if space is
> available. But 80 columns is a must for browsing.

In 128 or 256kB there should be room for both.

> Joystick was the universal controller of Atari, I say at least that.
>(Space being considered again until we know exactly WHAT space we have
>to work with) After that, the Koala pad, mouse, light pens, hell... a
>XE light gun (grin) could be considered as alternate possibilities.

ANG software developed a way to use an ST mouse and make it fast to on
the ATARI 8 bit. They used a table to compare the mouse signals to the
previous signals. They wrote an aricle about it. Maybe I can still find it.

CU Mathy van Nisselroy

5192. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75dh16$kl0$5@nets3.rz.RWTH-Aachen.DE>
Source record: 57257

Howdy Morloc

Re: bankswitch or put everything in the computers memory

I guess bankswitching the cart would be better. That way you'll have more memory available for other stuff. Like the picture data you download.

CU Mathy van Nisselroy

PS I'm not a programmer. Just a brainstormer.

5193. Re: Is there anyone alive here ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75dhe3$kl0$6@nets3.rz.RWTH-Aachen.DE>
Source record: 57258

In article <36793E80.A6F3798A@yaroslavl.ru>, drummer@yaroslavl.ru says...
>
>Hi everyone !!! I 'm just wondering - is there somebody owning real
>Atari's and tapes with games for it ?

Howdy Vlad

(hey, somebody from Russia??? I guess your the first one.)

I use PC's for internet and unpacking files I got via the internet. The rest I do on XE's. I have 5 of them. I do have cassettes, but 20 minutes to load a game like AirWolf (not worth the time or money) is a bit to much. So now I boot of a SCSI HD. If I don't install a RAMdisk, it takes 4 seconds to boot. With a RAMdisk it might take 10 seconds. (try THAT on a PC)

CU Mathy van Nisselroy

5194. Re: UNIX for 6502....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yk8zpefwo.fsf@co.umist.ac.uk>
Source record: 57259

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) writes:

> Howdy Greg, folks
> ST mice work on 8 bit ATARI's (needs just one resistor to make the right mouse
> button work),

Hi there,
Have you got the details for that resistor by any chance? (yes,
I've got an ST compatible mouse at home). Also do you know what the
differences are between the ST and Amiga mouse? (If I remember
correctly, this mouse has a switch on it for ST/Amiga mode).

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

5195. Re: TCP/IP - why? Why not just PPP?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Doug Wheeler <dwheeler@isd.net>
Message-ID: <75dsod$ec1$1@blackice.winternet.com>
Source record: 57260

William Kendrick wrote in message <75cod8$v3i$2@ultra.sonic.net>...
>I bet I'm missing something important here, but do we NEED TCP/IP
capabilities
>just to do web browsing on an Atari? Can't the web browser have built-in
>PPP code? Or is TCP/IP just needed, period?

Unfortunately, you need to do it all. The internet protocols are arranged
(logically) in a "stack", which looks roughly (simplified) like this:

[Web browser] (not part of the stack)
[HTTP] (add-on to the standard stack)

[TCP] & [UDP]
[IP]
[PPP], [SLIP], [Ethernet], etc.

[phone line]

So, at a minimum, to support a web browser, you must implement PPP, IP, TCP,
and HTTP (along with some other, simpler protocols, like UDP and SNMP. You
might also want FTP and SMTP (for mailto: links).

--Doug

5196. Re: Is there anyone alive here ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <367A7A59.F79C7C1A@erols.com>
Source record: 57261

If you can post here, you can read what's happening. Alive? You bet!
What's you're interest?

Vlad Alexeev wrote:
>
> Hi everyone !!! I 'm just wondering - is there somebody owning real
> Atari's and tapes with games for it ?

5197. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <367A7BDB.25AAE50B@erols.com>
Source record: 57262

Morloc wrote:
>
> Project: PHOENIX
> Atari 8Bit Web Browser
>
> Oops... The pic was just a WEE bit big in that last reply... Howz about
> this...?
>

Well, it's a start. As a matter of fact, it's more than a start (as
anyone who's been following the thread can say.) I'm not that
technically inclined, but I can wish you guys all the luck you'll need
and hope that you get some measure of success!

5198. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <Cave2.273$ql3.2745@newsfeed.slurp.net>
Source record: 57263

Project: PHOENIX
Atari 8Bit Web Browser

The trickiest portion of this whole thing for me as the programmer will be the handler for the PPP connection. I'm gathering what info I can regarding this, but if anyone knows of a routine that has been written for a 6502 microprocessor system or has the source code for it, I'd love to be able to look at it. I can write the rest of the browser software myself (obtaining a copy of Mapping the Atari, revised edition, which includes the XL/XE series, would expedite the development!), as I've laid out in the messages I have posted between Doctor Clu and myself and several other individuals who have donated their thoughts and brainstorms.

At this time, I'm looking at a (64K block) program size, but there are still many unknowns. The design will almost inevitably require a 64K machine, but I'm wrestling with the probability that it will require a 128K machine instead.

Compatibility with the Atari 800 and XL/XE series is my goal. Someone wondered if it will operate under an emulator... I run Atari800win myself when on the PC, but I have a 130XE computer sitting beside that which will be connected to the PC by the end of the weekend via an Ape-1489 cable. I have to thank Steven J. Tucker for his wonderful help in pointing me in certain directions regarding the APE interface and his software.

Will the "Project: Phoenix" software run on the emulator? By design, I'm not sure; the emulator can only do so much. "Project: Phoenix" will utilize the 850 interface and require at least a 14.4k modem, since most ISPs require such to connect. Besides, who wants to browse the Web at 300/1200/2400 baud? An emulator will need to address this R: requirement if it's to be used.

My goal is to first create the browser capable of the features I've mentioned in other postings. It is my firm conviction that the Atari 8bit can support it. To what degree I shall soon find out as I begin the project.

Some may ask why. To those individuals I can only say this: I have always had a special place in my heart for the Atari 8bit computer. Since the day I turned from the Atari to a PC, I have not programmed a single bit of code because it was all done for me. I got lazy. Now, with Atarians around the world finding one another and rekindling that warmth we feel in our hearts as we talk of our Atari, and I discover the wealth of accumulated knowledge that people are posting across the Web, I would like to personally give BACK to the Atari community a little something from me. To be able to boot one's Atari, designed by a company that has long since abandoned us who so undyingly supported it, and surf the Web in a time when the 'Net seems to be the future of computing and communication... is my reason. It's my humble

opinion that other Atarians will agree that this alone is a worthwhile reason. We as Atari owners who so vehemently supported a machine that the rest of the world (even the Atari company ITSELF) mocked and turned its back on can once again smile and be assured that our faith and fidelity to the Atari 8bit was not misplaced...

And if that is not reason enough... then here is another:

Because I can!!

(Stepping off my soap box once more...)

5199. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <4186-367A7C97-12@newsd-223.iap.bryant.webtv.net>
Source record: 57264

you did not,thanks for the support,
lance

5200. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <367A8FC8.1285@netmagic.net>
Source record: 57265

Doctor Clu wrote:
>
> John Hardie wrote:
> >
> > Don't quote me on this since I don't have any proof. But I have asked
> > the right cart slot question to many people over the years (including
> > some ex-Atari people) and on more than one occasion I heard mention of
> > being able to program eproms or carts or whatever out of the right
> > slot. How exactly to do this, I have no idea. Nor do I remember who
> > told me that. I assume it was something done internally with special
> > hardware, etc.
> >
> > John
> > jhardie@pipeline.com
> > Atari Gaming Headquarters
> > www.atarihq.com
>
> Well, as I understand a cartridge, it's a one direction thing. The
> cartridge is read by the computer for the contents of the ROM. There is
> not much handshaking that goes on the other way. I would love to be
> corrected if this is not true.
>
> Anyway off the hand I would have to say I agree with you on the
> modified hardware theory.
>
> Clu
The cartridge ports are in the memory map just like everything else on a
6502 based system. They even have control line that is decoded just like
the PIA at $D300 for instance. The only thing that is missing is an IRQ
line which can be a fatal problem for adding things to the cartridge
port.
IMO: The only problem with a right cart eprom burner is you would have
to limit the left cart you would be copying to 8k w/o getting the design
a bit more complicated.
I used to use a Proburner<it went south> & AFAIK, it was at the right
cart address space.

5201. WTB MIO 256/1024k version

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: saemus <saemus@bigfoot.com>
Message-ID: <75e1ub$fiq@bgtnsc02.worldnet.att.net>
Source record: 57266

Anyone that has an MIO for sale or knows where I can
purchase one, please reply!!!

Thanks

5202. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <367a8d5e.19304624@news.pipeline.com>
Source record: 57267

Richard Cortese <ricortes@netmagic.net> wrote:

>The cartridge ports are in the memory map just like everything else on a
>6502 based system. They even have control line that is decoded just like
>the PIA at $D300 for instance. The only thing that is missing is an IRQ
>line which can be a fatal problem for adding things to the cartridge
>port.
>IMO: The only problem with a right cart eprom burner is you would have
>to limit the left cart you would be copying to 8k w/o getting the design
>a bit more complicated.
>I used to use a Proburner<it went south> & AFAIK, it was at the right
>cart address space.

In my original reply I was trying to remember if the Pro-burner was an option. Has anyone tried to plug one into the right slot on an 800? I sold mine a while ago so I can't try it. Anyone have one they want to test in their 800?

John

5203. Re: Atari joystic to PC interface (how?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: mbrunner@forfree.at
Message-ID: <367c7575.2237101@News.CIS.DFN.DE>
Source record: 57268
Cross-posted to: comp.emulators.cbm,comp.sys.atari.8bit

The other day "Jacek Bogucki" <gucek@transprojekt.krakow.pl> drivelt:

>How to connect? I would appreciate pin-to-pin picture, or any help.
>If you can help - please send me an e-mail or ICQ message, too.

You'll find a description at
http://www.hut.fi/Misc/Electronics/pc/interface.html. But you need a
little bit more than just a pin to pin connection.

--
Martin Brunner (mbrunner@forfree.at)
http://members.xoom.com/flexman/index.html
[Peugeot 404 - C64 Game Solutions - Selfmade Freeware]

5204. ANNOUNCE: Atari800win 2.5a & source released

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: rich@cstone.net
Message-ID: <pgpmoose.199812181917.32299@bureau42.ml.org>
Source record: 57269
Cross-posted to: comp.sys.atari.8bit,comp.emulators.announce

Atari800Win has been updated to version 2.5a, and the source code
archive has been updated as well. The Atari800win page is located at

http://www.cris.com/~Twist/atari800win

and the emulator itself is contained in this zip:
http://www.cris.com/~Twist/atari800win/atari800win_2.5a.zip

source code is in this archive:

http://www.cris.com/~Twist/atari800win/atari800win_2.5a_source.zip

Please do not download the source unless you intend to really look at
it; my bandwidth is very limited.

Here is what's new in this release:

12-18-98 Ver 2.5a
* Note: Older saved states will need to be re-saved for this
version.
* Re-synced with the general Atari800 code base. Fixed a couple of
Antic problems.
* Fixed screen getting offset when switching hardware types.
* Fixed the damn keyboard joystick not being detected (was only
happening on machines that have no hardware joystick devices, and
guess what - all of mine do. Grrr).
* Joystick selections are saved permanently. If you change your
stick config around (hardware wise), it won't crash, but you will
probably have to reconfigure via the joystick selection dialog.
* The scanline modes are now driven by highly tweaked assembly,
mostly because I changed the way they worked: they now show
half-lumen lines interleaved instead of black ones. In a couple of
the available graphics modes (GDI) even though a lot more work is
being done it's slightly faster than the older scanline mode.
* Added keyboard accelerators for the following functions:
Alt-C Cartridge dialog
Alt-D Disk dialog (floppies)
Alt-G Graphics dialog (screen modes)
Alt-H Hardware dialog
Alt-J Joystick dialog
Alt-K Keyboard dialog
Alt-L Load Atari executable
Alt-S Sound dialog
Alt-R Rotate through artifacting modes (including off)
* Last path used to load Atari executables is remembered

* Some small code re-orgs (same functionality, but less code)
* Fixed screen corruption in stretched-window modes when paused
* Smarter about registry updates - doesn't have to reset ROM paths
when these occur now. Also, for first time users tries to find the
ROMS in either the working directory or "ROMS" subdirectory
* Added different machine types in hardware selector for 320XE Compy
and 320XE Rambo

5205. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <367AA4E0.9433F4B4@arn.net>
Source record: 57270

AWESOME!!! When you make the browser are you going to have it in GTIA graphics mode? That'll prolly take a gangload of memory but at least you would have the most colors.

Or, you could have it depending on the size of the page or resolution of the picture to have it switch between appropriate graphics modes. Hell, I remember there used to be a trick to get all the colors of graphics 3 for graphics 8 by a lot of hex editing commands.

This has to be possible because the Internet was original designed when the Atari 8-Bit was considered the top of the line. I mean hell, the was CompuServe and GEnie also.

Laters,

antbaker@arn.net

Morloc wrote:
>
> Project: PHOENIX
> Atari 8Bit Web Browser
>
> Oops... The pic was just a WEE bit big in that last reply... Howz about
> this...?
>
> [Image]

5206. 33.6 Modem for Atari 8-Bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <367AACC5.433D9B6F@arn.net>
Source record: 57271

I have two modems, one is an external 33.6 SupraExpress Mac modem that I don't use anymore and another one is a 33.6 US Robotics Internal Modem for Wintels.

I was wondering, Is there a way I could get the 33.6 external modem hooked up to the Atari? Or better yet, is there a way I could take out the stuff out of my 1200 BPS Atari modem and put the internal in there w/ special hookups to connect to the part that normally hooks in the PCI card slot and have an adaptor on the other end for RS232?

Ermm...I just realized how unpractical and hard the above statement would be. What about the Mac modem?

Also, is anyone selling a SIO2PC cable that I can buy?

Laters,

antbaker@arn.net

5207. Re: 8Bit Compute's Books for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <367AAFAD.8B81A60D@mitre.org>
Source record: 57272

I know I'm late, but do you have the Mapping the Atari book still
available?

Thanks,
Steve

Douglas Carroll wrote:

> Hello everyone!
>
> I have the following atari Compute's books left for sale:
>
> "Compute's first book of atari graphics"
>
> "Compute's second book of atari graphics"
>
> "Mapping the Atari, 1st edition"
>
> All of the books are in good condition and are priced at $10.00 each
> plus shipping. I would suggest the 3 day shipping as it is only $3.00
> and gets the books to you quickly at a reasonable price. Please e-mail
> me if you are interested in any of these. Thanks!!
>
> Douglas Carroll
>
> dcarroll@internetcds.com

5208. BlackBox for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <75ebnugmq1@news.xmission.com>
Source record: 57273

I have a mint condition CSS BlackBox w/power supply and docs for sale or
trade.

I'm interested in the following trade items:

1024k MIO + ?
Super upgraded 800 (memory, video upgrades)
Syquest 135/230 SCSI removable configured for Atari 8bit
Transkey keyboard + ?
other items..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

5209. Re: 8Bit Compute's Books for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <367AB34F.C3EC3265@mitre.org>
Source record: 57274

I'll save everyone the trouble-- I am a bonehead :)
I will now reply to the message's author....

"Stephen C. Johnson" wrote:

> I know I'm late, but do you have the Mapping the Atari book still
> available?
>
> Thanks,
> Steve
>
> Douglas Carroll wrote:
>
> > Hello everyone!
> >
> > I have the following atari Compute's books left for sale:
> >
> > "Compute's first book of atari graphics"
> >
> > "Compute's second book of atari graphics"
> >
> > "Mapping the Atari, 1st edition"
> >
> > All of the books are in good condition and are priced at $10.00 each
> > plus shipping. I would suggest the 3 day shipping as it is only $3.00
> > and gets the books to you quickly at a reasonable price. Please e-mail
> > me if you are interested in any of these. Thanks!!
> >
> > Douglas Carroll
> >
> > dcarroll@internetcds.com

5210. XEP80 TTL output hack

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Jason Hedrick <Terrance.J.Hedrick@DaytonOH.NCR.COM>
Message-ID: <uuOJNYsK#GA.137@rpc1285.daytonoh.ncr.com>
Source record: 57275

A few years back, Bob Woolley wrote a hack to add TTL output to an XEP80. (Basically wiring in a nine-pin jack.) If anybody has this article in a file, could you please e-mail it to me, or at the very least tell me where I can get it? Thanks a million!

Jason Hedrick

5211. Atari 8-bit Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <75ehu0cts1@ramp2.tir.com>
Source record: 57276

Rules:

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
__1	4-Button Joystick	$1.99		
__2	Atari Paddles	$2.99		
__3	Paperclip Protection Key	$2.99		
__4	SVI Quickshot I Joystick	$1.99		
__5	homemade cart. Inverter (untested)	$2.99		
__6	3-D Tic-Tac-Toe Cart.	$2.99		
__7	Ace of Aces Cart.	$3.49	$3.50	Perry
__8	Action Language Cart. (w/manuals)	$9.99	$20.00	Baker
__9	Alien Ambush Cart.	$3.49	$3.50	Perry
_10	Archon Cart.	$3.49	$4.50	Clu
_11	Asteroids Cart.	$2.99	$3.50	Perry
_12	AstroChase Cart.	$3.49	$4.00	Perry
_13	AtariArtist Cart.	$2.99		
_14	Ballblazer Cart.	$3.49	$3.50	Perry
_15	Barnyard Blaster Cart.	$2.99	$3.00	Perry
_16	BASIC Cart.	$2.99		
_17	BASIC Cart. (w/ orig. box)	$2.99	$5.50	DeMita
_18	BASIC XL Cart.	$4.99	$5.75	DeMita
_19	Basketball Cart.	$2.99		
_20	Battlezone Cart.	$3.99	$4.00	Perry
_21	Blue Max Cart.	$3.99	$4.00	Sutton
_22	Bug Hunt Cart.	$2.99		
_23	Bug Hunt Cart. (w/manual)	$3.99		
_24	Bug Hunt Cart. (w/o case)	$0.99		
_25	Caverns of Mars Cart.	$2.99	$4.50	Bianco
_26	Centipede Cart.	$2.99		
_27	Choplifter Cart.	$3.99	$4.00	Perry
_28	Cloudburst Cart.	$3.99	$4.00	Sutton
_29	Computer Chess Cart.	$2.99		
_30	Congo Bongo Cart.	$3.99		
_31	Crossfire Cart.	$3.99	$4.50	Bianco

_32 Defender Cart. $2.99
_33 Deluxe Invaders Cart. $3.99 $4.00 skibo
_34 Demon Attack Cart. $3.99
_35 Dig Dug Cart. $2.99
_36 Donkey Kong Cart. $3.99
_37 Donkey Kong Jr. Cart. $3.99
_38 E.T. Phone Home Cart. $2.99
_39 E.T. Phone Home Cart. (unopened) $4.99 $5.00 Sutton
_40 E.T. Phone Home Cart. (unopened) $4.99
_41 E.T. Phone Home Cart(w/manual+box) $3.99
_42 Eagles Nest Cart. $3.99
_43 Eastern Front (1941) Cart. $2.99
_44 Eastern Front (1941) Cart. $2.99
_45 Eastern Front (1941) Cart. $2.99
_46 Eastern Front (1941) XE Cart. $3.99
_47 Fast Eddie Cart. $3.99 $4.50 Bianco
_48 Flight Simulator II Cart. $3.99
_49 Flight Simulator II Cart(w/manual) $6.99 $7.00 Baker
_50 Football Cart. $2.99
_51 Frogger Cart. $3.99
_52 Galaxian Cart. $2.99
_53 Gateway to Apshai Cart. $3.99 $4.50 Bianco
_54 Gato Cart. (w/manual) $4.99
_55 Gorf Cart. $3.99
_56 Gyruss Cart. $3.99 $4.00 Perry
_57 Journey to the Planets Cart. $3.99 $4.00 skibo
_58 Joust Cart. $2.99
_59 Joust Cart. $2.99
_60 Jumbo Jet Pilot Cart. $2.99 $3.00 Perry
_61 Jungle Hunt Cart. $2.99
_62 K-razy Antiks Cart. $3.99 $4.50 Bianco
_63 K-razy Shootout Cart. $3.99 $5.00 Sutton
_64 Kaboom! Cart. $3.99
_65 Lode Runner Cart. $3.99 $4.00 Sutton
_66 Logic Levels Cart. $3.99 $4.00 Perry
_67 Mario Brothers Cart. $3.99 $5.50 DeMita
_68 Master Type Cart. $3.99 $4.00 skibo
_69 Microsoft Basic II Cart(w/manuals) $4.99
_70 Millipede Cart. $3.49
_71 Miner 2049'er Cart. $3.99 $4.00 Sutton
_72 Missile Command Cart. $2.99
_73 Monkey Wrench II Cart(untested) $3.99 $4.50 Perry
_74 Moon Patrol Cart. $3.99 $4.00 Perry
_75 Mountain King Cart. $3.99 $5.50 Bianco
_76 MPP Smart Terminal Cart. $2.99
_77 Ms. Pac-Man Cart. $2.99
_78 Music Composer Cart. $2.99
_79 Necromancer Cart. $3.99 $4.00 Perry
_80 One On One Cart. $3.99
_81 One On One Disk (w/manual) $2.99

_82 Pac-Man Cart. $2.99
_83 Pengo Cart. $2.99 $3.00 Sutton
_84 Pilot Language Cart. $3.99
_85 Pitfall Cart. $3.99
_86 Pole Position Cart. $2.99 $3.00 Sutton
_87 Popeye Cart. $3.99 $4.50 Bianco
_88 Q-Bert Cart. $3.99
_89 Qix Cart. $2.99
_90 Rescue On Fractalus Cart. $3.99
_91 Return of the Jedi Cart. $3.99 $4.00 Sutton
_92 River Raid Cart. $3.99
_93 Robotron 2084 Cart. $3.99
_94 Serpetine Cart. $3.99
_95 Speedway Blast Cart. $3.99 $8.50 Bianco
_96 Star Raiders Cart. $2.99
_97 Star Raiders Cart. $2.99
_98 Star Raiders II Cart. $3.99 $4.25 Baker
_99 Space Invaders Cart. $2.99
100 Super Breakout Cart. $2.99
101 Super Breakout Cart. $2.99
102 Super Breakout Cart. $2.99
103 Super Cobra Cart. $3.99 $3.99 Mouchmino
104 Thunderfox Cart. (w/manual) $4.99 $5.00 Perry
105 Track & Field Cart. $3.49 $4.00 skibo
106 Video Easel Cart. $2.99 $2.99 Muchmino
107 Wizard of Wor Cart. $3.99 $4.50 Bianco
108 Wizard of Wor Cart. $3.99 $4.50 Clu
109 Zaxxon Cart. $3.99 $5.50 Bianco

5212. Re: TCP/IP - why? Why not just PPP?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <75ei5aeqb1@news.storm.ca>
Source record: 57277

Umm, you'll also need to do ICMP - internet Control Message protocol. I've looked at this before. Yes, it's possible. TCP/IP, in theory at least, is relatively easy. But adding ICMP and PPP is necessary before you can write higher-level software (ie mail, web or FTP clients). The biggest problem is conceptualizing the best form of interface to Atari programming; how do you want your routines to request internet data?

Anyone wanting more info should grab copies of the most recent RFCs, which define Internet communications. Lots of information that's all necessary if you want to do it properly.

David P.

Doug Wheeler <dwheeler@isd.net> wrote in message
news:75dsod$ec1$1@blackice.winternet.com...
>William Kendrick wrote in message <75cod8$v3i$2@ultra.sonic.net>...
>>I bet I'm missing something important here, but do we NEED TCP/IP
>capabilities
>>just to do web browsing on an Atari? Can't the web browser have built-in
>>PPP code? Or is TCP/IP just needed, period?
>
>
>Unfortunately, you need to do it all. The internet protocols are arranged
>(logically) in a "stack", which looks roughly (simplified) like this:
>
> [Web browser] (not part of the stack)
> [HTTP] (add-on to the standard stack)
>
> [TCP] & [UDP]
> [IP]
> [PPP], [SLIP], [Ethernet], etc.
>
> [phone line]
>
>So, at a minimum, to support a web browser, you must implement PPP, IP,
TCP,
>and HTTP (along with some other, simpler protocols, like UDP and SNMP. You
>might also want FTP and SMTP (for mailto: links).
>
>--Doug
>
>
>

5213. Re: TCP/IP - why? Why not just PPP?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Doug Wheeler <dwheeler@isd.net>
Message-ID: <75eml0kdl1@blackice.winternet.com>
Source record: 57278

David A. Paterson wrote in message <75ei5aeqb1@news.storm.ca>...
>Umm, you'll also need to do ICMP - internet Control Message protocol.

Oops, that's what I meant when I typed SNMP - sorry.

--Doug

5214. Re: 33.6 Modem for Atari 8-Bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1812981519480001@news.netgate.net>
Source record: 57279

In article <367AACC5.433D9B6F@arn.net>, antbaker@arn.net wrote:

> I was wondering, Is there a way I could get the 33.6 external modem
> hooked up to the Atari?

I have an external 9600 bps modem hooked into an 850. Works great. I'd
imagine you could do the same with an external 33.6 modem, though I think
you're probably limited to 9600 (?) reliably with the 850. I haven't tried
more than 9600 on it. I've heard that some have piped more than 9600
through an 850 with varying degrees of reliability. I can vouch for the
fact that 9600 works great, though. Not bad for an interface that
was made when 300 baud modems were the norm!

> Or better yet, is there a way I could take out
> the stuff out of my 1200 BPS Atari modem and put the internal in there
> w/ special hookups to connect to the part that normally hooks in the PCI
> card slot and have an adaptor on the other end for RS232?

Yick.

> Ermm...I just realized how unpractical and hard the above statement
> would be. What about the Mac modem?

I'd imagine a Mac modem would be even worse to deal with, because I
don't think it's easy to get a cable or adapter that connects a male
Macintosh modem port with an RS232 port.

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

5215. Re: TCP/IP - why? Why not just PPP?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1812981526080001@news.netgate.net>
Source record: 57280

In article <75cod8$v3i$2@ultra.sonic.net>, nbs@sonic.net (William Kendrick)
wrote:

> I bet I'm missing something important here, but do we NEED TCP/IP capabilities
> just to do web browsing on an Atari? Can't the web browser have built-in
> PPP code? Or is TCP/IP just needed, period?

If I remember my networking theory properly, TCP/IP and PPP are on two
different "layers" (according to the OSI model). I believe TCP/IP resides
in the network and transport levels of the model while PPP is at the
session level. They're not mutually exclusive but necessary instead, as
(stated somewhat simplistically), PPP "sits on top of" TCP/IP, using its
services as part of the protocol.

This assumes I remember something from my networks course in college. I'm
not sure I'd make that assumption easily. :)

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

5216. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1812981528510001@news.netgate.net>
Source record: 57281

In article <Cave2.273$qI3.2745@newsfeed.slurp.net>, "Morloc"
<morloc@acd.net> wrote:

> Will the "Project: Phoenix" software run on the emulator? By design, I'm not
> sure; the emulator can only do so much. "Project: Phoenix" will utilize the
> 850 interface and require at least a 14.4k modem, since most ISPs require
> such to connect. Besides, who wants to browse the Web at 300/1200/2400 baud?
> An emulator will need to address this R: requirement if it's to be used.

I don't suppose you'd consider 9600 bps, eh? Or do I have to go out and
buy a 14.4 modem? :)

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

5217. Re: Atari 8-bit Web Browser - WebTV?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1812981533360001@news.netgate.net>
Source record: 57282

In article <75cnbl$v3i$1@ultra.sonic.net>, nbs@sonic.net (William Kendrick)
wrote:

> Although, at this point, it might be easier for Atari users to all buy
> $99 WebTV units than to try to code something! ;)

Yeah, but is it *really* about needing something to access the Web for
most of us? I'd guess that it's mostly a labor of love for everyone
concerned, a feeling that they could do it under Windoze, Mac OS, Linux,
Amiga or whatever, but would prefer to do it on their old Atari. And
a desire to support continued development for the platform to boot.

Besides, WebTV is owned by the Evil Empire.

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

5218. Re: Is there anyone alive here ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1812981535440001@news.netgate.net>
Source record: 57283

In article <01be2a5a$50964080$68364382@vidar>, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

> I have several REAL Atari's. I don't like emulators much (The best part is
> the software usually around it, like MyDos and such). Emulators don't have
> the soul of real Atari's.

No knock on emulator users, but I too prefer the feel of the real thing.
It still feels special to me to put my real M.U.L.E. disk into my real
1050 and listen to it boot.

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

5219. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Larry Anderson <foxnhare@goldrush.com>
Message-ID: <367B1407.DA7E21BE@goldrush.com>
Source record: 57284
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Tom Lake wrote:
>
> >You're not old enough to remember the first James Bond then. I'll give you
> >a hint. It was NOT Sean Connery (Although he's my favorite Bond)
> >
> >Tom Lake
>
> Hint #2: The year was 1954
> Hint #3: The movie was Casino Royale
> Hint #4: It was NOT the version of Casino Royale with Peter Sellers and
> David Niven
>
> The first one who can answer this gets an official "attaboy"
>
> Tom L

Is that the one with Peter Falk who played 'Jimmy Bond' on some [insert company name] TV hour?

And it predates me, I saw it on TV a year or so ago.

5220. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <367B2448.B0036359@net66.com>
Source record: 57285
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Tom Lake wrote:
>
> >You must be *really* young. I don't suppose you knew that Paul McCartney
> >was in a band before Wings, do you?
> >
> ><grumble> ...damn kids...<bitch>
> >
> >Mark "Old Fart (apparently) at 34 years" Statzer
>
> You're not old enough to remember the first James Bond then. I'll give you
> a hint. It was NOT Sean Connery (Although he's my favorite Bond)

Well, I'm not particularly in the mood for *hints* - I am going to
assume that there was some sort of teleplay/radio show/(non-major motion
picture) that you are referring to, instead of the mass release Bond
films that made it to the states, as in Dr. No.

Just as long as we agree that it wasn't Roger Moore, and this absolutely
nothing to do with 8-bit computers, but probably everything to do with
Dr. Who, I presume.

Mark "long past the limit of casual interest" Statzer

> Tom Lake

5221. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: Tom Lake <tomlake@slic.com>
Message-ID: <75fabl$hum@raven.slic.com>
Source record: 57286
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
>Well, I'm not particularly in the mood for *hints* - I am going to
>assume that there was some sort of teleplay/radio show/(non-major motion
>picture) that you are referring to, instead of the mass release Bond
>films that made it to the states, as in Dr. No.
>
>Just as long as we agree that it wasn't Roger Moore, and this absolutely
>nothing to do with 8-bit computers, but probably everything to do with
>Dr. Who, I presume.
>
>Mark "long past the limit of casual interest" Statzer

OK, it was Barry Nelson.

Tom L
```

5222. Re: MIO and 512-byte Sectors

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981218214012.9770A-100000@vtn1>
Source record: 57287

On 19 Dec 1998, LWhite6497 wrote:

> >I've tried the Hyperspeed handler for the BlackBox.
>
> What is the "Hyperspeed" handler? Is it
> essentially an Ultraspeed driver as is used
> by Sparta? Never heard of it before.
>
> Larry
>
>
It's a fast handler to replace the ROM routines for the RS232 port.

John

5223. Re: Pinout for Basic ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19981218193012.04801.00001516@ng-fr1.aol.com>
Source record: 57191

check out this site http://www.best-electronics-ca.com/custom-i.htm

5224. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <uNCe2.479$x5.8003125@news1.i1.net>
Source record: 57192

I'm not a programmer, but have been following this discussion with some interest :)
I'm just curious. If the browser is going to display some pictures, where in memory are you going to store the webpages? In main memory? Virtual memory on a disk? Is it possible that memory required for a particular webpage would exceed available memory?

John
jvogel@i1.net

5225. Re: Atari to hauppauge t.v. tuner

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: John j Boyle <magrep@northnottsmag.freeserve.co.uk>
Message-ID: <75f11pjvm1@news6.svr.pol.co.uk>
Source record: 57193

i would be interested in how you get on, because I am thinking of buying a
TV card for such a job.
magrep@northnottsmag.freeserve.co.uk

Michael Murton wrote in message <75btl8$3cr$1@mendelevium.btinternet.com>...
>any fellow atarian fans know what channel the atari 800 or the st use on
win
>tv, if indeed it can be used.
>
>michael.d.murton@btinternet.com
>
>
>

5226. Re: Atari 8-bit Web Browser - WebTV?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <75f3sp$14v$1@mohawk.hwcn.org>
Source record: 57194

Tim Irvin (ziggy29@netgate.net) wrote:

: Besides, WebTV is owned by the Evil Empire.

Ya, so is Atari.......by Hasbro, the Borg of Game companies!

5227. Re: 33.6 Modem for Atari 8-Bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <75f4aj$14v$2@mohawk.hwcn.org>
Source record: 57195

Tim Irvin (ziggy29@netgate.net) wrote:
: In article <367AACC5.433D9B6F@arn.net>, antbaker@arn.net wrote:

: > I was wondering, Is there a way I could get the 33.6 external modem
: > hooked up to the Atari?

: I have an external 9600 bps modem hooked into an 850. Works great. I'd
: imagine you could do the same with an external 33.6 modem, though I think
: you're probably limited to 9600 (?) reliably with the 850. I haven't tried
: more than 9600 on it. I've heard that some have piped more than 9600
: through an 850 with varying degrees of reliability. I can vouch for the
: fact that 9600 works great, though. Not bad for an interface that
: was made when 300 baud modems were the norm!

Actually, a 14.4 Modem connected at 19.2 kinda maxes out around 1100 Cps....so it is more than enough to get the best through put with an Atari 8 bit. Putting a 33.6 modem on it should work as long as it is not a "Win modem".....I am not sure, but I think there are no external Winmodems, so it really is not an issue. My advice is to pick up a cheap USRobotics 14.4 without Fax or Voice.....should be dirt cheap.....ie $10 or so....wih the proper settings it will work like a champ.

Willy

5228. Re: MIO and 512-byte Sectors

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981218231203.18467.00001638@ng09.aol.com>
Source record: 57196

>I've tried the Hyperspeed handler for the BlackBox.

What is the "Hyperspeed" handler? Is it
essentially an Ultraspeed driver as is used
by Sparta? Never heard of it before.

Larry

5229. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <367c5478.36840040@news.pressenter.com>
Source record: 57197
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Fri, 18 Dec 1998 10:07:33 +0000, Andy Whitelaw
<andrew.whitelaw@gecm.cutthisbitouttoreply.com> wrote:

>Anthony Frost wrote:
>
>> Except for David Niven who played James Bond in the first Bond film (and
>> of course Woody Allen who payed his nephew, Jimmy Bond...), how quickly
>> people forget... ;-)

Hey all... I think the threadname needs to be changed; Bond then, Bond
now.

5230. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <367d589d.37901623@news.pressenter.com>
Source record: 57198

On Sat, 19 Dec 1998 00:52:42 GMT, jvogel@mail1.i1.net (John Vogel)
wrote:

>I'm not a programmer, but have been following this discussion with some
>interest :)
>I'm just curious. If the browser is going to display some pictures, where
>in memory are you going to store the webpages? In main memory? Virtual
>memory on a disk? Is it possible that memory required for a particular
>webpage would exceed available memory?
>
>John
>jvogel@i1.net

EXTREMELY possible. I would say even likely. I love my 8-bit too but
I do not choose to ignore realities like this. Don't mean to piss on
the party but wake up people.

Virtual memory won't cut it even when on a hard drive, (too much
dependence on VM makes a program crawl) but forget it on floppy. Keep
in mind most Atarians do not have hard drives. And before you tell me
about APE or SIO2PC... well if you have a PC then you already have
what you need to get on the net.

Good luck to to those who want to try, but I just feel like I'm
wishing a crazy person good luck on their next alien abduction medical
examination.

5231. Re: Is there anyone alive here ???

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be2b25$c5d4e240$e1364382@vidar>
Source record: 57199

Yes, and I haven't tested emus much, but do they support 4 joysticks ?
M.U.L.E. on an Atari 800 with four players is so fun.

Take Atarian care

Tim Irvin <ziggy29@netgate.net> wrote in article
<ziggy29-ya02408000R1812981535440001@news.netgate.net>...
> In article <01be2a5a$50964080$68364382@vidar>, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> wrote:
>
> > I have several REAL Atari's. I don't like emulators much (The best part
is
> > the software usually around it, like MyDos and such). Emulators don't
have
> > the soul of real Atari's.
>
> No knock on emulator users, but I too prefer the feel of the real thing.
> It still feels special to me to put my real M.U.L.E. disk into my real
> 1050 and listen to it boot.
>
> --
> Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29
>
> "Trouble no one about their religion; respect others in their view, and
> demand that they respect yours...Abuse no one and nothing, for abuse
> turns the wise ones to fools and robs the spirit of its vision."
> -- Tecumseh (1768-1813), Shawnee chief and statesman
>

5232. Re: ATARI 8-Bit WebBrowser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: Daniel.Pralle@t-online.de
Message-ID: <75g2qf$sn3$1@news07.btx.dtag.de>
Source record: 57200

A big Hi to the UNIX/WebBrowser Guys!

I thought myself about an tcp/ip-protocol for 6502, but just for
Networking with Windows and TOS, donï¿½t ask me if it make sense.
But it would have been funny anyway.
I canï¿½t imagine a WebBrowser on the 8-Bit, especially looking on the
Gfx-modes. I use a WebBrowser on the FALCON030, and it is kind a slow
and the Gfx looks unsufficent, not just the pictures, the text too.

But donï¿½t get me wrong, i donï¿½t wanna fuck you. Go ahead. Is anybody
able to install a small WebPage for this Project??? It would be much
easier to coordinate the whole stuff, like the TCP/IP, PPP, WebBrowser, ...
activities.

5233. Re: ATARI 8-Bit WebBrowser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <GbNe2.333$kW3.3824@newsfeed.slurp.net>
Source record: 57201

Project: PHOENIX
Atari 8Bit Web BRowser

<Daniel.Pralle@t-online.de> wrote in message
news:75g2qf$sn3$1@news07.btx.dtag.de...
>A big Hi to the UNIX/WebBrowser Guys!
>
>Is anybody
>able to install a small WebPage for this Project??? It would be much
>easier to coordinate the whole stuff, like the TCP/IP, PPP, WebBrowser, ...
>activities.
>

I'll be putting up the website for everyone around January 1, 1999. Future
details forthcoming.

5234. Re: [i] McCartney [was Where 8-bit]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: look@my.sig
Message-ID: <75gbu9gjo1@cfs2.kis.keele.ac.uk>
Source record: 57202
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst Brian Watson <brian@spheroid.demon.co.uk>
eloquently scribe:
: Mark Statzer wrote in message <3679DA1C.D2380548@net66.com>...

:>You must be *really* young. I don't suppose you knew that Paul McCartney
:>was in a band before Wings, do you?

: Why would he be in a band named after a female sanitary product anyway?

I think the female sanitary product was named after THEM...
(Did you ever HEAR Linda McCartney SING?)
--

u5a77@teach.cs.keele.ac.uk	
Andrew Halliwell	"The day Microsoft makes something that doesn't
Finallist in:-	suck is probably the day they start making
Computer science	vacuum cleaners" - Ernst Jan Plugge
GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++
PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!	Space for hire

5235. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <367BCB7B.37032BF0@erols.com>
Source record: 57203

Morloc wrote in answer to Jon Melbo:

> I agree. When I think of the slowness of even an enhanced/ultraspeed Atari
> floppy drive, my skin crawls. There *is* such a thing as being practical
> when it comes to the project. Swapping out to the floppy is definitely
> impractical and undesirable. And as for utilizing a hard drive that may be
> connected to the Atari via APE or SIO2PC to support a swap file... Nope!
> Ain't gonna happen.
>
> At the same time, I do feel that I need to address the issue once again
> because it was brought up in this way: "well if you have a PC then you
> already have what you need to get on the net." That is not the reason I'm am
> working on "Project: Phoenix." Of COURSE if you have a PC you can access the
> 'net. We KNOW this as Atarians.

You know, that's what bugs me. I have a PC and an Atari. They talk to each other all the time. But, (maybe because I'm not a game player) I never was wooed by what I call the "dazzle factor." For the life of me, I can't see myself sitting at either machine and "surfing" the Web for hours at a time. When I need to evaluate a site, or order something from one, I'll go there -- that's it. So, suppose your project works. I'd be the first to congratulate you, try it out, show it to all who'd see it. The guys who'd really appreciate it would be Atarians -- the others might show passing interest, but then go back to their PCs and Macs and never give it another thought. People in this community do things primarily for love and/or nostalgia. People outside of the community seem to be impressed by the glitz and/or commercial success of a piece of hardware or software. I use my PC, but I can never say that I love it. So, I have to agree with what you wrote below:

> But can we access the 'net using our trusty Atari? Yes. Here, have a seat
> here beside me and let me show you... "Why," you ask, not trying to sound
> belligerent, "bother?" I smile and don't answer for a moment.
>
> Then: "Because I can."
>
> Someone in this chain said that the Atari was out when the internet was
> first taking off and therefore should be able to take on the challenge of
> talking with it. I agree.
>
> And you know something else? I fired up my 130XE and sat my son down in
> front of it and showed him how quickly you can program a neat program on it.
> He was up typing progs from a book I then gave him until 4am, totally
> captivated.

You're lucky. You have a son who likes programming. It will help to develop his mind. I was a home-instruction teacher for 31 years, and got to know my students very well. The ones who liked programming were few and far between, even in the days when learning about computers in school meant learning to program in BASIC or Logo.

> Kids nowadays are awestruck by the rampant blood and gore of
> Sony Playstation and N64 video game systems, the ease of loading up a
> violent game of Quake on the PC. The Atari games come from a quieter moment
> in our history, but the games are just as addictive, the apps are just as
> useable to our kids, and they can experiment with programming and learn
> skills such as organizational layout, logical process, and much more without
> the cost of a college education. And by the time they DO reach college,
> they've already established a strong foundation to build on.

I couldn't have said it better.

> Yes, you can access the web on the PC, play games on the PC... etc etc etc.
>
> But sitting down and using the Atari is like that comfortable feeling one
> gets when they walk in to the house of Grandma and Grandpa on a Sunday
> afternoon, smell the wonderful aroma of a real home-cooked meal, and just
> know it's going to be a wonderful afternoon. Nostalgic lapse? I suppose so.
> But if longing for a time when things were more simple and one still worked
> with one's hands to make what one needed makes me a criminal, then I ask you
> to throw away the key...

What seems like a zillion years ago, I wrote similar stuff for a now-defunct user group's newsletter. The group went almost entirely ST around that time, but I was a holdout. In the piece. I described the 8-bit as a "comfortable old shoe." The editor chuckled a little, both in person and in print, but had to agree with me. He had moved on to the ST too, but kept an 8-bit system up and running until he passed away. AND, I remember all to well my reasons for choosing the Atari (800 at the time) above a myriad of home computers that were available at the time. The reasons are still valid.

> Stepping off my soapbox once more...

Naaah, stay on it. You're among friends. We won't all agree on every little point, but there's enough tying us together to continue to call this a community.

5236. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <YQQe2.495$x5.8415343@news1.i1.net>
Source record: 57204

Morloc (morloc@acd.net) wrote:
:
: I agree. When I think of the slowness of even an enhanced/ultraspeed Atari
: floppy drive, my skin crawls. There *is* such a thing as being practical
: when it comes to the project. Swapping out to the floppy is definitely
: impractical and undesirable. And as for utilizing a hard drive that may be
: connected to the Atari via APE or SIO2PC to support a swap file... Nope!
: Ain't gonna happen.

Then do without the graphics :)
I'd be impressed just by the feat of someone programming tcp/ip on the
atari with a minimal text browswer (ala lynx). Maybe someone could do
some kind of mail implementation, too.

John
jvogel@i1.net

5237. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <48B6E252B7%news@youmustbejoking.demon.com.uk>
Source record: 57205
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <367B2448.B0036359@net66.com>
Mark Statzer <mstatz@net66.com> wrote:

[snip]
> Just as long as we agree that it wasn't Roger Moore, and this absolutely
> nothing to do with 8-bit computers,

Or 32-bit, for that matter (note the crosspost).

> but probably everything to do with Dr. Who, I presume.

> Mark "long past the limit of casual interest" Statzer

So why are you reading this? ;-)

--
| Darren Salt anti-UCE | nr. Ashington, | Spectrum +3,
| ds@youmustbejoking,demon | Northumberland | Risc PC, A3010,
| arcsalt@spuddy,mew,co,uk | Toon Army | BBC Master 128
| <URL:http://www.youmustbejoking.demon.co.uk/> (PGP key here)

In the event of nuclear attack, delete this message.

5238. Re: looking for a good home for an Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: saemus <saemus@bigfoot.com>
Message-ID: <75gvoa$fuo@bgtnsc03.worldnet.att.net>
Source record: 57206

Hi--

I am interested in obtaining the Atari equipment you posted. Please let me
know
what condition the items are in.

I will offer $15 + shipping, using COD

Look forward to hearing from you. Lets conclude this deal as soon as
possible.

Thanks

rpraetorius@aspenres.com wrote in message
<756n84$19r$1@nnrp1.dejanews.com>...
>
>> Atari 800 with 1050 & Percom disk drives, Koala pad, trackball,
>> OSA+, Action!, numerous games and utilities (detailed list available
>> on request). $50 + shipping (or you pick up in Mass.).
>
> Sigh. After no response for awhile, I discovered that test
>messages from myself to the dejanews-generated address ended up in
>the bit bucket. Please use wunna my real addresses:
>
> rpraetoriusATaspenresDOTcom
> rmpATmaDOTultranetDOTcom
>
>and, seeing no posts in reply to my initial offer, it's now $20 +
>shipping (free delivery in eastern MA or southern NH).
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5239. Re: Looking for old Analog Computing back issues.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: mhop@snip.net
Message-ID: <36788dfe.1933531277@news.snip.net>
Source record: 57207

On 17 Dec 1998 03:56:55 GMT, bgarvey355@aol.com (BGarvey355) wrote:

>>Uh - any particular ones yer lookin for?
>>
>>Statz
>
>Statz,
> Well, I'd like to collect them all but the one I really want is the one with
>the Homemade speech synthesizer atricle and build plans. I built this back
>then, but it's gone too. That was a fun project, i think i was 14 then. Do you
>remember the article of which i speak? Do you have this particular issue?
>

You don't know the issue number?

5240. Re: [i] McCartney [was Where 8-bit]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: Alisdair McDiarmid <alisdair@illusion.co.uk>
Message-ID: <48B71355EF%alisdair@illusion.co.uk>
Source record: 57208
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
-----BEGIN PGP SIGNED MESSAGE-----

In message <bfb581b648%Graeme@greywall.demon.co.uk>
Graeme Wall <Graeme@greywall.demon.co.uk> wrote:

> > Mark Statzer wrote in message <3679DA1C.D2380548@net66.com>...
> >
> > > You must be *really* young. I don't suppose you knew that
> > > Paul McCartney was in a band before Wings, do you?
> >
> The Quarrymen?

Jonny and the Moondogs?
--
<alisdair mcdiarmid wrote this.> IRoC - fLaSC
<URL:http://www.illusion.co.uk/alisdair/>

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3ia
Charset: noconv

iQCVAwUBNnwZfkbU8Dr90Aa9AQFd5wQAiB02VU3Jvklr18OYl5JNSIrgTa9B+Mvz
iUCKNW4EP5yL4gfDkfx8fcsYe+5kRjKNnXPJ3JUQHvFBmViE7viDWHlc/8eEL360
kpSWlfH/SuEqyk1lO4Iva3WIVEaj/CkGWIzvPkUy6unSIR+GVK5SNS0LgsxCzx1J
fp8Y4vsTl6U=
=ONKY
-----END PGP SIGNATURE-----
```

5241. anyone have used atari to pc hardware they wanna dump?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <75h5em$cfc@bgtnsc02.worldnet.att.net>
Source record: 57209

I'd like to transfer some files from my arati to my pc.. does anyone have
the stuff needed that they'd wanna dump??

I'd also need to know what hardware is required...

-
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

5242. Re: BlackBox for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: sven6@usa.net
Message-ID: <75hb3nppn1@nnrp1.dejanews.com>
Source record: 57210

How much is it for sale?

In article <75ebnugmq1@news.xmission.com>,
jeking@NOSPAM.COM wrote:
> I have a mint condition CSS BlackBox w/power supply and docs for sale or
> trade.
>
> I'm interested in the following trade items:
>
> 1024k MIO + ?
> Super upgraded 800 (memory, video upgrades)
> Syquest 135/230 SCSI removable configured for Atari 8bit
> Transkey keyboard + ?
> other items..
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5243. Atari 8-bit Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <75heih$i7s$1@ramp2.tir.com>
Source record: 57211

Rules:

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
__1	4-Button Joystick	$1.99		
__2	Atari Paddles	$2.99		
__3	Paperclip Protection Key	$2.99		
__4	SVI Quickshot I Joystick	$1.99		
__5	homemade cart. Inverter (untested)	$2.99		
__6	3-D Tic-Tac-Toe Cart.	$2.99		
__7	Ace of Aces Cart.	$3.49	$3.50	Perry
__8	Action Language Cart. (w/manuals)	$9.99	$17.00	skibo
__9	Alien Ambush Cart.	$3.49	$3.50	Perry
_10	Archon Cart.	$3.49	$4.50	Clu
_11	Asteroids Cart.	$2.99	$3.50	Perry
_12	AstroChase Cart.	$3.49	$4.00	Perry
_13	AtariArtist Cart.	$2.99		
_14	Ballblazer Cart.	$3.49	$3.50	Perry
_15	Barnyard Blaster Cart.	$2.99	$3.00	Perry
_16	BASIC Cart.	$2.99		
_17	BASIC Cart. (w/ orig. box)	$2.99		
_18	BASIC XL Cart.	$4.99	$5.75	DeMita
_19	Basketball Cart.	$2.99		
_20	Battlezone Cart.	$3.99	$4.00	Perry
_21	Blue Max Cart.	$3.99	$4.00	Sutton
_22	Bug Hunt Cart.	$2.99		
_23	Bug Hunt Cart. (w/manual)	$3.99		
_24	Bug Hunt Cart. (w/o case)	$0.99		
_25	Caverns of Mars Cart.	$2.99	$4.50	Bianco
_26	Centipede Cart.	$2.99		
_27	Choplifter Cart.	$3.99	$4.00	Perry
_28	Cloudburst Cart.	$3.99	$4.00	Sutton
_29	Computer Chess Cart.	$2.99		
_30	Congo Bongo Cart.	$3.99		
_31	Crossfire Cart.	$3.99	$4.50	Bianco

_32 Defender Cart. $2.99
_33 Deluxe Invaders Cart. $3.99 $4.00 skibo
_34 Demon Attack Cart. $3.99
_35 Dig Dug Cart. $2.99
_36 Donkey Kong Cart. $3.99
_37 Donkey Kong Jr. Cart. $3.99
_38 E.T. Phone Home Cart. $2.99
_39 E.T. Phone Home Cart. (unopened) $4.99 $5.00 Sutton
_40 E.T. Phone Home Cart. (unopened) $4.99
_41 E.T. Phone Home Cart(w/manual+box) $3.99
_42 Eagles Nest Cart. $3.99
_43 Eastern Front (1941) Cart. $2.99
_44 Eastern Front (1941) Cart. $2.99
_45 Eastern Front (1941) Cart. $2.99
_46 Eastern Front (1941) XE Cart. $3.99
_47 Fast Eddie Cart. $3.99 $4.50 Bianco
_48 Flight Simulator II Cart. $3.99
_49 Flight Simulator II Cart(w/manual) $6.99 $7.00 Baker
_50 Football Cart. $2.99
_51 Frogger Cart. $3.99
_52 Galaxian Cart. $2.99
_53 Gateway to Apshai Cart. $3.99 $4.50 Bianco
_54 Gato Cart. (w/manual) $4.99
_55 Gorf Cart. $3.99
_56 Gyruss Cart. $3.99 $4.00 Perry
_57 Journey to the Planets Cart. $3.99 $4.00 skibo
_58 Joust Cart. $2.99
_59 Joust Cart. $2.99
_60 Jumbo Jet Pilot Cart. $2.99 $3.00 Perry
_61 Jungle Hunt Cart. $2.99
_62 K-razy Antiks Cart. $3.99 $4.50 Bianco
_63 K-razy Shootout Cart. $3.99 $5.00 Sutton
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_67 Mario Brothers Cart. $3.99 $5.50 DeMita
_68 Master Type Cart. $3.99 $4.00 skibo
_69 Microsoft Basic II Cart(w/manuals) $4.99 $5.50 DeMita
_70 Millipede Cart. $3.49
_71 Miner 2049'er Cart. $3.99 $4.00 Sutton
_72 Missile Command Cart. $2.99
_73 Monkey Wrench II Cart(untested) $3.99 $4.50 Perry
_74 Moon Patrol Cart. $3.99 $4.00 Perry
_75 Mountain King Cart. $3.99 $5.50 Bianco
_76 MPP Smart Terminal Cart. $2.99
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_78 Music Composer Cart. $2.99
_79 Necromancer Cart. $3.99 $4.00 Perry
_80 One On One Cart. $3.99
_81 One On One Disk (w/manual) $2.99

_82 Pac-Man Cart. $2.99
_83 Pengo Cart. $2.99 $3.00 Sutton
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_86 Pole Position Cart. $2.99 $3.00 Sutton
_87 Popeye Cart. $3.99 $4.50 Bianco
_88 Q-Bert Cart. $3.99
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_90 Rescue On Fractalus Cart. $3.99
_91 Return of the Jedi Cart. $3.99 $4.00 Sutton
_92 River Raid Cart. $3.99
_93 Robotron 2084 Cart. $3.99
_94 Serpetine Cart. $3.99
_95 Speedway Blast Cart. $3.99 $8.50 Bianco
_96 Star Raiders Cart. $2.99
_97 Star Raiders Cart. $2.99
_98 Star Raiders II Cart. $3.99 $4.25 Baker
_99 Space Invaders Cart. $2.99
100 Super Breakout Cart. $2.99
101 Super Breakout Cart. $2.99
102 Super Breakout Cart. $2.99
103 Super Cobra Cart. $3.99 $3.99 Mouchmino
104 Thunderfox Cart. (w/manual) $4.99 $5.00 Perry
105 Track & Field Cart. $3.49 $4.00 skibo
106 Video Easel Cart. $2.99 $2.99 Muchmino
107 Wizard of Wor Cart. $3.99 $4.50 Bianco
108 Wizard of Wor Cart. $3.99 $4.50 Clu
109 Zaxxon Cart. $3.99 $5.50 Bianco

5244. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <367C4A2A.A19B7AB4@net66.com>
Source record: 57212
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Darren Salt wrote:

> > Mark "long past the limit of casual interest" Statzer
> >
> So why are you reading this? ;-)

Because it showed up in comp.sys.atari.8bit, and the traffic there is
low enough to read *everything*, looking for a nugget of information.

Is that okay?

Mark "never saw Dr. Who and losing interest every time it's mentioned"
Statzer

5245. Re: [i] McCartney [was Where 8-bit]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: Marcus Durham <Marcus@zenn.demon.co.uk>
Message-ID: <NcSLfxAczDf2EwIJ@zenn.demon.co.uk>
Source record: 57213
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <bfb581b648%Graeme@greywall.demon.co.uk> Graeme Wall
<Graeme@greywall.demon.co.uk> shared the following with us in
comp.sys.amstrad.8bit:
[snip]
>The Quarrymen?
[snip]

Back to Doctor Who again. ;-)

--
Marcus Durham
The UMTSDW Homepage. News, reviews, locations and Bates.
http://www.zenn.demon.co.uk/drwho/drwho.htm

5246. Repair Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <367C7851.5B9EE3DE@sisna.com>
Source record: 57214

I have several Atari Repair Manuals, that I do not need anymore. I have not turned a page on these in a few years, tell me what you are looking for and I probably have it. Price $15.00 each shipping included.

No I am not getting out of the Atari Repair..have them all memorized.

bob

5247. Wanted to Buy

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <367C78DC.EA548A89@sisna.com>
Source record: 57215

Need a Seagate hard drive Scsi that reads and writes 256k bytes per sector..ie: St1096N preferably. For somone who wishes to persue the habit.

bob

5248. Re: Repair Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <367C7B17.64D25612@net66.com>
Source record: 57216

BobKlaas wrote:
>
> I have several Atari Repair Manuals, that I do not need anymore. I have
> not turned a page on these in a few years, tell me what you are looking
> for and I probably have it. Price $15.00 each shipping included.
>
> No I am not getting out of the Atari Repair..have them all memorized.
>
> bob

I don't need anything right now, but if you tell me which ones you have
I'd be happy to try to scan 'em up and post 'em for everyone...

Mark Statzer

5249. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <Qr%e2.1113$kW3.11525@newsfeed.slurp.net>
Source record: 57217

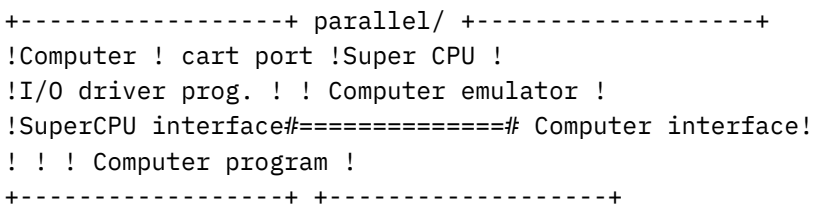
Project: PHOENIX
Atari 8Bit Web Browser

Tim Irvin <ziggy29@netgate.net> wrote in message
news:ziggy29-ya02408000R1812981528510001@news.netgate.net...
>In article <Cave2.273$qI3.2745@newsfeed.slurp.net>, "Morloc"
><morloc@acd.net> wrote:
>
>> Will the "Project: Phoenix" software run on the emulator? By design, I'm
not
>> sure; the emulator can only do so much. "Project: Phoenix" will utilize
the
>> 850 interface and require at least a 14.4k modem, since most ISPs require
>> such to connect. Besides, who wants to browse the Web at 300/1200/2400
baud?
>> An emulator will need to address this R: requirement if it's to be used.
>
>I don't suppose you'd consider 9600 bps, eh? Or do I have to go out and
>buy a 14.4 modem? :)
>
Well, that'll depend on your ISP more than if the option is available in
"Project: PHOENIX," won't it? <smile>

5250. Re: /|\ AUNT - C-64 SUPER CPU

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-19 00:00:00 UTC
From: Larry Anderson <foxnhare@goldrush.com>
Message-ID: <367C008A.8040A5CB@goldrush.com>
Source record: 57218

> Doctor Clu wrote:
> >
> > Opening the casing revealed a 4-meg simm as well as the circuitry that
> > made the processor boost of their 6502 processor to 20 mghz!
> >
> > The device was simply amazing, and they believed this could be adapted
> > since the C-64 and Atari 8-bit shared many similaries, one being the
> > 6502 processor. But others there were more skeptical.. believing that
> > the GTIA chip and such has a fairly tight reign on the processor's
> > functions.
>
On the 64 so does the VIC-II (on the 128 the VIC-II is unoperational in 2mghz mode), I believe the function of the SuperCPU is like an external device (more an external computer, where the 64 becomes the terminal) the original computer plays intemediary by processing the SuperCPU's video, disk access, sound etc. but all the programs are run in the SuperCPU. The hard bit is to get all the timing worked out so you don't crash the slower computer host or disk drives.


+------------------+ parallel/ +-------------------+
!Computer ! cart port !Super CPU !
!I/O driver prog. ! ! Computer emulator !
!SuperCPU interface#==============# Computer interface!
! ! ! Computer program !
+------------------+ +-------------------+

5251. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <75jf1sdds1@nnrp1.dejanews.com>
Source record: 57138

In article <ty%e2.1115$kW3.11178@newsfeed.slurp.net>,
"Morloc" <morloc@acd.net> wrote:
> Project: PHOENIX
> Atari 8Bit Web Browser
>
> John Vogel <jvogel@mail1.i1.net> wrote in message
> news:YQQe2.495$x5.8415343@news1.i1.net...
> >Morloc (morloc@acd.net) wrote:
> >:
> >: I agree. When I think of the slowness of even an enhanced/ultraspeed
> Atari
> >: floppy drive, my skin crawls. There *is* such a thing as being practical
> >: when it comes to the project. Swapping out to the floppy is definitely
> >: impractical and undesirable. And as for utilizing a hard drive that may
> be
> >: connected to the Atari via APE or SIO2PC to support a swap file... Nope!
> >: Ain't gonna happen.
> >
> >Then do without the graphics :)
> >I'd be impressed just by the feat of someone programming tcp/ip on the
> >atari with a minimal text browswer (ala lynx). Maybe someone could do
> >some kind of mail implementation, too.
>
> The first version will probably just forego the graphics. That way I'll have
> a much better idea of how much memory we'll be looking at for the browser
> itself. Once THAT is in place, along with the communications portion... THEN
> we can start doing the neat little add-ons like grafix.

The thing is, many many sites have html in quantities well over 64k... so to support just a text only browser you would need to do quite a lot of memory management too. I don't believe that most servers support http file pointers, so that the whole request must be received at once or the the server will assume the http get request has timed out. I think it would be possible though with a heavily upgraded atari, like at least 256K. On the other hand, just displaying like the first 8-16K of a web page would be a great feat IMO. Maybe the browser could be configured to take advantage of extra memory or an APE/SIO2PC if those were available. -Dan

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5252. Re: /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <75jc0fqam1@pale-rider.INS.CWRU.Edu>
Source record: 57139

```
(Clu tries to use modem and/or null modem, A8 <-> Mac.)
Try to communicate with the modem first.
Don't use Express, it doesn't allow null modems.
The cable to the 850, must be atari type. A standard 9 pin
pc rs232 serial cable won't work. It must be the atari
type cable (I forget which wires are different.)
If you can go into BobTerm and type at at the term
and get a OK, then you know the A8 is talking to the modem.
You might want to try an old 2400 baud modem. At least to
get started. Your 28.8, if you can talk to it, then
ats37=6 and atn0 should set the
modem to 2400 baud I think.
Once the A8 is talking to the modem, then you can try
the null modem attached to the Mac. Zterm on Mac might
work.
You should be able to type on A8 and see on Mac screen
and vice versa with the null modem
Russ
```

5253. Getting my SIO2PC cable to work

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Tom Rosso <tommy@cache.net>
Message-ID: <uAaf2.225$43.11903@news.siscom.net>
Source record: 57140

I'm frustrated. I've built my SIO2PC cable and for the past week or so I've
been trying to get it to work. I am using APE116 and I used the 1489 design
for the cable. I've checked to make sure I soldered the wires in the right
places, and I've tried it with and without the diode. I am using an 800XL.
I don't know if I'm using APE right, though. The docs are more of a
reference than a first-time tutorial. I first start up APE, load one of the
demo disks that come with it, and then boot up my Atari, but it just does
the familiar "sputter" and shows me the READY prompt as if there was nothing
plugged into the SIO port at all. No beeps or anything.
Is there anything I'm doing wrong, or anything else that I can check or try?
Thanks.
-Tom Rosso

5254. Re: /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <75jcjt$sa0$1@pale-rider.INS.CWRU.Edu>
Source record: 57141

(Oh yes, R: handler.)
You use BobTerm, 99% sure you have an R: handler already.
You only need to change the handler if you use a 1030 or
sx212 on SIO port, or MPP or some other non-R1 port modem.
I don't think you need a R: handler with BobTerm.
Russ

5255. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <367D361C.2BAF@netmagic.net>
Source record: 57142

Jon Melbo wrote:

> decompress a very modest GIF on the Atari8. Can you even imagine how
> long a 1.79MHz 6502 would take to handle say, even a 100KB JPEG?
Don't have to imagine. 9600 baud is pretty much a practical limit
although you can actually do 19,200. 9600 baud=> 960 chr a sec so 100k
would take about 2 minutes to load. Reducing a 100k 'lossy' image down
to the 8k of data you can display on an Atari sceen, you would have
trouble even recognizing the original image.

IIRC, some of the page flipping formats allow for ~27k of data to be put
on an Atari screen. Some of them are quite good.

I used to have a fair amount of image manipulation source code in
assembler. The actual routines for things like shrinking, expanding,
scaling, etcetera are fast enough & can be operated on the screen memory
+ a little buffer.

It comes down to a judgement call: Is a slowly loaded image that has a
high amount of detail lost worth the effort just to prove a point? I
like the point proving part, applaud anyone that does it, but not enough
to even dream of expending the effort myself. Too many other fish to
fry.

> I really do wish you luck.
ME2

5256. Re: /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <75jecdjhr1@alexander.INS.CWRU.Edu>
Source record: 57143

```
(about the R: handler)
Right, you have an 800, so you can't run BobTerm and have
a BASIC cart in, So the following is useless. But anyway.
I checked on my 800xl. BobTerm, when it loads will tell
you if there is no R: handler, It says 'no r: handler'.
Right. If that's the case then there are r: handlers
around. But if you can't do communications, you have
no way of getting stuff to your 800, other than somebody
mails you a disk. But anyway. What I do, which is useless
here, is run the following program. The program just
prints the HATABS table. You'd load BobTerm and hit
RESET, then turn BASIC on, then run this to see the
Handler table.
10 HATABS=794
20 FOR N=HATABS TO HATABS + 37 STEP 3
30 ? CHR$(PEEK(N));": AT";
40 LO=PEEK(N+1):HI=PEEK(N+2)
50 ? LO+(256*HI)
60 NEXT N
**********
Russ
```

5257. Re: Getting my SIO2PC cable to work

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <75jej4$l39$1@alexander.INS.CWRU.Edu>
Source record: 57144

(Made sio2pc 1489 (ape) cable, loads an image as d1:, tries
to boot from it.)
Sound correct. Now, you don't have a real disk drive connected
as d1: do you?
Russ

5258. Re: Getting my SIO2PC cable to work

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Tom Rosso <tommy@cache.net>
Message-ID: <6cbf2.226$43.11965@news.siscom.net>
Source record: 57145

nope. I have a RanaSystems 1000 drive and I'd like to eventually transfer
some of my old disks onto my PC, but right now I'm just concerned with
getting my A8 to recognise the cable.

James R. Gilbert wrote in message <75jej4$l39$1@alexander.INS.CWRU.Edu>...
>
>(Made sio2pc 1489 (ape) cable, loads an image as d1:, tries
>to boot from it.)
>Sound correct. Now, you don't have a real disk drive connected
>as d1: do you?
>Russ

5259. Re: Getting my SIO2PC cable to work

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <367D3E9E.420AEF75@ix.netcom.com>
Source record: 57146

Make sure that the disk image you load is one of the DOS images (I like the FTE32G image, named something like that, anyway) and hold down the OPTION key while you turn on the computer. This will bypass the built-in BASIC.

Jeff

Tom Rosso wrote:

> I'm frustrated. I've built my SIO2PC cable and for the past week or so I've
> been trying to get it to work. I am using APE116 and I used the 1489 design
> for the cable. I've checked to make sure I soldered the wires in the right
> places, and I've tried it with and without the diode. I am using an 800XL.
> I don't know if I'm using APE right, though. The docs are more of a
> reference than a first-time tutorial. I first start up APE, load one of the
> demo disks that come with it, and then boot up my Atari, but it just does
> the familiar "sputter" and shows me the READY prompt as if there was nothing
> plugged into the SIO port at all. No beeps or anything.
> Is there anything I'm doing wrong, or anything else that I can check or try?
> Thanks.
> -Tom Rosso

5260. Re: resistors!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981220133526.09741.00001960@ng-fd1.aol.com>
Source record: 57147

> I'd start with something in the 15 to 75 ohm range and
>measure the voltage (or visually assess the brightness) and adjust from
>there.
>
>Merry Christmas,
>

thank you! I better run off to the circular file to see what milliamps it
needs...

Merry Christmas to you too...

Rgds.
vinnie

5261. Atari 8-bit Auction - 3 Days Left!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <75jibh$cu5$1@ramp2.tir.com>
Source record: 57148

Rules:

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
__1	4-Button Joystick	$1.99		
__2	Atari Paddles	$2.99		
__3	Paperclip Protection Key	$2.99		
__4	SVI Quickshot I Joystick	$1.99		
__5	homemade cart. Inverter (untested)	$2.99		
__6	3-D Tic-Tac-Toe Cart.	$2.99		
__7	Ace of Aces Cart.	$3.49	$3.50	Perry
__8	Action Language Cart. (w/manuals)	$9.99	$17.00	skibo
__9	Alien Ambush Cart.	$3.49	$3.50	Perry
_10	Archon Cart.	$3.49	$4.50	Clu
_11	Asteroids Cart.	$2.99	$3.50	Perry
_12	AstroChase Cart.	$3.49	$4.00	Perry
_13	AtariArtist Cart.	$2.99		
_14	Ballblazer Cart.	$3.49	$3.50	Perry
_15	Barnyard Blaster Cart.	$2.99	$3.00	Perry
_16	BASIC Cart.	$2.99		
_17	BASIC Cart. (w/ orig. box)	$2.99		
_18	BASIC XL Cart.	$4.99	$5.75	DeMita
_19	Basketball Cart.	$2.99		
_20	Battlezone Cart.	$3.99	$4.00	Perry
_21	Blue Max Cart.	$3.99	$4.00	Sutton
_22	Bug Hunt Cart.	$2.99		
_23	Bug Hunt Cart. (w/manual)	$3.99		
_24	Bug Hunt Cart. (w/o case)	$0.99		
_25	Caverns of Mars Cart.	$2.99	$4.50	Bianco
_26	Centipede Cart.	$2.99		
_27	Choplifter Cart.	$3.99	$4.00	Perry
_28	Cloudburst Cart.	$3.99	$4.00	Sutton
_29	Computer Chess Cart.	$2.99		
_30	Congo Bongo Cart.	$3.99		
_31	Crossfire Cart.	$3.99	$4.50	Bianco

_32 Defender Cart. $2.99
_33 Deluxe Invaders Cart. $3.99 $4.00 skibo
_34 Demon Attack Cart. $3.99
_35 Dig Dug Cart. $2.99
_36 Donkey Kong Cart. $3.99
_37 Donkey Kong Jr. Cart. $3.99
_38 E.T. Phone Home Cart. $2.99
_39 E.T. Phone Home Cart. (unopened) $4.99 $5.00 Sutton
_40 E.T. Phone Home Cart. (unopened) $4.99
_41 E.T. Phone Home Cart(w/manual+box) $3.99
_42 Eagles Nest Cart. $3.99
_43 Eastern Front (1941) Cart. $2.99
_44 Eastern Front (1941) Cart. $2.99
_45 Eastern Front (1941) Cart. $2.99
_46 Eastern Front (1941) XE Cart. $3.99
_47 Fast Eddie Cart. $3.99 $4.50 Bianco
_48 Flight Simulator II Cart. $3.99
_49 Flight Simulator II Cart(w/manual) $6.99 $7.00 Baker
_50 Football Cart. $2.99
_51 Frogger Cart. $3.99
_52 Galaxian Cart. $2.99
_53 Gateway to Apshai Cart. $3.99 $4.50 Bianco
_54 Gato Cart. (w/manual) $4.99
_55 Gorf Cart. $3.99
_56 Gyruss Cart. $3.99 $4.00 Perry
_57 Journey to the Planets Cart. $3.99 $4.00 skibo
_58 Joust Cart. $2.99
_59 Joust Cart. $2.99
_60 Jumbo Jet Pilot Cart. $2.99 $3.00 Perry
_61 Jungle Hunt Cart. $2.99
_62 K-razy Antiks Cart. $3.99 $4.50 Bianco
_63 K-razy Shootout Cart. $3.99 $5.00 Sutton
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_65 Lode Runner Cart. $3.99 $4.00 Sutton
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_67 Mario Brothers Cart. $3.99 $5.50 DeMita
_68 Master Type Cart. $3.99 $4.00 skibo
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_80 One On One Cart. $3.99
_81 One On One Disk (w/manual) $2.99

_82 Pac-Man Cart. $2.99
_83 Pengo Cart. $2.99 $3.00 Sutton
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_85 Pitfall Cart. $3.99
_86 Pole Position Cart. $2.99 $3.00 Sutton
_87 Popeye Cart. $3.99 $4.50 Bianco
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_95 Speedway Blast Cart. $3.99 $8.50 Bianco
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103 Super Cobra Cart. $3.99 $3.99 Mouchmino
104 Thunderfox Cart. (w/manual) $4.99 $5.00 Perry
105 Track & Field Cart. $3.49 $4.00 skibo
106 Video Easel Cart. $2.99 $2.99 Muchmino
107 Wizard of Wor Cart. $3.99 $4.50 Bianco
108 Wizard of Wor Cart. $3.99 $4.50 Clu
109 Zaxxon Cart. $3.99 $5.50 Bianco

5262. Re: Telnettable BBS's....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: mhop@snip.net
Message-ID: <367d29b3.2235582037@news.snip.net>
Source record: 57149

On Tue, 15 Dec 1998 16:31:59 -0500, Doctor Clu
<clu-da-bard@geocities.com> wrote:

>Out of curiousity, what BBS's are out there that you can telnet to that
>also support the Atari?
>
> Doctor Clu

For what it's worth, citadel.org should point to several telnetable
bbs's running Citadel UX (Unix or Linux). The Citadel network
connects with computers of many platforms. Citadel 86 (PC), Citadel
68K (Amiga), Fnordadel (Atari ST). There aren't any direct connects
to an Atari, but I'd like to see one. If you connect, try finding a
room called Atari. JACS bbs (609-346-1224) definitely carries that
room, but not all bbs's on the network carry it. (Citadel allows
users to create any room the user wishes, so one could be easily
created)

5263. Re: /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <75jnj0$9ov$1@pale-rider.INS.CWRU.Edu>
Source record: 57150

(more about a null modem or plain modem connection with 850).
R: handler.
The 850, P:R:, MIO. I'm pretty sure the A8 OS checks for them
at boot and loads built in R: handler if present.
ie. be sure your 850 is turned on before you power up your A8.
Russ

5264. Re: /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <75jp2f$p97$1@alexander.INS.CWRU.Edu>
Source record: 57151

(I'm getting confused between Clu with null modem and somebody
with sio2pc cable.)
Oh. well also, you said you made home-made cables. So, You probably
are certain of which lines do what.
I had a pc rs232 9pin to 25pin cable, the ring indicator line
or some line was missing, which APE needs. But to Dr. Clu,
be sure your lines are correct for the Mac and A8 line\pin outs.
Check them with continuity or ohm meter. (Now to say essentially
same thing in the sio2pc thread.)
Russ

5265. Re: /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <75jpdq$h74$1@pale-rider.INS.CWRU.Edu>
Source record: 57152

(Somebody says need a autorun.sys on DOS 2, 2.5 or MyDOS to
load the firmware r: handler from 850/pr/mio).
That may be the case, which means essentially that you
have to load a file at boot to get the r: HANDLER (caps key).
Ok, I suggest to use two female db25 connectors on a three
wire cable and connect the 25 end of the A8 cable to
the 25 end of the Mac modem cable. (Older Macs anyway used
a standard 25 pin plug in for the modem, today probably
usb connector on the modem for the Mac, maybe.)
Anyway, if you use the male 25 pin of the A8 and Mac
cable, and you know your A8 and Mac cables work with
modems, then you know all the lines are correct.
Something like that.
Russ

5266. Re: /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <75jpi3$s44$1@alexander.INS.CWRU.Edu>
Source record: 57153

(I mention making female 25 to female 25 cable for null modem.)
Sorry, I forgot to mention the lines to connect with this
three wire cable. Cross pins 2 and 3 (cross the xmit and recieve).
and connect pin 7 straight thru.
Russ

5267. Re: Getting my SIO2PC cable to work

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <75jppb$id9$1@pale-rider.INS.CWRU.Edu>
Source record: 57154

(more on ape/sio2pc or 1489 cable).
the cable to the pc. it has to have the RI line (I made one
and the RI line wasn't there.) Or you can chose which line
to use in the APE configure menu. APE defaults to com1,
RI and some other stuff. Also while in APE configuration,
you can make sure your IRQ and port address are correct
for your port you're using. If you don't know these,
syschk or windows resources will probably tell you that
your comX port, IRQ # (3 or 4), and port address (3F8?),
etc.
Russ

5268. Re: Getting my SIO2PC cable to work

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <367D6D55.74B4@netmagic.net>
Source record: 57155

Tom Rosso wrote:
>
> nope. I have a RanaSystems 1000 drive and I'd like to eventually transfer
> some of my old disks onto my PC, but right now I'm just concerned with
> getting my A8 to recognise the cable.
>
>
Got a volt ohm meter handy? Have the cable plugged into both the Atari &
the PC serial port & I think we can guess where the rogue connection is.
Could be something simple like a problem with the color codes of the
cabe. There are two types of Atari daisy cable, one that uses dark green
& light green, one that uses something else like violet<?> so it adds
more then a few ways for following the instructions right, but using the
wrong shade of green for instance.

5269. VICTORY!!! (was: Re: Getting my SIO2PC cable to work)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Tom Rosso <tommy@cache.net>
Message-ID: <ixef2.232$43.12564@news.siscom.net>
Source record: 57156

I figured it out. An act of sheer stupidity and failure to read instructions on my part. On the schematic sheet I have, it shows a pin diagram of the SIO port from the back of the Atari, while I interpreted it as from looking at the SIO cable straight on. So, I had the damn thing built right, only I was using the wrong color wires on the Atari end. Thanks all for your tips. Now, I'm on to download all the cool A8 software I can find. Good sites, anyone?
-Tom Rosso

Richard Cortese wrote in message <367D6D55.74B4@netmagic.net>...
>Got a volt ohm meter handy? Have the cable plugged into both the Atari &
>the PC serial port & I think we can guess where the rogue connection is.
>Could be something simple like a problem with the color codes of the
>cabe. There are two types of Atari daisy cable, one that uses dark green
>& light green, one that uses something else like violet<?> so it adds
>more then a few ways for following the instructions right, but using the
>wrong shade of green for instance.

5270. WTB: manual for Assembler Editor cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: chimin mao <cmao@li.net>
Message-ID: <367D308C.374A51D3@li.net>
Source record: 57157

I am looking for a manual for Assembler Editor cart for Atari 800. Does anyone have one for sale ?

Thanks, chimin

5271. WTB:manual for Assembler Editor cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: chimin mao <cmao@li.net>
Message-ID: <367D341D.AB68BB2D@li.net>
Source record: 57158

I am looking for a manual for Assembler Editor cart for Atari 800. Does anyone have one for sale ?

Thanks, chimin

5272. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: mwalters@news.hunter.apana.org.au
Message-ID: <914197030.922962@bombadil.apana.org.au>
Source record: 57159
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

look@my.sig wrote:
: the last two [TV Series] doctors were REALLY let down by the writers.
: I mean really, an evil Bertie Basset?
: What WERE they ON?

Consider yourself lucky not to have lived in Australia then! Our censors
regularly cut out the particularly violent bits. The last ever story
IIRC had 6 or 7 episodes. Only 3 were shown - the rest were CUT!
Obviously it was a VERY confusing story.

: Add to that the horror that was Mel....

I thought she was kinda cute. :)
That (ugh) Peri though - what an atrocious American accent - couldn't
understand her half the time. Nice chest though.

: I'm sure the BBC were doing their utmost to kill off the series.

The only reason we saw the last few seasons was a concerted effort by
the ABC chairman's wife, who was a Dr Who fan, to keep it on the screen.

Marc "wistful for the Tom Baker/Elisabeth "screamer" Sladen days" Walters
mwalters@bombabdil.apana.org.au

5273. M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Mike and Kelly Cumbee <CumbeeClan@iol18.com>
Message-ID: <367db4e6.0@205.238.18.7>
Source record: 57160
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Okay, this is out there, but, does anyone have M.U.L.E. on cartridge?

Mike

5274. Re: Wanted:MIO HD Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <367DBD9B.1816C225@postoffice.pacbell.net>
Source record: 57161

Mathy Van Nisselroy wrote:

> Howdy Bob
>
>
>
> Damb, why didn't I hear of the SLCC sooner. You did a lot of NICE stuff.
>
> CU Mathy van Nisselroy
>
> BTW was it 1200XL only?

no, the circuit was not machine specific - it would work on any 8-bit.
whether you could fit it under the covers is another story. I think I'll do it
as an external device using the joystick ports at 2400 baud..... just
kidding!

Bob

5275. Re: XEP80 TTL output hack

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <367DC270.11D1C85D@postoffice.pacbell.net>
Source record: 57162

you could probably get it from me - eventually... :)

Bob

Jason Hedrick wrote:

> A few years back, Bob Woolley wrote a hack to add TTL output to an XEP80.
> (Basically wiring in a nine-pin jack.) If anybody has this article in a
> file, could you please e-mail it to me, or at the very least tell me where I
> can get it? Thanks a million!
>
> Jason Hedrick

5276. atari users

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Vlad Alexeev <drummer@yaroslavl.ru>
Message-ID: <367CCF67.D3E74EA2@yaroslavl.ru>
Source record: 57163

```
visit my page : http://atari.da.ru !!!
I started tape arhcive for atari
```

5277. Is there anyone alive her

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <914287050@stackbbs.xs4all.nl>
Source record: 57164

```
< Own real Atari with games on tape >
However I never use those anymore, I have about 65 tapes laying around
with commercial software (mostly games, but not all)...

I translated most of them to disk, but some are hard to translate, like
the RedRat game: NIGHTMARES. This game will load the next stage from tape
when you've finished one. With TRANSDISK it can be copied to disk, but at
the last stage the game asks to rewind the tape and press return to load.
It will load the first stage again, but with other parameters, so re-boot
will not work, cause in that case you have to start over again...

Never found a working diskversion :-(

Sysop Fox-1 (fox-1 AT aq DOT nl)
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

5278. Re:Atari 8bit webbrowser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <914287051@stackbbs.xs4all.nl>
Source record: 57165

< Six-Pack / Analog / 256Kb / Flightsimulator / 128Kb >
Hello Mathy and others,

Flightsimulators on cart is indeed 128Kb, but 256Kb is already be done...

The (JRC?) RamCart uses such a set-up. The largest RamCart is 256Kb, but 1Mb should be possible. It works the same way as an ordinary Atari cartridge, with the exception one can also write to this one in stead of only reading data...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

5279. Re: Atari to hauppauge t.v. tuner

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <367cf918.0@news.iglou.com>
Source record: 57166

On 1998-12-17 Michael.D.Murton@btinternet.com said:
>any fellow atarian fans know what channel the atari 800 or the st
>use on win tv, if indeed it can be used.
The 8-bits in the US use channel 2 or 3. I don't know about the ST except that some models have rf modulators (the "m" in model 1040stfm) and some do not.

Net-Tamer V 1.08X - Test Drive

5280. Re: [i] McCartney [was Where 8-bit]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <sxBEjKA8cFf2EwOj@cosine.demon.co.uk>
Source record: 57219
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Graeme Wall:
> The Quarrymen?

Marcus Durham:
> Back to Doctor Who again. ;-)

I didn't think I'd be the only person to spot that... =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

5281. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <ty%e2.1115$kW3.11178@newsfeed.slurp.net>
Source record: 57220

Project: PHOENIX
Atari 8Bit Web Browser

John Vogel <jvogel@mail1.i1.net> wrote in message
news:YQQe2.495$x5.8415343@news1.i1.net...
>Morloc (morloc@acd.net) wrote:
>:
>: I agree. When I think of the slowness of even an enhanced/ultraspeed
Atari
>: floppy drive, my skin crawls. There *is* such a thing as being practical
>: when it comes to the project. Swapping out to the floppy is definitely
>: impractical and undesirable. And as for utilizing a hard drive that may
be
>: connected to the Atari via APE or SIO2PC to support a swap file... Nope!
>: Ain't gonna happen.
>
>Then do without the graphics :)
>I'd be impressed just by the feat of someone programming tcp/ip on the
>atari with a minimal text browswer (ala lynx). Maybe someone could do
>some kind of mail implementation, too.

The first version will probably just forego the graphics. That way I'll have
a much better idea of how much memory we'll be looking at for the browser
itself. Once THAT is in place, along with the communications portion... THEN
we can start doing the neat little add-ons like grafix.

HOWEVER!! Just for the record... we're not talking about Java script support
here, nor frames. The user of "Project: PHOENIX" will be the user who clicks
on (HTML only/Without Frames) version. Now, with that in mind, there have
been people who have asked me about mail support. Well, if you have the
browser running on the 'net, you can always get your mail account at
Hotmail, for example, or any other free email site that offers the
straight-HTML option to their users until then, right? <wink>

5282. Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <VN%e2.1122$kW3.11069@newsfeed.slurp.net>
Source record: 57221

Compute!'s First Book of Machine Language
Compute!'s Second Book of Machine Language

Both of these books discuss AT LENGTH the 6502 processor. The second book, I believe had a special assember program even!

5283. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <367C92C4.2F74@geocities.com>
Source record: 57222
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> However - *Roger Moore* as the first James Bond?
>
> You must be *really* young. I don't suppose you knew that Paul McCartney
> was in a band before Wings, do you?
>
> <grumble> ...damn kids...<bitch>
>
> Mark "Old Fart (apparently) at 34 years" Statzer

Yeh.. Sgt. Pepper's Loney Hearts Club Band, right? :)

Clu

5284. Re: Information Requested

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-6nUUQLv4dtkS@draco>
Source record: 57223

On Sat, 19 Dec 1998 06:51:28, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

> Does anyone have text file(s) describing the following that you
> would be willing to post or to e-mail to me?
>
> - The SpartaDOS-X .com file format: i.e. header bytes, relocation, etc.
>
> - The SpartaDOS Scopy to filename file format.
>
> Thanks in advance for any help,
>
> John
>
go to this page into the links area and click on draco's link. you
will find an assembler there that does the SDX files. Any other info I
dont know. Hope that helps a little anyway.

Ken

5285. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <367caca0.4968348@news.pressenter.com>
Source record: 57224

On Sat, 19 Dec 1998 07:38:13 -0500, "Morloc" <morloc@acd.net> wrote:

>Project: PHOENIX
>Atari 8Bit Web BRowser
>
>Jon Melbo <jmelbo@pressenter.com> wrote in message
>news:367d589d.37901623@news.pressenter.com...
>>On Sat, 19 Dec 1998 00:52:42 GMT, jvogel@mail1.i1.net (John Vogel)
>>wrote:
>>
>>>I'm not a programmer, but have been following this discussion with some
>>>interest :)
>>>I'm just curious. If the browser is going to display some pictures, where
>>>in memory are you going to store the webpages? In main memory? Virtual
>>>memory on a disk? Is it possible that memory required for a particular
>>>webpage would exceed available memory?
>>>
>>>John
>>>jvogel@i1.net
>>
>>EXTREMELY possible. I would say even likely. I love my 8-bit too but
>>I do not choose to ignore realities like this. Don't mean to piss on
>>the party but wake up people.
>>
>>Virtual memory won't cut it even when on a hard drive, (too much
>>dependence on VM makes a program crawl) but forget it on floppy. Keep
>>in mind most Atarians do not have hard drives. And before you tell me
>>about APE or SIO2PC... well if you have a PC then you already have
>>what you need to get on the net.
>>
>
>I agree. When I think of the slowness of even an enhanced/ultraspeed Atari
>floppy drive, my skin crawls. There *is* such a thing as being practical
>when it comes to the project. Swapping out to the floppy is definitely
>impractical and undesirable. And as for utilizing a hard drive that may be
>connected to the Atari via APE or SIO2PC to support a swap file... Nope!
>Ain't gonna happen.
>
>At the same time, I do feel that I need to address the issue once again
>because it was brought up in this way: "well if you have a PC then you
>already have what you need to get on the net." That is not the reason I'm am
>working on "Project: Phoenix." Of COURSE if you have a PC you can access the
>'net. We KNOW this as Atarians.
>

>But can we access the 'net using our trusty Atari? Yes. Here, have a seat
>here beside me and let me show you... "Why," you ask, not trying to sound
>belligerent, "bother?" I smile and don't answer for a moment.
>
>Then: "Because I can."
>
>Someone in this chain said that the Atari was out when the internet was
>first taking off and therefore should be able to take on the challenge of
>talking with it. I agree.
>
>And you know something else? I fired up my 130XE and sat my son down in
>front of it and showed him how quickly you can program a neat program on it.
>He was up typing progs from a book I then gave him until 4am, totally
>captivated. Kids nowadays are awestruck by the rampant blood and gore of
>Sony Playstation and N64 video game systems, the ease of loading up a
>violent game of Quake on the PC. The Atari games come from a quieter moment
>in our history, but the games are just as addictive, the apps are just as
>useable to our kids, and they can experiment with programming and learn
>skills such as organizational layout, logical process, and much more without
>the cost of a college education. And by the time they DO reach college,
>they've already established a strong foundation to build on.
>
>Yes, you can access the web on the PC, play games on the PC... etc etc etc.
>
>But sitting down and using the Atari is like that comfortable feeling one
>gets when they walk in to the house of Grandma and Grandpa on a Sunday
>afternoon, smell the wonderful aroma of a real home-cooked meal, and just
>know it's going to be a wonderful afternoon. Nostalgic lapse? I suppose so.
>But if longing for a time when things were more simple and one still worked
>with one's hands to make what one needed makes me a criminal, then I ask you
>to throw away the key...
>
>Stepping off my soapbox once more...
>
>
>>Good luck to to those who want to try, but I just feel like I'm
>>wishing a crazy person good luck on their next alien abduction medical
>>examination.
>>
>

Let me sum it up this way: I feel that do to the limits of the Atari8
you have to forget GRAPHICAL browsing. I do believe PPP, and Lynx
style text browsing is possible. Limits being main storage and 'mass'
storage are not large enough to handle even a typical web page these
days graphically. Most Atarians do not have hard drives. Floppies,
even if they were fast enough have too little storage. Then you have
graphical image processing time.... ever run Jeff Potter's great
programs to do GIFs and such? His VBI page flipping and color changes
to get more colrs and such? Ok think of how long it takes to even

decompress a very modest GIF on the Atari8. Can you even imagine how long a 1.79MHz 6502 would take to handle say, even a 100KB JPEG?

There is nothing wrong with text only. It's fast, it's efficient. When the 'net' was first being put together there was no web and no graphics anyway. Sure, you could ftp graphics files but they could just as easily be copies of Edgar Alan Poe books. FTP don't care.

I really do wish you luck.

5286. Re: Crossposting [was: Where 8-bit Atarians...]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <914145752.28229.7.nnrp-04.9e98ea3a@news.demon.co.uk>
Source record: 57225
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Mark Statzer wrote in message <367C4A2A.A19B7AB4@net66.com>...
>
>Darren Salt wrote:
>
>> > Mark "long past the limit of casual interest" Statzer
>>
>> So why are you reading this? ;-)
>
>Because it showed up in comp.sys.atari.8bit, and the traffic there is
>low enough to read *everything*, looking for a nugget of information.
>
>Is that okay?

I know how you feel: been there - had those "low postings" blues.

On the other hand, *everyone* getting comp.sys.acorn.misc,
comp.sys.amstrad.8bit, comp.sys.atari.8bit, comp.sys.cbm, and
comp.sys.sinclair (unless they've now kill-filed it) is still getting this
thread and its derivatives, despite it have wandered *extremely* far from
the original debate (nothing personal against recent posters, these things
happen<G>).

The same thing applies to the "C64 was crap" thread which has only survived
in three of the newsgroups.

In comp.sys.amstrad.8bit, a convention was agreed among most of the regular
posters that inserting [i] in the subject line indicated that the content
was off-topic for the newsgroup and any "purists" had the quick and easy
option of avoiding it by using a filter for the [i] (for "ignore", by the
way).

Can I suggest posters to the other groups consider using the system if the
thread is off-topic for their newsgroup. It's no big deal, IMO, but might be
a good system until someone sets up a comp.sys.crossformat.offtopic

I'm not sticking up anything resembling a firewall and would welcome
discussion of the matter.

--
Brian (posting from comp.sys.amstrad)

5287. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981220013253.22469B-100000@vtn1>
Source record: 57226

On Sun, 20 Dec 1998, Morloc wrote:

> Compute!'s First Book of Machine Language
> Compute!'s Second Book of Machine Language
>
> Both of these books discuss AT LENGTH the 6502 processor. The second book, I
> believe had a special assember program even!
>

Save your money. Compute!'s First Book was primarily Commodore oriented
and offered very little of use. The "Second" was the LADS Assembler which
required considerable editing of the source code to get it to work (the
Atari version was a port from the C=64 and the published code did not
match the assembled file). The assembler itself was just not worth the
trouble as it didn't handle nice little features like .Word and was very
slow.

If you want a good assembler, start with MAC/65 or KASM or MAE96. If you
want a good book on 6502, look for "6502 Assembly Language Programming" by
Lance Leventhal--it's the de facto "bible".

John

5288. Re: Information Requested

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981220014046.22469C-100000@vtn1>
Source record: 57227

On 20 Dec 1998 kenames@earthlink.net wrote:

> On Sat, 19 Dec 1998 06:51:28, "John K. Picken" <yg473@victoria.tc.ca>
> wrote:
>
> >
> > Does anyone have text file(s) describing the following that you
> > would be willing to post or to e-mail to me?
> >
> > - The SpartaDOS-X .com file format: i.e. header bytes, relocation, etc.
> >
> > - The SpartaDOS Scopy to filename file format.
> >
> > Thanks in advance for any help,
> >
> > John
> >
> go to this page into the links area and click on draco's link. you
> will find an assembler there that does the SDX files. Any other info I
> dont know. Hope that helps a little anyway.
>
> Ken
>
>
You forgot the URL ;-) but I think I've visited it. Now... if I could
only understand Polish....

John

5289. Re: Looking for old Analog Computing back issues.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <367cb837.9096114@news.localnet.com>
Source record: 57228

WHAT THE HELL DOES THIS MEAN? Please tell me so that I may properly
respond. I'm still waiting...

> ^^^^^^^^^^
>Dribble for God? ;-)
>
>***
>* Iain R Laskey * ilaskey@cix.compulink.co.uk *
>***
>* Analyst Programmer/ Freelance IT writer *
>***

5290. /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <367CCE52.15E1@geocities.com>
Source record: 57229

For a month I have been trying to get my Atari 800 to talk to a modem/another computer.

Seven years ago I connected my original Atari 400 to a Macinoths Plus using a connection through an 850 interface... some homemade cables, and of course a null modem connector betwix them all.

The software on the Atari end was Express 2.1
Macinosh end was Mac Terminal.

All these years later, I decide that I want to get my Atari going again. I hook up my Atari (both the original 400 and a 800, both have been tested) to the 850 interface, and then try to hook to a modem/another computer.

At this point, I guess I have to wonder, can a Atari 800 ask a 28.8K modem to work at 2400 buad? I have heard, believe it out not that a 28.8 K tends to not recognize such a low speed.

But besides that, wiether the Atari is hooked up a modem, my now Macintosh Performa 550, or nothing, the result is the same....

No Modem Handler!!

Since the terminal software on both machines has aged since then I'm currently working with...

Atari - MyDos 4.5 with BobTerm
Macintosh - System 7.5.3 with Z-Modem

First off, the no modem handler problem... what exactly is being referred to here? Has my 850 gone bad? How can this be checked?

Thanks,

Doctor Clu

5291. /|\ AUNT - C-64 SUPER CPU

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <367CD30E.720F@geocities.com>
Source record: 57230

The day at the infomart here in Dallas was a good day all and all. The Atari Users of North Texas (A.U.N.T.) decided today to continue meeting, and will have the next meeting January 9th from 10am-1pm at Crystal's Pizza. We will try the next location and see how we like it. After the decision was made, we adjourned, and I showed off a Atari 400 playing Christmas music, and a Atari 800 demonstrating the "Ol'HACKERS" newsletter from December. It was quite a hit, especially the article on Atari saving the world from the Y2K problem and the humor articles on the flip side of the disk newsletter.
Members (and those visiting from Oklahoma) were impressed with the ease of the joystick driven system to read the articles! Many congrats to Alan on a fine job!

Afterwards I stepped over the Amiga group, which was strangely more consisted of C-64 users. Unlike the current Atari group which is more TT, ST, Falcon... later models and a few 8-bit, the Commodore tended to be more C-64 oriented with some Amiga. Weird.

But this is the kicker. One gentleman had a upgrade that is worth noting and a wonder on how possible this would be (maybe to contact the manufacturer) to get this to work on a Atari system.

It was a model known as SUPER CPU.. an interesting white metal box that plugs itself into the top of the Commodore through the cartridge slot.
Opening the casing revealed a 4-meg simm as well as the circuitry that made the processor boost of their 6502 processor to 20 mghz!

The device was simply amazing, and they believed this could be adapted since the C-64 and Atari 8-bit shared many similaries, one being the 6502 processor. But others there were more skeptical.. believing that the GTIA chip and such has a fairly tight reign on the processor's functions.

Throwing this out to the peanut gallery, what do you guys think on this? 4 meg ram and 20 mghz of power is worth a thought. :)

Doctor Clu

5292. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3681e809.2374186@news.demon.co.uk>
Source record: 57231

The other Day Doctor Clu <clu-da-bard@geocities.com> wrote:

>> However - *Roger Moore* as the first James Bond?
>>
>> You must be *really* young. I don't suppose you knew that Paul McCartney
>> was in a band before Wings, do you?
>>
>> <grumble> ...damn kids...<bitch>
>>
>> Mark "Old Fart (apparently) at 34 years" Statzer
>
>
> Yeh.. Sgt. Pepper's Loney Hearts Club Band, right? :)
>
> Clu

Oy, stop the age digs :)

<grumble grumble 37 is not old!>
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5293. resistors!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981220080319.00533.00001781@ng-cd1.aol.com>
Source record: 57232

Can anyone here please tell me if/what value resistor I'd need for a non-Atari project! (Yes, got a few around here and there!!!)

I have a motion figurine that uses a small light that's impossible to find... since battery-'candle' lights are widely available... I'd like to do the conversion... the unit uses a 4.5 volt dc transformer.... I think that's what the bulb calls for... (I've tested... cannot figure how in the world the needle on volt meter swings to 15.. on the 15volt dc scale... can never read these things!)

Anyway, forget the sizzle... the steak part is... the bulb I'd like to use is a 3.0 volt... there everywhere (in the US, anyway...) using the bulb, as is, causes it to burn out within a short time... would a resistor work here?? And, what value?

Thanks..
Vinnie

5294. Re: /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Bill McCord <billmccord@hotmail.com>
Message-ID: <75islv$90c$1@remarQ.com>
Source record: 57233

Can you not just get a null modeb cable and hook the 850 to the com port on the MAC ??
I know Zilch about Mac's but I would think a null modem cable would do better than doing modem to modem...

Bill

5295. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <i57f2.2000$kW3.12496@newsfeed.slurp.net>
Source record: 57234

John K. Picken <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.981220013253.22469B-100000@vtn1...
>
>
>On Sun, 20 Dec 1998, Morloc wrote:
>
>> Compute!'s First Book of Machine Language
>> Compute!'s Second Book of Machine Language
>>
>> Both of these books discuss AT LENGTH the 6502 processor. The second
book, I
>> believe had a special assember program even!
>>
>
>Save your money. Compute!'s First Book was primarily Commodore oriented
>and offered very little of use. The "Second" was the LADS Assembler which
>required considerable editing of the source code to get it to work (the
>Atari version was a port from the C=64 and the published code did not
>match the assembled file). The assembler itself was just not worth the
>trouble as it didn't handle nice little features like .Word and was very
>slow.
>

You know, now that you mention it, I *DO* recall many hours of frustration
in having to adapt the LADS Assembler for my Atari and griping about how
tied to the C64 it was...

>If you want a good assembler, start with MAC/65 or KASM or MAE96. If you
>want a good book on 6502, look for "6502 Assembly Language Programming" by
>Lance Leventhal--it's the de facto "bible".
>

Yeah, now if I could just remember where I seen that book recently? Local
book burrow??? Hmmm...

5296. Re: resistors!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <75j309rsk1@news.csw.net>
Source record: 57235

Hi Vinnie--

It's very common for those little "wall warts" to measure much higher voltage with no load than with full load. They are unregulated and sag with load until they reach their rated voltage at rated milliamps out. That's why I recommend using them with care, or using a regulator or both if you use them for equipment other that what they're designed for.

Anyway, to pick your resistor, you need to divide the voltage you need to drop by the current the lamp draws. Say your supply was actually a "stiff" 4.5 volts. You'd need to drop 4.5 - 3 = 1.5 volts. Then if your lamp took 100 ma, divide 1.5 by 0.1 to get 15 ohms. If it took only 20 ma, you'd need 1.5/0.02 or 75 ohms. I'd start with something in the 15 to 75 ohm range and measure the voltage (or visually assess the brightness) and adjust from there.

Merry Christmas,

Nick (the SIO2PC guy)

VINNIE5757 wrote in message
<19981220080319.00533.00001781@ng-cd1.aol.com>...
>Can anyone here please tell me if/what value resistor I'd need for a
non-Atari
>project! (Yes, got a few around here and there!!!)
>
>I have a motion figurine that uses a small light that's impossible to
find...
>since battery-'candle' lights are widely available... I'd like to do the
>conversion... the unit uses a 4.5 volt dc transformer.... I think that's
what
>the bulb calls for... (I've tested... cannot figure how in the world the
needle
>on volt meter swings to 15.. on the 15volt dc scale... can never read these
>things!)
>
>Anyway, forget the sizzle... the steak part is... the bulb I'd like to use
is a
>3.0 volt... there everywhere (in the US, anyway...) using the bulb, as is,
>causes it to burn out within a short time... would a resistor work here??
And,
>what value?
>
>Thanks..
>Vinnie
>

5297. Re: /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <367D1D8B.B68B3366@erols.com>
Source record: 57236

Doctor Clu wrote:
>
> For a month I have been trying to get my Atari 800 to talk to a
> modem/another computer.
>
> Seven years ago I connected my original Atari 400 to a Macinoths Plus
> using a connection through an 850 interface... some homemade cables, and
> of course a null modem connector betwix them all.
>
> The software on the Atari end was Express 2.1
> Macinosh end was Mac Terminal.
>
>
> All these years later, I decide that I want to get my Atari going
> again. I hook up my Atari (both the original 400 and a 800, both have
> been tested) to the 850 interface, and then try to hook to a
> modem/another computer.
>
> At this point, I guess I have to wonder, can a Atari 800 ask a 28.8K
> modem to work at 2400 buad? I have heard, believe it out not that a
> 28.8 K tends to not recognize such a low speed.

It depends on the 28.8K modem. Some will drop all the way to 300 baud.
Some won't. I'd be surprised if anything labled "Winmodem" would drop
that low, but I null between my 130XE and P: R: and a 56K internal US
Robotics Fax Modem all the time at 9600 baud. I'm assuming the modem
can go to 2400 baud because it does that over a phone line to an Atari
BBS that I call.

> But besides that, wiether the Atari is hooked up a modem, my now
> Macintosh Performa 550, or nothing, the result is the same....
>
> No Modem Handler!!
>
> Since the terminal software on both machines has aged since then I'm
> currently working with...
>
> Atari - MyDos 4.5 with BobTerm
> Macintosh - System 7.5.3 with Z-Modem
>
> First off, the no modem handler problem... what exactly is being
> referred to here? Has my 850 gone bad? How can this be checked?

There are basically two kinds of "handler." The ones in firmware, like
the one in your 850 require a small AUTORUN.SYS file to load them from

DOS 2.5 (can be created from the SETUP.COM file on the DOS 2.5 master disk) or from RS-232 in SpartaDos. I'm not sure how you do it in MyDos, but I remember that the AUTORUN.SYS file created with DOS 2.5 wouldn't work with MyDos. The other type of handler is a longer file that contains the actual handler code and is needed for direct-connect modems and interfaces that don't have the handler in in firmware.

UMICH has a lot of handlers. You can try them and see if any work.

> Thanks,
>
> Doctor Clu

5298. Re: /|\ AUNT - C-64 SUPER CPU

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-20 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <367D1FBC.9F1A67AB@erols.com>
Source record: 57237

Doctor Clu wrote:
>
> The day at the infomart here in Dallas was a good day all and all. The
> Atari Users of North Texas (A.U.N.T.) decided today to continue meeting,
> and will have the next meeting January 9th from 10am-1pm at Crystal's
> Pizza. We will try the next location and see how we like it. After the
> decision was made, we adjourned, and I showed off a Atari 400 playing
> Christmas music, and a Atari 800 demonstrating the "Ol'HACKERS"
> newsletter from December. It was quite a hit, especially the article on
> Atari saving the world from the Y2K problem and the humor articles on
> the flip side of the disk newsletter.
> Members (and those visiting from Oklahoma) were impressed with the ease
> of the joystick driven system to read the articles! Many congrats to
> Alan on a fine job!

I'm blushing, but I really had little to do with the mechanics of the
disk. The newsletter program was created by Kris Holtegaard (now
deceased) and modified over the years by others, including John McGowan
and Thomas Andrews. Tom did the last revision. All I did was choose
the good articles, write the drivel and throw darts to select the
programs and games on the disk :)

> Afterwards I stepped over the Amiga group, which was strangely more
> consisted of C-64 users. Unlike the current Atari group which is more
> TT, ST, Falcon... later models and a few 8-bit, the Commodore tended to
> be more C-64 oriented with some Amiga. Weird.

It varies. I read a lot of user group newsletters. Some Atari clubs
have gone entirely ST and beyond, including the Falcon clones, but some
that had both ST and 8-bit users have gone back to 8-bits alone. The ST
crowd in those groups seems to have left for PCs and Macs.

> But this is the kicker. One gentleman had a upgrade that is worth
> noting and a wonder on how possible this would be (maybe to contact the
> manufacturer) to get this to work on a Atari system.
>
> It was a model known as SUPER CPU.. an interesting white metal box
> that plugs itself into the top of the Commodore through the cartridge
> slot.
> Opening the casing revealed a 4-meg simm as well as the circuitry that
> made the processor boost of their 6502 processor to 20 mghz!
>
> The device was simply amazing, and they believed this could be adapted
> since the C-64 and Atari 8-bit shared many similaries, one being the
> 6502 processor. But others there were more skeptical.. believing that

> the GTIA chip and such has a fairly tight reign on the processor's
> functions.

This group endured (the choice of that word needs some explanation --
let your imagination take over) many discussions of just how similar the
Commies and Atari 8-bits are. It really has to be examined on a
case-by-case basis. Maybe the manufacturer of the device will have
insights, but I suspect that unless the manufacturer can see large
profits from such insights, no information will be forthcoming. An
individual who knows and loves both machines might do better here.

> Throwing this out to the peanut gallery, what do you guys think on
> this? 4 meg ram and 20 mghz of power is worth a thought. :)
>
> Doctor Clu

5299. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <gnuf2.1$xq4.347@newsfeed.slurp.net>
Source record: 57088

Richard Cortese <ricortes@netmagic.net> wrote in message
news:367D361C.2BAF@netmagic.net...
>
>I used to have a fair amount of image manipulation source code in
>assembler. The actual routines for things like shrinking, expanding,
>scaling, etcetera are fast enough & can be operated on the screen memory
>+ a little buffer.
>

If you still have the source code, I'd be interested in looking at it. You
can either email it or attach it to a post here if you want.

5300. Re: WTB: manual for Assembler Editor cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <75k3bc$m0o$1@pale-rider.INS.CWRU.Edu>
Source record: 57089

(Looking for Asm Ed. book).
That book is ok, but not real useful.
There's a doc/manual/tutor at cleveland.freenet.edu (telnet
telnet://freenet-in-a.cwru.edu
log in as guest
type 'go atari'
find the reference library, then find the assembler editor
tutorial/doc.
(Clev. Freenet Atari sig mostly maintained by Michael Current.)
It's a nice place to visit.
Russ

5301. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <dCuf2.4$ar4.255@newsfeed.slurp.net>
Source record: 57090
Body handling: HTML body converted to readable text

wrote in message
news:75jf1sdds1@nnrp1.dejanews.com...
>
>The thing is, many many sites have html in quantities well over 64k... so
to
>support just a text only browser you would need to do quite a lot of memory
>management too. I don't believe that most servers support http file
>pointers, so that the whole request must be received at once or the the
>server will assume the http get request has timed out. I think it would be
>possible though with a heavily upgraded atari, like at least 256K. On the
>other hand, just displaying like the first 8-16K of a web page would be a
>great feat IMO. Maybe the browser could be configured to take advantage of
>extra memory or an APE/SIO2PC if those were available. -Dan
>
While this is true, you're talking about HTML *code*. The program you view
it with doesn't show you this code, but uses it to format the web page you
view. The actual *VIEW* of the web page isn't that size. And evidently, when
I'm viewing web pages on my PC, it comes across in a stream, sometimes
pausing, sometimes not. It pauses for the grafix that may be present, et al.

If a site has an html page of 112K (or whatever size), you can be assured
that the stuff is what is making up the bulk of that page. Once
you eliminate that code from our issue, you're left with straight text of
maybe 10K or so... MAYBE! That's 10,000 characters (I'm using a rough
argument here for the sake of this discussion)!! ...Maybe!!

Now, strip the gfx links for our first version of "Project: Phoenix" so we
have a textual web browser to put out initially, and now we're getting
somewhere. The HTML interpreter will do the handiwork of receiving the and act accordingly,
stripping/ignoring that isn't
provided for in this version, format/display the rest, and voila! you're on
your way.

I'm, of course, simplifying this to an unbelievable degree, but for reason
of discussing that the Atari can handle 112K of code because you aren't
"technically" talking about 112K of code. Look at a Word document and check
out all those control codes! No wonder the silly thing is so dog-goned big!
But the document itself isn't nearly that size! Save it as a raw .txt file
and see what I mean.

The interpreter is the workhorse here, processing the code on its way to
your display.

NOW, we're not talking about *saving* those web pages. Floppies would max
out fast, unless you want the option of saving them as raw .txt of course...

and even then you might be risking some grief...

5302. Re: WTB: manual for Assembler Editor cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <kPuf2.13$ar4.210@newsfeed.slurp.net>
Source record: 57091

James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote in message
news:75k3bc$m0o$1@pale-rider.INS.CWRU.Edu...
>
>(Looking for Asm Ed. book).
>That book is ok, but not real useful.
>There's a doc/manual/tutor at cleveland.freenet.edu (telnet
>telnet://freenet-in-a.cwru.edu
>log in as guest
>type 'go atari'
>find the reference library, then find the assembler editor
>tutorial/doc.
>(Clev. Freenet Atari sig mostly maintained by Michael Current.)
>It's a nice place to visit.
>Russ

Couldn't find it there? Everything *but* that...

5303. Re: /|\ AUNT - C-64 SUPER CPU

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <367E7A11.47CA@netmagic.net>
Source record: 57092

Cvendel wrote:
>
> The idea of adding memory via SIMMS is attractive, however the speed upgrade is
> not likely, The ANTIC and the SALLY (6502c) are directly tied to one another
> and its unlikely that the ANTIC will work at any speed other then the 1.79,
My data supports this. The amount of gain you get is not worth the pain.

After reading Bob Wooley's 80 column hack I lifted the design for his clock/dot clock & tried to see the maximum speed I could run an Atari at.

I think I ended up buying about a dozen different xtals & oscillators and combined them different divide by N counters to get some pretty good resolution.

I only tried it on one system that was a 256k Rambo with 120 ns drams. It was like hitting a wall at ~2.1 mHz. Nothing I could do would even get the system to boot at that speed.

Below 2.05 mHz but above 1.79, I needed to have a delay/pulse lengthening circuit added to sync line in order to recover video. Turns out the existing horizontal sync on an Atari is right at the absolute minimum duration to sync. You can slow an Atari down below 1.79 a bit & the video will still sync, but increase the clock just a bit & you need to fool sync.

At around 1.9 mHz, the results are pretty much completely unsatisfactory. All audio is off from the diffent clock rate, I doubt of any disk or cassette I/O would work, the screen is scruched up to the left hand side with garbage on the right.

I went through a bunch of goal/expectation lowering while I was doing this. Finally ended up thinking there was no easy way of doing this.

Figure even things like SIO speeds are derived from the system clock, so if you want to run faster you need to rewrite almost every piece of software like US Doubler Ultra Speed to the actual Atari OS.

Bob has suggested a two speed clock, one that when addresses are below 64k it runs at 1.79 mHz, and another system clock that lets a 65816 take advantage of its increased speed in memory above 64k, but that leaves out the average user since on average we don't have a 65816.

I think that is ~what the SNES does with its 65816, so it is doable & reasonable.

5304. Re: Getting my SIO2PC cable to work

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <367E7E97.3230@netmagic.net>
Source record: 57093

Jon Melbo wrote:
>
> On 21 Dec 1998 03:08:17 GMT, ai123@FreeNet.Carleton.CA (Steven J.
> Tucker) wrote:
.
>
> An APE or SIO2PC cable doesn't make use of CTS RTS? Is there a 'non
> standard one' that does? Is it better or doesn't it matter?
Jumping in. Way back when people were insisting on running sio2pc/ape from some flavor of Windows, I asked Steve about making a version of Ape that worked off a higher priority interrupt then RI on a PC. I don't think there is a lower priority interrupt on a PC<grin>.

Steve is great to work with, one of those guys like Wooley who gets more done then a normal human being. I think there was a patched version of APE next time I checked my email.

Unfortunately, from my end that is about where the story ends. What happened was the same day I got the patched APE my son came over & saw me booting an 8 bit from an clone running Windows. Got a total of about 2 boots done testing it<seemed to work better>, & it walked out the door with my son. I was kind of the weak link in getting it tested right, but that is my SOP for people that know me.

5305. Re: [i] McCartney [was Where 8-bit]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Tom Lake <tomlake@slic.com>
Message-ID: <75m0r4$bre@raven.slic.com>
Source record: 57094
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

>No.. I just heard her making this really unearthly, toe curling, gut
>wrenching racket when she was posessed by Santa, erm, Satan. Scared
>the flying noggle-pips out of me

Oh oh! Your flying noggle-pips are gone? How sad. Have you considered a
noggle-pip transplant? 8-(

Tom Lake

5306. Help! Transmuter ...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Federal Robotics <Robotics@online.de>
Message-ID: <367E9121.6D1F165@online.de>
Source record: 57095

Hi!

Has anyone out there the 1987 (I think!) Codemasters game "TRANSMUTER"
as ATR file? ... or at least a hint whether an ATR exists or where to
get it?

Thank you in advance!

5307. Re: WTB: manual for Assembler Editor cart

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <75m3qv$6fb$1@pale-rider.INS.CWRU.Edu>
Source record: 57096

(Looking for Asm Ed. tutorial/doc)
It is in the library, miscellaneous text files, down about
the 6 or 7th screen, about post #100 or so.
Russ

5308. FA on Yahoo: Atari CX77 TOUCH PAD. Manual included. Missing the stylus

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <368a8a5d.6416874@news.earthlink.net>
Source record: 57097

http://auctions.yahoo.com/auction/1886014

5309. FA on Yahoo: Atari 850 interface with technical manual.

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <368987df.5778933@news.earthlink.net>
Source record: 57098

http://auctions.yahoo.com/auction/1885917

5310. FA on Yahoo: Atari 800 with PS, joysticks, and 5 carts

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <368b8c27.6875549@news.earthlink.net>
Source record: 57099

http://auctions.yahoo.com/auction/1886071

5311. Re: resistors!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981221142345.03644.00003240@ng116.aol.com>
Source record: 57100

>Anyway, to pick your resistor, you need to divide the voltage you need to
>drop by the current the lamp draws.

I'm missing a piece of the equation... bulb has no markings, nor the package..
other than that it is a 3.0 volt bulb for battery operated candles... (Type
used Christmastime... probably uses 2 AA's... that's a guess...)

Any other way to figure?
Thanks..
Vinnie

5312. Re: /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <75m7u0$465$1@alexander.INS.CWRU.Edu>
Source record: 57101

```
(Dr. Clu wants to know if his 850 is working.)
Uhm. YOu said you have BobTerm. I checked. I'm pretty sure
BobTerm will load the 850 firmware handler. So, I suspect,
you are running BobTerm and getting a 'no handler' message,
meaning BobTerm can't find your 850, meaning your 850
isn't working.
*************
Here's a 88 byte R: handler. You can type it in in BASIC,
then test your 850 with:
10 CLOSE #1
20 OPEN #1,8,0,"R:"
30 PUT #1,10
40 CLOSE #1
*************
If above causes error (130 I think, 'unknown device'), then
your 850 isn't working.
THE HANDLER:
************************
10 CLOSE #1
20 OPEN #1,8,0,"D:850.HND"
30 FOR N=1 TO 88
40 READ X
50 PUT #1,X
60 NEXT N
70 CLOSE #1
80 END
1000 DATA 255,255,0,56,75,56,169,80,141,0,3,169,1,141,1,3,169,63,141,2,3
1010 DATA 169,64,141,3,3,169,5,141,6,3,141,5,3,169,0,141,4,3,141,9,3
1020 DATA 141,10,3,141,11,3,169,12,141,8,3,32,89,228,16,1,96,162,11,189,0
1030 DATA 5,157,0,3,202,16,247,32,89,228,48,6,32,6,5,108,12,0,96,226,2
1040 DATA 227,2,0,56
*********************
Of course, you binary load the handler before testing to see.
You can use the other BASIC program for the HATABS to see
the R: handler is there.
Russ
```

5313. Atari800Win with large ATRs?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Sydtech <REMOVENOSPAM_sydtech@sydtech.com>
Message-ID: <75m9j1$o1m$1@jair.pressenter.com>
Source record: 57102

I've just started experimenting with Atari800Win, and I'd like to be able to take some of the large ATR images I'm using with my REAL Atari 8-bit setup and APE. Unfortunately, I'm having a hard time getting Atari800Win to read or load from any of my larger ATRs. What's the way to get these working with Atari800Win?

It'd be really cool if there were a way to get Atari800Win to work with APE, which has some really cool support for direct PC hard disks, and a menuing system.

5314. Re: /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <75m9tr$h23$1@alexander.INS.CWRU.Edu>
Source record: 57103

```
(I think a chksum would be advisable, so type this EXACTLY
if you wanna.)
***************
10 CLOSE #1
20 OPEN #1,8,0,"D:850.HND"
22 CHKSUM=0
30 FOR N=1 TO 88
40 READ X
50 PUT #1,X
52 CHKSUM=CHKSUM+X
60 NEXT N
70 CLOSE #1
80 IF CHKSUM<>6377 THEN ? "YOU PROBABLY GOT ERROR IN DATA NUMBERS"
90 END
1000 DATA 255,255,0,56,75,56,169,80,141,0,3,169,1,141,1,3,169,63,141,2,3
1010 DATA 169,64,141,3,3,169,5,141,6,3,141,5,3,169,0,141,4,3,141,9,3
1020 DATA 141,10,3,141,11,3,169,12,141,8,3,32,89,228,16,1,96,162,11,189,0
1030 DATA 5,157,0,3,202,16,247,32,89,228,48,6,32,6,5,108,12,0,96,226,2
1040 DATA 227,2,0,56
***********************
```

5315. Re: resistors!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <367EAFBF.B08@netmagic.net>
Source record: 57104

VINNIE5757 wrote:
>
> >Anyway, to pick your resistor, you need to divide the voltage you need to
> >drop by the current the lamp draws.
>
> I'm missing a piece of the equation... bulb has no markings, nor the package..
> other than that it is a 3.0 volt bulb for battery operated candles... (Type
> used Christmastime... probably uses 2 AA's... that's a guess...)
>
> Any other way to figure?
> Thanks..
> Vinnie
You could cheat a bit. Just get a pot that handles ~1-3 watts, maybe 100
-500 Ohms. Make sure you have it at maximum resistance & crank it down
until you get the brightness you want from the lamp. Then read the
resistance off the pot with a VOM & buy that part for space saving.

There are more complicated solutions too, like current regulators, but
Nick's analysis of the probable values gives a good jumping off point
for what pot to buy.

5316. Atari BBS list -December 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <367EB9DB.4328@geocities.com>
Source record: 57105

/|\ Atari BBS List December 1998 /|\

This is a list of Atari BBS's and ones that claimed to give Atari
support at one time. The original list was aquired from the website
"Atari Planet". All numbers below have been called and the actual
result written down. All information was current December 20,1998.

* UNITED STATES OF AMERICA *

ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : ? December 18, 1998
BBS Software :
BBS Express! ST - Version 1.92f
Serial Number: 440213

ACE of America : 503-761-9074 *
Portland, Oregon, USA
Atari-8 : ? : December 18, 1998 - BUSY TONE
Support for the Carina BBS System
and all other Shadow Software
Sysop: The Shadow / David Hunt

Atari Nest : 516-783-4634 *
Wantagh, New York, USA
Atari-8 : OK : December 18, 1998
130XE/MIO/14.4K ProNode 218
Formerly called New Nest
Long Island Atari User Group
and Old Hackers Atari User Group
Patrick Mulvey: pmulvey@li.net
BBS Software:
Running Bbs Pro! Version 3.1d
ExpressNET (tm) node X_218

BAAUG : 408-986-0215
San Leandro, California, USA
Atari-16 : ? : December 18, 1998 - Tone/Doesn't Connect
MichTron

Computer World Jr BBS : 716-247-8355 *
Rochester, New York, USA
Atari-8 : OK : December 18, 1998
Bob Puff. 14.4kbps
BBS software: ?

CSS : 716-247-7157 *
Rochester, New York, USA
? : OK : December 20, 1998

DarkForce! : 606-886-9014
Prestonsbrug, Kentucky, USA
Atari-16 : OK : December 17,1998
Ronald Hall
Monthly cash/prizes!!
Gemini CD-ROM online.

JACS : 609-346-1224
Somerdale, New Jersey, USA
Atari-16 : OK : December 20, 1998
Jersey Atari Computer Society
1040ST, <Fnordadel V1.35-0
Citadel network
No restrictions, many discussion
areas

The Kingdom - 817-246-7629
Ft.Worth, TX
Atari 16 : OK : December 20, 1998
2 Atari ST/STE - 213 Megs OnLine - 14400/V42bis - GFA Coding!
ISISnet Node 56
BBS software: Intrepid BBS 7.80

Nimbus BBS : 817-246-3295
Ft.Worth, TX
OK : December 20, 1998
BBS Software: Shotgun Professional v1.38a
-File sections for the Atari 8-bit and Atari ST
-UseNet boards: Atari, Atari_2600, Jaguar

Part Time : 440-582-1196
Cleveland, Ohio, USA
Atari-8 : OK : December 20, 1998
ProNode 7 version 2.1a

The Precinct BBS: 504-766-3315
OK: December 20, 1998
ProNode 207

Revelstone : 717-263-9689
OK: December 20, 1998
ProNode 227

Slidell Express : 504-649-7921
OK: December 20, 1998

SPACE : 612-427-4317
St. Paul, Minnesota, USA
Atari-8 : ("In service"?) : December 20, 1998
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

Transcendence BBS : 502-456-4292
Louisville, Kentucky, USA
Atari-16 : OK : December 18, 1998
Atari Exchange of Louisville
user group.

Wayne's World : 614-761-1891
Columbus, Ohio, USA
Answering machine message:
"Wayne's World is temporarily unavailable, Please check in
periodically. Remember.. all Atari... Excellent!" - December 20,1998
Wayne Arenz

Westex : 610-776-7495
No BBS/ Number reaches Westex Answering machine.
December 20, 1998

/|\ UNCONFIRMED ATARI BBS NUMBERS /|\

These are Atari BBS numbers that were gleamed off BBS lists when
calling the above BBS's. They have not been called yet, (since I'm
still waiting for the damage report of the phone bill of the ones I did
call) You will probably find some repeats, and there is no way of
knowing how old these BBS lists are though we already know some of these
work. If you can confirm any of these, please send the results to
"clu-da-bard@geocities.com"
Again, forgive the repeats! Before calling a number, it is suggested
to check the confirmed lists (the working numbers at the beginning of
this file, and the dead BBS's at the end of this file) In the future,
and with your help, we will have this section of the Atari BBS's file
more accurate and organized. For now, it is here to provide possible
other numbers that might still be active.)

(From: Computer Software Services - 716-247-7157)
Name Number Baud Megs St Computer
Software

Eddy's Fun House 716-328-7608 2400 65 NY Atari 800Xl
puff II
Truck stop BBS 716-235-8667 1200 0 NY Atari
Express
Atari-8-Advocate 615-754-4351 2400 30 TN Atari 130xe Pro
The Breakfast Club 916-331-4722 2400 70 CA Atari 8
Oasis
Left Turn To Nowhere 512-684-5972 1200 42 TX Atari 800xl!
Express!
The Vace Base 209-732-8520 2400 1 MG CA Atari 130XE
Express!
Lakeside Manor 716-338-2453 2400 40 NY ATARI PUFF
II
The Wizard's Attic 716-681-1654 2400 40+ NY Atari 8bit
ExpressPRO
Rats Nest 714-989-3381 14.4k 100 CA Atari XE/ST

RATSoft_XE
Super Micro Chip 803-553-1047 2400 80 SC Atari 800xl PRO
Expres
The Key System 415-352-5528 2400 10 CA Atari XL
Pro!
XIO 804-877-1417 2400 20 VA ATARI 800XL
OASIS
The County Jail BBS 812-637-2188 2400 160+ IN Atari 8-bit
Pro!
THE 8-BIT BBS 716-874-4979 1200 40 NY Atari 800XL
Express
'Tari Tech 313-278-6466 1200 49 MI Atari XE
Oasis 4.7
Vidiot_Central 412-935-9o72 24oo 1o4 PA Atari_8ooXl
Carina_2.2
Closer To Home BBS 419-368-4413 2400 10 OH atari xl
oasis 4.3
ACORN/Nuthouse 716-436-3078 2400 0? NY Atari 8-bit & ST
FoReM ST?
Starbase 53 716-467-5659 1200 160 NY Atari ST
Star-net
Energon 716-482-3966 2400 0? NY Atari ST & other
FoReM ST ?
DMS BBS 716-244-4487 2400 40 NY Atari ST DMS
BBS
The Mage Guild 206-454-5284 2400 32 WA Atari 520ST IS
v1.08.6
Whack Your Porcupine 613-623-0430 1200 3 ON Atari 130XE
PRO!
Exile 509-487-2634 2400 80 WA Atari 800XL
Carina II
White House 716-392-4952 2400 40 NY Atari ST
Puff II+
The Doggie Diner BBS 916-921-1935 2400 15 CA Atari 130 XE
FoReM XEP
The Mental Ward 512-558-9909 2400 25 TX Atari 130XE
ExpressPro
DESERT ILLUSION 519-686-4609 2400 53 ON ATARI 8
OASIS 4.7
A.C.E.C. 614-471-8559 2400 11 OH ATARI 8oo
Carina 1
Pandora 614-471-9209 2400 80 OH Atari 130 Xe
Custom
Nuclear Hell BBS 717-442-9155 24oo 10 PA Atari 130XE
Exp! Pro
Houston Comm. Center 713-941-5467 2400 30 TX Atari 130XE
ForemXEPro
Penn Masters 609-661-0852 2400+ 20+ NJ IBM, Atari maybe
WWIV v4.20
PIRATE BUSTERS 216-545-4817 2400 32 OH ATARI 130XE

OASIS
The Bates Motel BBS 209-463-5842 2400 50 CA Atari 130XE
Express!
POTHOLE BBS 604-642-6795 2400 120 BC ATARI 800 UPGRADED BBS
PROF.
Power Users BBS 513-298-6983 1200 10 OH Atari 130XE
Oasis Jr.
CCBBS 609-451-7475 9600H 45 NJ ATARI ST
FOREM ST
The Dismal Cafe' 510-237-6679 2400 60 CA Atari 800XL
Carina 2.5
City of Grey 916-338-1695 2400 65 CA Atari 8-bit
Custom
The M A C H I N E 516-764-5748 2400 100 NY ATARI XE
Carina 2.5
The Silicon Palace 203-871-0696 1200 14 CT Atari 800XL
PRO! 2.0d
Parallel Dimension 215-791-1682 2400 130 PA ATARI 576k Xe
Express +
A-PLUS+ BBS 718-894-6703 2400 1 NY Atari Xe
Oasis 4.7
StarFleet Sick Bay 716-873-4833 2400 20 NY Atari 130XE Pro
Laser Gate BBS 209-291-4524 2400 50+ CA Atari 800XL
FoReM XE
Callahan's Place 206-569-2911 14400 90 WA Atari st
ST-Keep
The Jail BBS 416-762-9316 14400 1gig ON atari 800xl PRO
4.0
Cheez Daddy's 704-299-0407 14.4k 200+ NC Atari Xe
Carina 2.6
Temple of Doom 403-436-0328 19200 870 AB Atari STE
TurboBoard
The Last Hope BBS 604-460-1195 2400 80 BC Atari 320XE

(From: Computer World BBS - 716-247-8355)

Search For: Atari
Name : Eddy's Funhouse Phone: 716-328-7608
Baud : 2400 State: NY
Hours: 24 Megs : 40
Comp : Atari 8-bit Soft : Puff II
Description: Description not entered

Name : The Tardis Phone: 3o5-661-o194
Baud : 96oo State: FL
Hours: 24 Megs : 12o
Comp : Atari 8-bit Soft : BBS:Ufp!
Description: Custom BBS program. Unique!

Name : LDS/BBS Phone: 408-226-6523
Baud : 2400 State: CA

Hours: 24 Megs : 20
Comp : Atari 130xe Soft : ExpressPro
Description: Primarily devoted to religious issues.

Name : LAKESIDE MANOR Phone: 716-338-2453
Baud : 24 0 State: NY
Hours: 24 Megs : 40
Comp : ATARI 130XE Soft : PUFF II
Description: All computers weloome!

Name : Equinox Phone: 512-590-3078
Baud : 2400 State: TX
Hours: 24 Megs : 1.8m
Comp : Atari Soft : Express.
Description: Equinox, a msg bbs, GOOD conversation

Name : BANDIT BBS Phone: 317-255-7573
Baud : 2400 State: IN
Hours: 24 Megs : 30
Comp : ATARI 800XL Soft : OASIS JR.
Description: GOOD!!!!!

Name : Fire mnd Ice Phone: 313-682-4847
Baud : 2400 State: MI
Hours: 24 Megs : 1
Comp : Atari 800XL Soft : Oasis Jr.
Description: Getting a HD at end of summer.Black Box?

Name : The Key System Phone: 415-352-5528
Baud : 2400 State: CA
Hours: 24/7 Megs : 20M
Comp : Atari XE Soft : Pro
Description: Supporting the San Leandro Computer CluB

Name : V.I.C.E BBS Phone: 407-567-7791
Baud : 2400 State: FL
Hours: 24 Megs : 3200
Comp : ATARI 130XE Soft : OASIS JR
Description: VERO INFORMATION AND EXCHANGE

Name : MUSKRAT'S DEN Phone: 808-261-2184
Baud : 2400 State: HI
Hours: 24 Megs : 45
Comp : ATARI 1040 ST Soft : MICHTRON
Description: OFFICAL BBS OF ACE-HAWAII!

Name : The oUtEr ZoNe Phone: 314-291-2488
Baud : 24oo State: MO
Hours: 24 hours a day! Megs : 70
Comp : Atari 800xl Soft : Carina][
Description: The >Best< in St. Louis! PCP:MOSLO

Name : DRB SYSTEMS Phone: 716-544-7575
Baud : 1200 State: NY
Hours: 24 Megs : 20
Comp : ATARI Soft : PUFF 1.7
Description: SUPPORT FOR ALL COMPUTERS APPLE TO XEROX

Name : JUDE 3 Christian BBS Phone: 213-752-3735
Baud : 2400 State: CA
Hours: 24 (usually) Megs : .70
Comp : Atari 130XE Soft : Oasis Jr-3
Description: A missionary outreach to the cults, etc

Name : Jolly Roger Phone: 414-679-3628
Baud : 2400 State: WI
Hours: 24 Megs : 165
Comp : atari 800xl Soft : Pro
Description: Is a very nice bbs.. Run be Dutch..

Name : THE REEF Phone: 206-848-3371
Baud : 2400? State: WA
Hours: 24 Megs : 100+
Comp : ATARI ST Soft : EXPRESS ST
Description: The Connection to S.P.A.C.E, Seatle Puge

Name : Rodgers ST Phone: 206-759-2758
Baud : 2400 State: WA
Hours: 24 Megs : 33
Comp : Atari ST Soft : Express ST
Description: A small BBS in Tacoma Area.

Name : Swap Shop Phone: 414-535-0786
Baud : 2400 State: WI
Hours: 24 Megs : 4meg
Comp : atari 130 Soft : bbs expres
Description: Nice bbs in Wisconsin

Name : WhiteHouse BBS Phone: 716-392-4952
Baud : 2400 State: NY
Hours: 24 Megs : 40
Comp : Atari 8-bit Soft : Puff II
Description: 100% ST Support!

Name : AIR WAVES BBS Phone: 407-569-9017
Baud : 1200 State: FL
Hours: 10pm-7am(7days) Megs : 1
Comp : ATARI XEG Soft : OASIS T.D
Description: games,bases for flight,scuba,and more!

Name : Energon BBS Phone: 716-482-3966
Baud : 2400 State: NY
Hours: 24 Megs : 120
Comp : Atari 130XE Soft : ExpressPro
Description: Support all computer types, AD&D game.

Name : Terminal Frost Phone: 303-355-1933
Baud : 1200 State: CO
Hours: 24 Megs : 20
Comp : atari 320k xe Soft : TODAMIS 3!
Description: The Only TODAMIS 3 BBS IN EXISTANCE!

Name : "The UNIVERSE BBS" Phone: 516-367-2850
Baud : 24000 State: NY
Hours: 24 Megs : 128
Comp : Atari 130XE 3Mb RAM Soft : Pro!FileWk
Description: Enter the Known "Universe"... meet...

Name : ENIGMA Phone: 717-533-1811
Baud : 2400 State: PA
Hours: 24 Megs : 90
Comp : atari Soft : oasis
Description: Support for all computers

Name : Realm of the Ring Phone: 407-830-7472
Baud : 1200 State: FL
Hours: 24 Megs : 10
Comp : Atari 800XL Soft : C II
Description: SysOp: The Ring Bearer

Name : Atari-8-Advocate Phone: 615-754-4351
Baud : 2400 State: TN
Hours: 24 Megs : 30
Comp : atari 130 Soft : Pro Expres
Description: Files,on-line games and message bases

Name : Sign Shop BBS Phone: 714-964-9951
Baud : 1200 State: CA
Hours: 24 Megs : 0.1
Comp : Atari 8bit Soft : XPRESS PRO
Description: Great small Atari 8bit board

Name : A.C.E.C. Phone: 614-471-8559
Baud : 1200 State: OH
Hours: 24 Megs : 11
Comp : atari 800 Soft : Carina 1
Description: 40 online games, many custom C1 modules

Name : Pandora Phone: 614-471-9209
Baud : 1200 State: OH
Hours: 24 Megs : 11
Comp : atari 800 Soft : carina 1.0
Description: Over 1,ooo download files

Name : S.N.A.C.C. Phone: 702-451-9428
Baud : 2400 State: NV
Hours: 24 Megs : 99
Comp : ATARI ST Soft : EXpZRESSST
Description: SOUTHERN NEVADA ATRARi COMP]TER CLUB!

Name : Sign Shop BBS Phone: 714-964-9951
Baud : 12oo State: CA
Hours: 24 Megs : 10
Comp : Atari 8bit Soft : XPRESS PRO
Description: Nice menu's, ULs/DLs, Friendly SYSOP

Name : N.Y.C. BBS Phone: 718-604-3323
Baud : 1200 State: NY
Hours: 24 Megs : 100
Comp : ATARI 8-BIT Soft : OASIS 4.7B
Description: One of the best, 5 sep. boards !

Name : The Programmer's BBS Phone: 416-466-6799
Baud : 2400 State: ON
Hours: 24 Megs : 60
Comp : Atari 8 bit Soft : Puff II
Description: Alfred's Utility Haven

Name : Oasis Support BBS Phone: 416-466-2272
Baud : 2400 State: ON
Hours: 24 Megs : 60
Comp : Atari 8-bit Soft : Oasis
Description: New Oasis support BBS

Name : The 19th Hole Phone: 716-394-4118
Baud : 2400? State: NY
Hours: 24? Megs : 0??
Comp : IBM Atari Soft : Quick BBS
Description: A nice board for message writers!!

Name : DuSTy_AtTiC Phone: 714-943-8687
Baud : 2400 State: CA
Hours: 24 Megs : 72
Comp : Atari 13oXe Soft : Carina 2.3
Description: A Good Atari Resource! (Xl/Xe&St)

Name : Observatory BBS Phone: 416-575-9164
Baud : 2400 State: ON
Hours: 24 Megs : 20
Comp : Atari Soft : Carina 2.2
Description: Files, games, message bases

Name : The Atari Scene! Phone: 502-456-4292
Baud : 2400 State: KY
Hours: 24 Megs : 80
Comp : atari 800xl Soft : Express Pr
Description: Atari Exchange of Louisville user grp

Name : Starbase 53 Phone: 716-467-5659
Baud : 1200 State: NY
Hours: 24 Megs : 0+
Comp : Atari ST Soft : ?
Description: New BBS in town! Started 5/21/90.

Name : Repair Shop Phone: 801-967-8738
Baud : 19.2 State: UT
Hours: 24 Megs : 110
Comp : Atari 8-bit Soft : Pro
Description: Hayes 9600b modem suporting Atari 8-bit

Name : The Thieves Guild Phone: 301-894-8516
Baud : 14400 State: MD
Hours: 24 Megs : 105
Comp : Atari 1040 ST Soft : ///Turbo
Description: New running ///Turbo Board ST!

Name : The Oasis Phone: 407-846-1765
Baud : 2400 State: FL
Hours: 24 Megs : 30
Comp : Atari 800XL Soft : Forem XEP
Description: Small Kissimmee board.

Name : Rock and Roll UndGnd Phone: 818-7o3-8294
Baud : 24oo State: CA
Hours: 24 Megs : 4o
Comp : Atari 13oXe Soft : PhOrEm
Description: Not Forem! Randy S. Hacker Calls Here

Name : The STun Bolt! Phone: 801-272-4243
Baud : 2400 State: UT
Hours: 24 Megs : 60
Comp : Atari ST Soft : FoReM ST
Description: A club run BBS. Lots of software!

Name : XL Connection Phone: 407-582-6140
Baud : 2400 State: FL
Hours: 9pm-8am Megs : 2
Comp : atari 800xl/256k Soft : Carina II
Description: Description not entered

Name : SUNSET BBS Phone: 718-821-1260
Baud : 2400 State: NY
Hours: 6PM-6AM M-F Megs : 1
Comp : ATARI Soft : OASIS 4.7
Description: 24 HOURS ON WEEKENDS. SMALL BUT GROWING

Name : The Falcons Nest Phone: 517-394-6852
Baud : 2400 State: MI
Hours: 24 Megs : 20
Comp : atari st Soft : michtron
Description: atari 8 & 16 bit soon to be multi line

Name : Topaz BBS!! Phone: 209-368-5404
Baud : 1200 State: CA
Hours: 24 Megs : 50
Comp : Atari 130XE Soft : Carina][
Description: Excellent BBS! Many things to do!

Name : DMS BBS Phone: 716-461-5872
Baud : 2400 State: NY
Hours: 24 Megs : 40
Comp : Atari ST Soft : DMS BBS
Description: DMS Support board

Name : SUB-S*P*A*C*E BBS Phone: 206-473-6587
Baud : 2400 State: WA
Hours: 24 Megs : 32
Comp : ATARI 800XL Soft : OASIS JR.3
Description: Message bases and files running Mydos

Name : CANAAN the BBS!! Phone: 701-727-8137
Baud : 2400 State: ND
Hours: 10:00pm-08:00am Megs : 1
Comp : 256k 800xl Atari Soft : BBS EXPRSS
Description: young board with lot of potential!!!

Name : The Connection Phone: 918-224-8859
Baud : 2400 State: OK
Hours: 24 Megs : 30
Comp : atari 800xl Soft : Carina II
Description: Lots of atari file, online games

Name : Broken Citadel Phone: 206-943-7904
Baud : 2400 State: WA
Hours: 24 Megs : 20
Comp : Atari 130xe Soft : PRO!
Description: Neato Swell place

Name : ColGlobe BBS Phone: 404-590-8192
Baud : 1200 State: GA
Hours: 24 Megs : 22
Comp : atari 800xl Soft : carina 2.3
Description: Great people, listings of known support

Name : NITELITE Phone: 713-665-3425
Baud : 2400 State: TX
Hours: 24 hours. Megs : 60
Comp : ATARI Soft : CARINA
Description: Regular stuff, D/Ls, Message bases,Games

Name : The Carnival Phone: 313-235-0158
Baud : 2400 State: MI
Hours: 24 Megs : 85
Comp : Atari Soft : Pro
Description: All computer welcome & supported!

Name : TBA BBS Phone: 415-236-8242
Baud : 24oo State: CA
Hours: 24hours Megs : 61
Comp : Atari 800xl Soft : Carina II
Description: Networked and lots of fun!

Name : Black Sheep BBS Phone: 717-442-9155
Baud : 2400 State: PA
Hours: 24 Megs : 20
Comp : atari 130xe Soft : Exp! Pro
Description: Description not entered

Name : The C.A.C.E. BBS Phone: 517-764-4047
Baud : 1200 State: MI
Hours: 24 Megs : 5
Comp : Atari 800XL Soft : BBS ExrsPr
Description: We have some nice friendly SysOps.

Name : [_]Dusty Attic[_] Phone: 714-656-3707
Baud : 24oo State: CA
Hours: 24 Megs : 87
Comp : Atari 13oxe 1 meg Soft : Express pr
Description: 1oo% Atari Support! note new #!

Name : Atari Sanctuary Phone: 714-964-9951
Baud : 2400 State: CA
Hours: 24hrs Megs : 10
Comp : Atari 8bits Soft : ExpressPRO
Description: Great small Atari 8-bit BBS!

Name : W.A.R.P. Drive BBS Phone: 404-591-7701
Baud : 2400 State: GA
Hours: 24 Megs : 82
Comp : atari 800XL Soft : Carina II
Description: Games, Files and lots of Messages

Name : THE HOBBIT HOLE Phone: 502-864-4378
Baud : 300 State: KY
Hours: 9PM-6AM CT Megs : 0
Comp : ATARI 8-BIT Soft : PD EXPRESS
Description: WACKY,IF YOU GOT A GOOD DRIVE FOR SELL..

Name : Exile Phone: 509-487-2634
Baud : 2400 State: WA
Hours: 24 Megs : 80
Comp : Atari 800XL Soft : Carina II
Description: Atari ST, 8-bit, Mac & GIF files support

Name : Network Atari Phone: 815-962-3084
Baud : 2400 State: IL
Hours: 24 Megs : 96
Comp : Atari 8 bit Soft : Exprss PRO
Description: Good Atari 8 bit board

Name : The 007 BBS Phone: 503-772-0070
Baud : 2400 State: OR
Hours: 24 Megs : 0??
Comp : Atari 8-Bit Soft : Oasis
Description: If you like talking with sysops CALL!!!

Name : WCS BBS Phone: 415-438-9387
Baud : 2400 State: CA
Hours: 24 Megs : 101
Comp : Atari 8-bit Soft : carina 2.2
Description: 30 online games, networking, files, more

Name : The Wizard's Attic Phone: 716-681-1654
Baud : 2400 State: NY
Hours: 24 Megs : 84
Comp : Atari 8 bit Soft : ExpressPRO
Description: Official WNY Atari User's Group BBS

Name : Atari Star 2 Phone: 305-868-0211
Baud : 1200 State: FL
Hours: 7pm-2am Eastern Megs : 5
Comp : Atari XL Soft : Express
Description: Super! Suport system! 1oo RGB files

Name : A.C.E.C. Phone: 614-471-8559
Baud : 2400 State: OH
Hours: 24 Megs : 11
Comp : Atari 8oo Soft : Carina 1
Description: 1000+ downloads, Delphi,GEnie, CIS msgs

Name : Pandora Phone: 614-471-9209
Baud : 1200 State: OH
Hours: 24 Megs : 11
Comp : Atari 8oo Soft : Carina 1
Description: Lots of files. Y-Batch supported.

Name : BackStairs BBS Phone: 315-458-0118
Baud : 2400 State: NY
Hours: 24 Megs : 35
Comp : Atari ST Soft : BBST
Description: ACE of Syracuse BBS

Name : USS KenCom Phone: 713-355-5506
Baud : 24oo State: TX
Hours: 24 Hrs. Megs : 50
Comp : Atari 800XL Soft : PRO!#424
Description: Fun! Trek oriented BBS! w/ RPG msg.base!

Name : Tut's BBS Phone: 813-797-8449
Baud : 2400 State: FL
Hours: 24 Megs : 50
Comp : Atari 130xe Soft : Carina 2.5
Description: Suports St - Ansi graphics & 8-bit

Name : Atarian Phone: 407-855-1317
Baud : 2400 State: FL
Hours: 24 Megs : 10
Comp : Atari 130xe Soft : Forem xep
Description: Huge message area, games, and file sig

Name : SUB-SPACE BBS Phone: 206-473-6587
Baud : 2400 State: WA
Hours: 24 Megs : 97
Comp : Atari 800XL 576k Soft : Express Pr
Description: Main BBS for S*P*A*C*E Atari user group.

Name : Studio 6 BBS Phone: 407-870-2273
Baud : 2400 State: FL
Hours: 24 Megs : 400
Comp : Mac (Atari Support) Soft : Mac Cit
Description: Entertainment Professional Support

Name : Renegade's Cove Phone: 302-653-1467
Baud : 2400 State: DE
Hours: 24 Megs : 0
Comp : Atari 130XE Soft : Express!
Description: Delaware's ONLY 8 bit BBS!

Name : Heechee Heaven Phone: 803-788-7982
Baud : 2400 State: SC
Hours: 24 Megs : 92
Comp : Atari 130xe Soft : Pro-Expres
Description: Large Selection of Gifs. All comp. suppt

Name : The Wall BBS Phone: 904-730-8659
Baud : 9600 State: FL
Hours: 24 Megs : 85
Comp : Atari 130XE Soft : PRO
Description: Atari 8-bit & Pro Support (HST 14k)

Name : Our House BBS Phone: 817-294-1067
Baud : 2400 State: TX
Hours: 24 Megs : 30+
Comp : Atari 8-bit Soft : PRO Expres
Description: Great Msgs, Networked, Dl files for many

Name : The Black Hole BBS Phone: 805-831-5350
Baud : 19.2 State: CA
Hours: 24 Megs : 130
Comp : Atari Soft : PRO
Description: Networking within the TNA via PYRE

Name : The Lord's House Phone: 813-857-0500
Baud : 2400 State: FL
Hours: 24 Megs : 3
Comp : Atari 320XE Soft : ExpressPro
Description: A Christian BBS with an Atari flavor.

Name : R.I.P. BBS Phone: 904-763-5024
Baud : 1200 State: FL
Hours: M-F 1AM-3PM Megs : 3
Comp : ATARI 130XE Soft : OASIS
Description: NO CALL BACKS. COMPLETE ACCESS FIRSTTIME

Name : Moonbase Alpha Phone: 407-578-2811
Baud : 2400 State: FL
Hours: 24 Megs : 60
Comp : Atari 800XL Soft : Forem XEP
Description: Supports all types, PCP via FLORL

Name : MANIAC HAVEN Phone: 707-447-9668
Baud : 2400 State: CA
Hours: 24 Megs : 60
Comp : ATARI 800XL Soft : CARINA 2.4
Description: ATARI 8-BIT SUPPORT FILES/GAMES!

Name : Power User BBs Phone: 513-298-6983
Baud : 2400 State: OH
Hours: Weekends Megs : 10
Comp : Atari 130XE Soft : Oasis Jr.
Description: Support for Atari and MS DOS users.

Name : ACE Of America Phone: 503-285-4417
Baud : 2400 State: OR
Hours: 24 Megs : 128
Comp : Atari 130xe Soft : Carina 2.5
Description: Carina BBS Support Board 100's Files

Name : Sanitarium Phone: 818-785-2364
Baud : 2400 State: CA
Hours: 24 Megs : 80
Comp : Atari 130XE Soft : Pro 3.1d
Description: Full support for the 8-bit! All PC's.

Name : A-PLUS BBS! Phone: 718-894-6703
Baud : 2400 State: NY
Hours: 24 Megs : 1
Comp : Atari 8-bit Soft : Oasis 4.7
Description: NEW Atari 8-bit BBS!!!

Name : Star NET! Phone: 305-868-0211
Baud : 24oo State: FL
Hours: 6pm-6am Eastern Megs : 100
Comp : Atari XL Soft : PRO V32c
Description: Awsome 8bit Support - ILC-RGB-AMS!

Name : ACE Of America Phone: 503-761-9074
Baud : 19200 State: OR
Hours: 24 Megs : 1000
Comp : Atari Soft : Carina v2.
Description: New Number! Carina Support BBS

Name : Northern Limits BBS Phone: 905-937-2786
Baud : 14000 State: ON
Hours: 24 Megs : 85
Comp : ATARI 8 Soft : PRO
Description: Networked messages, Online games

Name : The Doggie Diner BBS Phone: 314-783-6076
Baud : 14.4 State: MO
Hours: 24 Megs : 110
Comp : Atari 130 XE Soft : FoReMXEPro
Description: There are Games, Netted Bases & Files

Name : The Inner Core Phone: 407-294-5183
Baud : 19200 State: FL
Hours: 24 Megs : 300
Comp : Atari Mega St Soft : Forem
Description: This is an Atari 8 bit & ST BBS. 3 nets.

Name : STAR NET (NEW) Phone: 407-281-6132
Baud : 24/19 State: FL
Hours: 24 Megs : 500
Comp : ATARI XL Soft : PRO 4.0B
Description: BBS STARTS NOV 1-96

Name : Star NET Omega Phone: 407-737-8704
Baud : 19.2 State: FL
Hours: 24 Megs : 500
Comp : Atari 8bit Soft : pro!
Description: -Tons of PAL software, AWESOME!!

/|\ ATARI BBS's INTERNATIONAL /|\

The following are BBS's outside the United States of America, in which
I didn't confirm (mega-long distance cost). You will probably find some
repeats, and there is no way of knowing how old these BBS lists are
though we already know some of these work.
If you could confirm these or add other numbers, please write
"clu-da-bard@geocities.com"

* * * CANADA * * *

Cutter's Eclectic Collective 604-873-1131 *
Vancouver BC Canada
Atari-8 : OK : December 18, 1998
130XE/BBS Express Pro
Node #86/300-14.4k bps

Atari XE Group : 613-225-0901 *
Ottawa, Ontario, Canada
Atari-8 : OK : 97-09-22
Dave Brown. X_232, IAN net soon
14.4 kbps

The Jail : 416-762-9316 *
Toronto, Ontario, Canada
Atari-8: OK : 97-09-22
ProNode 335
International Message Relay

Last Hope : 604-460-1195 *
Maple Ridge, BC, Canada
Atari-8 : OK : 97-09-22
Ryan Goolevitch
Express node 244
International Message Relay
http://www.trideja.com/lasthope/

Pot Hole : 250-642-6795 *
Sooke, British Columbia, Canada
Atari-8 : ? : 97-09-22
May be temporarily down.
ProNode 365. 300-14.4/24hr. Off-line
at 2300, 0000, and 0400 (PT) for 25
minute periods for networking with
North America and Europe. Excellent
selection of 8-bit utilities.
International Message Relay
Sysop: Boomer (Bob Nex)

System Reset! : <none>
Hamilton, Ontario, Canada
Atari-8 : DOWN : 96-11-22
USF net, IAN net, ProNode 59
Probably back up in a year...

TAF : 416-421-8999
Toronto, Ontario, Canada
Atari-16 : OK : 96-12-07
Toronto Atari Federation
Forem, 28.8K, 8/16 support
Fidonet, USENET news
Sysop: Dave Lee

* * GERMANY * *

ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
M-F 19:00-07:00; S-S 15:00-08:00 MET

* * NETHERLANDS * *

Atari Inside : +31 (0) 182-352755 *
The Netherlands
Atari-8 : OK : 97-09-22
Marius Diepenhorst:pokey@dds.nl
800XL/BBS Express Professional 5.0b
Node: X_476/1200-14400 baud
21:00 - 06:00 (GMT)
http://huizen.dds.nl/~pokey/

Beco Tel : +31-2063-26859 *
Amsterdam, The Netherlands

Atari-8 : OK : 96-11-24
Bernard Kok. Hours - 17:00-06:00 GMT
http://www.becotel.demon.nl/
Apparently down, but is supposed to be
returning on an Amiga soon.

* * NEW ZEALAND * *

Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
Oasis 4.8 - Total 8-bit support

* * OTHER * *

ASB Zan Sweeds : +46-3145-8807
? : ? : 96-03-10
ProNode 463

/|\ TELNETABLE ATARI BBS'S /|\

The following are actual BBS's hooked up to the internet that contain
Atari support in some form or another. (I am especially interested in
finding other telnet links! If you know of any, please write
"clu-da-bard@geocities.com")

JACS - (Telnet Address please!)
Doc's Place telnet://bbs.docsplace.org (Forem 163)

/|\ FORMER BBS'S THAT BECAME WEB-SITES /|\

More or less a "where did they go" category. The following were once
BBS's that changed over into a website in recent times.

A.U.N.T. http://atariusers.com/aunt/
Closer to Home http://cth.tzo.com/index.html
CSS: http://www.nleaudio.com/css/products.htm
Sir Smedley's BBS http://home1.gte.net/smedley/index.htm

/|\ DEAD BBS'S /|\

The following are BBS's that were called during the time of December
17, 1998 - December 20, 1998. All were given 7 rings minimum.
Disconnected - received automated message saying it was so.
Voice Answer - Someone who I apologized for waking up. :)
No Answer - No tone or voice in 7-10 rings.

Please remove these from you BBS lists. If you have further updated
information, please write to "clu-da-bard@geocities.com"

* * *

Atari Connection : 801-280-7486 Disconnected
ACUTE : 610-261-0620 Voice answer
Atari Express : 506-652-6826 Disconnected

Barvarian Gaus : 303-367-5877 No Answer
Carnival : 810-235-0158 Disconnected
Enterprise : 607-648-8027 Disconnected
Hard Core : 203-871-1842 Disconnected
Heechee Heaven : 803-788-7982 Disconnected
Inside 8bit 1 : 706-798-2474 Disconnected
Inside 8bit West : 510-895-8022 No Answer
Menzobarranzen : 504-649-4194 No Answer
MOOSE : 716-381-5139 No Answer
Northern Limits : 905-937-2786 "Can't be Compltd as dialed"
Owl's Nest : 510-276-6394 No Answer
Programmer's : 416-466-6749 Voice Answer
Repair Shop : 801-967-8738 No Answer
Rest Stop : 916-568-1712 Disconnected
SNACC : 702-438-2208 Disconnected
Star NET : 407-281-6132 Voice Answer
Star Wars : 210-737-3019 Answering Machine
Underdog : 508-820-3089 Voice Answer
Wall : 904-730-8659 No Answer

Atari BBS list, maintained and started by Trevor Holyoak
(Trevor@holyoak.com) and displayed on the "Atari Planet" website
(http://www.holyoak.com/atari/). This update written by Doctor Clu
(clu-da-bard@geocities.com) on December 20, 1998.

5317. Atari 8-bit Auction - 2 Days Left!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <75mfqh$h6s$1@ramp2.tir.com>
Source record: 57106

Rules:

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
__1	4-Button Joystick	$1.99		
__2	Atari Paddles	$2.99		
__3	Paperclip Protection Key	$2.99		
__4	SVI Quickshot I Joystick	$1.99		
__5	homemade cart. Inverter (untested)	$2.99		
__6	3-D Tic-Tac-Toe Cart.	$2.99		
__7	Ace of Aces Cart.	$3.49	$3.50	Perry
__8	Action Language Cart. (w/manuals)	$9.99	$17.00	skibo
__9	Alien Ambush Cart.	$3.49	$3.50	Perry
_10	Archon Cart.	$3.49	$4.50	Clu
_11	Asteroids Cart.	$2.99	$3.50	Perry
_12	AstroChase Cart.	$3.49	$4.00	Perry
_13	AtariArtist Cart.	$2.99		
_14	Ballblazer Cart.	$3.49	$3.50	Perry
_15	Barnyard Blaster Cart.	$2.99	$3.00	Perry
_16	BASIC Cart.	$2.99		
_17	BASIC Cart. (w/ orig. box)	$2.99		
_18	BASIC XL Cart.	$4.99	$5.75	DeMita
_19	Basketball Cart.	$2.99		
_20	Battlezone Cart.	$3.99	$4.00	Perry
_21	Blue Max Cart.	$3.99	$4.00	Sutton
_22	Bug Hunt Cart.	$2.99		
_23	Bug Hunt Cart. (w/manual)	$3.99		
_24	Bug Hunt Cart. (w/o case)	$0.99		
_25	Caverns of Mars Cart.	$2.99	$4.50	Bianco
_26	Centipede Cart.	$2.99		
_27	Choplifter Cart.	$3.99	$4.00	Perry
_28	Cloudburst Cart.	$3.99	$4.00	Sutton
_29	Computer Chess Cart.	$2.99		
_30	Congo Bongo Cart.	$3.99		
_31	Crossfire Cart.	$3.99	$4.50	Bianco

_32 Defender Cart. $2.99
_33 Deluxe Invaders Cart. $3.99 $4.00 skibo
_34 Demon Attack Cart. $3.99
_35 Dig Dug Cart. $2.99
_36 Donkey Kong Cart. $3.99
_37 Donkey Kong Jr. Cart. $3.99
_38 E.T. Phone Home Cart. $2.99
_39 E.T. Phone Home Cart. (unopened) $4.99 $5.00 Sutton
_40 E.T. Phone Home Cart. (unopened) $4.99
_41 E.T. Phone Home Cart(w/manual+box) $3.99
_42 Eagles Nest Cart. $3.99
_43 Eastern Front (1941) Cart. $2.99
_44 Eastern Front (1941) Cart. $2.99
_45 Eastern Front (1941) Cart. $2.99
_46 Eastern Front (1941) XE Cart. $3.99
_47 Fast Eddie Cart. $3.99 $4.50 Bianco
_48 Flight Simulator II Cart. $3.99
_49 Flight Simulator II Cart(w/manual) $6.99 $7.00 Baker
_50 Football Cart. $2.99
_51 Frogger Cart. $3.99
_52 Galaxian Cart. $2.99
_53 Gateway to Apshai Cart. $3.99 $4.50 Bianco
_54 Gato Cart. (w/manual) $4.99
_55 Gorf Cart. $3.99
_56 Gyruss Cart. $3.99 $4.00 Perry
_57 Journey to the Planets Cart. $3.99 $4.00 skibo
_58 Joust Cart. $2.99
_59 Joust Cart. $2.99
_60 Jumbo Jet Pilot Cart. $2.99 $3.00 Perry
_61 Jungle Hunt Cart. $2.99
_62 K-razy Antiks Cart. $3.99 $4.50 Bianco
_63 K-razy Shootout Cart. $3.99 $5.00 Sutton
_64 Kaboom! Cart. $3.99
_65 Lode Runner Cart. $3.99 $4.00 Sutton
_66 Logic Levels Cart. $3.99 $4.00 Perry
_67 Mario Brothers Cart. $3.99 $5.50 DeMita
_68 Master Type Cart. $3.99 $4.00 skibo
_69 Microsoft Basic II Cart(w/manuals) $4.99 $5.50 DeMita
_70 Millipede Cart. $3.49
_71 Miner 2049'er Cart. $3.99 $4.00 Sutton
_72 Missile Command Cart. $2.99
_73 Monkey Wrench II Cart(untested) $3.99 $4.50 Perry
_74 Moon Patrol Cart. $3.99 $4.50 Sutton
_75 Mountain King Cart. $3.99 $5.50 Bianco
_76 MPP Smart Terminal Cart. $2.99
_77 Ms. Pac-Man Cart. $2.99
_78 Music Composer Cart. $2.99
_79 Necromancer Cart. $3.99 $4.00 Perry
_80 One On One Cart. $3.99
_81 One On One Disk (w/manual) $2.99

_82 Pac-Man Cart. $2.99
_83 Pengo Cart. $2.99 $3.00 Sutton
_84 Pilot Language Cart. $3.99
_85 Pitfall Cart. $3.99
_86 Pole Position Cart. $2.99 $3.00 Sutton
_87 Popeye Cart. $3.99 $4.50 Bianco
_88 Q-Bert Cart. $3.99
_89 Qix Cart. $2.99
_90 Rescue On Fractalus Cart. $3.99
_91 Return of the Jedi Cart. $3.99 $4.00 Sutton
_92 River Raid Cart. $3.99
_93 Robotron 2084 Cart. $3.99
_94 Serpetine Cart. $3.99
_95 Speedway Blast Cart. $3.99 $8.50 Bianco
_96 Star Raiders Cart. $2.99
_97 Star Raiders Cart. $2.99
_98 Star Raiders II Cart. $3.99 $4.25 Baker
_99 Space Invaders Cart. $2.99
100 Super Breakout Cart. $2.99
101 Super Breakout Cart. $2.99
102 Super Breakout Cart. $2.99
103 Super Cobra Cart. $3.99 $3.99 Mouchmino
104 Thunderfox Cart. (w/manual) $4.99 $5.00 Perry
105 Track & Field Cart. $3.49 $4.00 skibo
106 Video Easel Cart. $2.99 $2.99 Muchmino
107 Wizard of Wor Cart. $3.99 $4.50 Bianco
108 Wizard of Wor Cart. $3.99 $4.50 Clu
109 Zaxxon Cart. $3.99 $5.50 Bianco

5318. Re: Atari BBS list -December 1998

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981221160905.23790A-100000@vtn1>
Source record: 57107

You can remove The Pothole in Sooke (Victoria) BC from your list. It's been down for over two years and I seriously doubt it will ever re-surface.

John
ex co-sysop of the Pothole

5319. Re: resistors!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981221161124.23790B-100000@vtn1>
Source record: 57108

On 21 Dec 1998, VINNIE5757 wrote:

> >Anyway, to pick your resistor, you need to divide the voltage you need to
> >drop by the current the lamp draws.
>
> I'm missing a piece of the equation... bulb has no markings, nor the package..
> other than that it is a 3.0 volt bulb for battery operated candles... (Type
> used Christmastime... probably uses 2 AA's... that's a guess...)
>
> Any other way to figure?
> Thanks..
> Vinnie
>
>

One that works for me: I use five 6-amp diodes in series to drop the 12VDC from a PC power supply to 9VDC for my MIO and XEP-80. The 6-amp rating is over-kill but the're cheap and "better safe than sorry". The trick is each diode provides a forward voltage drop of 0.6 volts. In your case, why not experiment with two or three in series.

BTW the diodes tend to run a lot cooler than resistors.

John

5320. Looking for System ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Jeffrey Gray <jeffroby@ncal.verio.com>
Message-ID: <367E81AD.C8AA681F@ncal.verio.com>
Source record: 57109

Does anybody know where to find the BASIC, OSB, XL, 5200, 400, and
800 system ROMs so I can run my emulator?

5321. Re: Needed: Atari 800 Left Shift Key

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <367F1535.E5D0F37@net66.com>
Source record: 57110

Mike wrote:
>
> Ya, I know, WEIRD request..... I picked up a beautiful condition 800, which
> is working fine, except it was missing the wider left shift key. This is an
> original 800, NOT an 800xl or the like. If you have one sitting around, or
> a whole keyboard from a trashed 800, or a trashed 800 unit, let me know and
> I will buy it.
> Thanx
> Mike

Send me a snail-mail address & I'll send ya one. I have a old 800
keyboard I've been parting out all over the place (the last guy needed
an "M") - let's see how far I can stretch this macine for parts...

Mark Statzer
mstatz@net66.com

5322. Re: [ATARI 800 XL SHIELDING]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <367EA695.2F2FADC3@ix.netcom.com>
Source record: 57111

This may be completely off-target, but I had a 320XE that worked sometimes and
didn't work sometimes. Turned out to be the power supply. Power was _getting_ to
the machine (the power light came on) but for some reason wouldn't make it actually
boot sometimes (I had always thought that there was something funky with the memory
upgrade that occasionally killed it. I finally figured it out when I needed to
test an XE to MIO card and the thing wouldn't come up. I subbed in a known good
130XE, and it died in a familiar way. Swapped the p/s, good to go).

Jeff

Doctor Clu wrote:

> I have been tinkering with various 800 XL's as of lately. I have to
> admit, the first experience I had with a 800 XL was not the best,
> especially after having a simply upgraded 400 for years. I bought the
> first Atari 800 XL at Federated for $79.00.
> Got it home, had to hastle with option keys to turn a built in basic..
> what a mess.. and not all the programs worked that had no problem
> working on the 400/800 (I would find out later why that was the case)
> :)
> That 800 XL blew out one day, (probably just a loose processor from one
> of the sockets now that I look back on it) and we took it to a repair
> shop that closed down months later.
>
> Still, honestly... I prefer a nice Atari 800 even with the problems
> mine has (blown out Joystick 2 port.. arg!!) However, for my sister, I
> have found a beautiful 800 XL with leather cover.
>
> Amazingly, it worked for a short time, then didn't work. I did some
> swapping around of a good board into the nice looking case... Nice...
> works fine. No RF shielding was installed, seems the later models of
> the TV cords with the rectangular box took care of a lot of the static.
> Then I reassembled the non-working board in the 800XL case that was not
> so good looking. Once again leaving the RF shielding off. And low and
> behold, it worked. :)
>
> Is there just something inherently evil about the RF shield on the 800
> XL? :)
>
> Doctor Clu
>
> PS: Have to admit, I love the 800 design for it's easy access
> ram boards... but the 800XL and all the socketed chip are
> NICE as well. I can see why many like it. So which chips
> can be interchanged for that ram upgrade? (grin)

5323. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Graeme Wall <Graeme@greywall.demon.co.uk>
Message-ID: <da2621b848%Graeme@greywall.demon.co.uk>
Source record: 57112
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <914197030.922962@bombadil.apana.org.au>
mwalters@news.hunter.apana.org.au (Marc Walters) wrote:

> That (ugh) Peri though - what an atrocious American accent - couldn't
> understand her half the time. Nice chest though.
>
I thought it was supposed to be an Australian Accent :-)
<gd&rfcvvf>
--
Graeme Wall

5324. Re: /|\ AUNT - C-64 SUPER CPU

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Chris Gill <seqrdat@NOSPAM.the.net.nz>
Message-ID: <75jm7p$h6p$1@reader1.reader.news.ozemail.net>
Source record: 57167

> Opening the casing revealed a 4-meg simm as well as the circuitry that
>made the processor boost of their 6502 processor to 20 mghz!
> The device was simply amazing, and they believed this could be adapted
>since the C-64 and Atari 8-bit shared many similaries, one being the
>6502 processor. But others there were more skeptical.. believing that
>the GTIA chip and such has a fairly tight reign on the processor's
>functions.

there was a speedup for the ST and amiga called ADSpeed which basically
replaced the 68000 which was basically an internally doubled clock,
something like this might work, obviously it would be costly to actually
make a 6502 compatible to match, but perhaps a board to solder/socket in
place of the 6502 holding a clock doubling/tripling/quadrupling cct and a
high speed 6502, and would probably need some kind of cache for writing to
memory etc at a speed they can handle.....

5325. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <Xd2KYTAjhZf2EwqZ@cosine.demon.co.uk>
Source record: 57168
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Marc:
> Consider yourself lucky not to have lived in Australia then! Our
> censors regularly cut out the particularly violent bits.

Marcus, don't even *mention* Mary Whitehouse and Deadly Assassin! =-)

> The last ever story IIRC had 6 or 7 episodes. Only 3 were shown - the
> rest were CUT! Obviously it was a VERY confusing story.

The last ever story (or at least, the last one before the TVM in 1996)
was Survival, which is three episodes long. I don't remember there
being any extra footage for that one (a lot of Sylv's stories had bits
cut due to make them short enough, sometimes bits that were fairly
important) but I've not got the commercial release, just an off-air.

That said, I don't remember it being a difficult story to follow either,
but I only needed to watch Ghostlight twice. =-)

Andrew:
> Add to that the horror that was Mel....

Marc:
> I thought she was kinda cute. :)

This is, it seems, common for anyone who didn't have to put up with
Bonnie as much as we did when she was a child star. She was like a
bloody rash on the bottom of the British media. Funnily enough though,
Bonnie would rather forget her time with the show and is a little shy of
doing conventions... Can't think why.

D'you think it has anything to do with the idea of about six hundred
scarf wearing loonies all baying for blood... Nah, if she did the
Sunday most of the fans *I* know are too p*ssed to react or have a
hangover that could split a minor planet in two. The most popular place
to be at Panopticon is the bar...
--
Jason =-)

5326. Re: BlackBox for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <75kd7f$f2i$1@news.xmission.com>
Source record: 57169

sven6@usa.net wrote:
> How much is it for sale?

Reasonable offers.. I really dont have a target price in mind.
I'd prefer to trade.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

5327. Re: Getting my SIO2PC cable to work

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <75ke31$lvb@freenet-news.carleton.ca>
Source record: 57170

"Tom Rosso" (tommy@cache.net) writes:
> I'm frustrated. I've built my SIO2PC cable and for the past week or so I've
> been trying to get it to work. I am using APE116 and I used the 1489 design
> for the cable. I've checked to make sure I soldered the wires in the right
> places, and I've tried it with and without the diode. I am using an 800XL.
> I don't know if I'm using APE right, though. The docs are more of a
> reference than a first-time tutorial. I first start up APE, load one of the
> demo disks that come with it, and then boot up my Atari, but it just does
> the familiar "sputter" and shows me the READY prompt as if there was nothing
> plugged into the SIO port at all. No beeps or anything.
> Is there anything I'm doing wrong, or anything else that I can check or try?
> Thanks.

Make sure APE is set to the correct COM port, and that the control method
is set to RI, and not DSR or CTS. Assuming you built the 'standard' cable,
only RI will work.

These are about the only 2 settings that would cause total failure. If there
is still no response try another COM port, and recheck your connections.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

5328. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <367DCE74.F6766671@worldnet.att.net>
Source record: 57171

Jon Melbo wrote:

> Let me sum it up this way: I feel that do to the limits of the Atari8
> you have to forget GRAPHICAL browsing. I do believe PPP, and Lynx
> style text browsing is possible. Limits being main storage and 'mass'
> storage are not large enough to handle even a typical web page these
> days graphically. Most Atarians do not have hard drives. Floppies,
> even if they were fast enough have too little storage. Then you have
> graphical image processing time.... ever run Jeff Potter's great
> programs to do GIFs and such? His VBI page flipping and color changes
> to get more colrs and such? Ok think of how long it takes to even
> decompress a very modest GIF on the Atari8. Can you even imagine how
> long a 1.79MHz 6502 would take to handle say, even a 100KB JPEG?

Hi guys! I'm still here, lurking.

For some metrics on how fast the ol' 6502 is, try copying a small .gif file from most any web page you access on your PC, and viewing it on your Atari with one of my GIF viewers (APACVIEW, COLRVIEW). It's annoyingly slow!

I did some preliminary study into decoding a JPEG file on the 65816... it would be even slower due to the poor support of 32-bit math on that chip (and even worse on the 6502).

So go for a Lynx clone, is my advice on your web browser project. If you get 99% of the way there, and need to load .gif files, write me back :^)

Jeff Potter

5329. Re: /|\ AUNT - C-64 SUPER CPU

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: brix@NOSPAMplush.de
Message-ID: <MPG.10e7a30f1ad4a5cb9897f9@news.uni-x.net>
Source record: 57172

>
> Afterwards I stepped over the Amiga group, which was strangely more
> consisted of C-64 users. Unlike the current Atari group which is more
> TT, ST, Falcon... later models and a few 8-bit, the Commodore tended to
> be more C-64 oriented with some Amiga. Weird.

That is not too weird. I noticed that very often.
Acorn Users are somewhat different.. they consist of C-64,
Atari and even CPC-users in nearly the same number.

> But this is the kicker. One gentleman had a upgrade that is worth
> noting and a wonder on how possible this would be (maybe to contact the
> manufacturer) to get this to work on a Atari system.
>
> It was a model known as SUPER CPU.. an interesting white metal box
> that plugs itself into the top of the Commodore through the cartridge
> slot.
> Opening the casing revealed a 4-meg simm as well as the circuitry that
> made the processor boost of their 6502 processor to 20 mghz!

I have this device for my C-64 equipped with 16 MB of
memory. It has a WDC 65816 Processor onboard, that has the
same instruction set like the 6502, but enhanced with some
more instructions for 24 Bit adressing, and 16 Bit
accumulator and Index-registers.
It runs 20 Mhz and is an AMAZING device.
But it runs the own memory and the own chip at 20Mhz, the
internal 6510 of the C-64 is disabled.

> The device was simply amazing, and they believed this could be adapted
> since the C-64 and Atari 8-bit shared many similaries, one being the
> 6502 processor. But others there were more skeptical.. believing that
> the GTIA chip and such has a fairly tight reign on the processor's
> functions.

I believe this is in fact possible. The SCPU has an own
memory that is mirrored to the original C-64s memory, to
make it visible for the VIC (Video Interface Chip).

> Throwing this out to the peanut gallery, what do you guys think on
> this? 4 meg ram and 20 mghz of power is worth a thought. :)

Forget those 4MB RAM.. it is up to 16 (read my lips: "six-
teen") Megabytes of RAM!!

Information on the SuperCPU accellerator can be found on
http://www.cmdweb.com

why not ask them if they could build one for Atari ?
They even managed to build one for the C128.

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

5330. Re: Getting my SIO2PC cable to work

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <367eddc5.83097290@news.pressenter.com>
Source record: 57173

On 21 Dec 1998 03:08:17 GMT, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>Make sure APE is set to the correct COM port, and that the control method
> is set to RI, and not DSR or CTS. Assuming you built the 'standard' cable,
> only RI will work.
>
>These are about the only 2 settings that would cause total failure. If there
> is still no response try another COM port, and recheck your connections.

An APE or SIO2PC cable doesn't make use of CTS RTS? Is there a 'non
standard one' that does? Is it better or doesn't it matter?

5331. Needed: Atari 800 Left Shift Key

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Mike <sales@ewtech.com>
Message-ID: <75kq0lsfi1@news1.fast.net>
Source record: 57174

Ya, I know, WEIRD request..... I picked up a beautiful condition 800, which is working fine, except it was missing the wider left shift key. This is an original 800, NOT an 800xl or the like. If you have one sitting around, or a whole keyboard from a trashed 800, or a trashed 800 unit, let me know and I will buy it.
Thanx
Mike

5332. Re: /|\ AUNT - C-64 SUPER CPU

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19981221021424.19899.00002342@ng-cr1.aol.com>
Source record: 57175

The idea of adding memory via SIMMS is attractive, however the speed upgrade is not likely, The ANTIC and the SALLY (6502c) are directly tied to one another and its unlikely that the ANTIC will work at any speed other then the 1.79, however there is a command to shut down the ANTIC chip, now all you need to do is design an alternative video card (I used to do this when I ran an Atari BBS on an Atari 800 computer, I had a BIT-3 80 column video card in Slot #3 of my 800, using a USR command I would activated it and then using another command I would turn off the ANTIC chip and nearly double the speed of my system which was quite useful in processing user requests and seemed to help in allowing uploads and downloads. So if some sort of upgrade were to be done, then perhaps the answer is using the XEP80 interface and shutting down the ANTIC and running in 80 column text mode with a high speed 6502c, kind takes away from doing anything graphically though :(

Curt

Curt Vendel
webmaster@atari-history.com

The Atari Historical Society
"Your #1 Internet Source for Atari History and Information"
http://www.atari-history.com

5333. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <367E07EB.5D2E@geocities.com>
Source record: 57176
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

They made a MULE cartridge? I'm there dude!

Have you tried B&C yet?

Clu

5334. Re: /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <367E0B71.193F@geocities.com>
Source record: 57177

My thanks to especially James, Alan, and Bill for the quick response.
I'm going to see what I can do to get a handler working. I don't think
I was using MyDos last time I tried this.. hmmm...

Well, here's a question.. is there any way to test or know if a 850
Interface is working? I'm still wondering if this is not the problem.
The 850 is about the only true original hardware from my set-up eight
years ago.

Clu

5335. [ATARI 800 XL SHIELDING]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <367E0FB0.3F7B@geocities.com>
Source record: 57178

I have been tinkering with various 800 XL's as of lately. I have to admit, the first experience I had with a 800 XL was not the best, especially after having a simply upgraded 400 for years. I bought the first Atari 800 XL at Federated for $79.00.
Got it home, had to hastle with option keys to turn a built in basic.. what a mess.. and not all the programs worked that had no problem working on the 400/800 (I would find out later why that was the case) :)
That 800 XL blew out one day, (probably just a loose processor from one of the sockets now that I look back on it) and we took it to a repair shop that closed down months later.

Still, honestly... I prefer a nice Atari 800 even with the problems mine has (blown out Joystick 2 port.. arg!!) However, for my sister, I have found a beautiful 800 XL with leather cover.

Amazingly, it worked for a short time, then didn't work. I did some swapping around of a good board into the nice looking case... Nice... works fine. No RF shielding was installed, seems the later models of the TV cords with the rectangular box took care of a lot of the static. Then I reassembled the non-working board in the 800XL case that was not so good looking. Once again leaving the RF shielding off. And low and behold, it worked. :)

Is there just something inherently evil about the RF shield on the 800 XL? :)

Doctor Clu

PS: Have to admit, I love the 800 design for it's easy access ram boards... but the 800XL and all the socketed chip are NICE as well. I can see why many like it. So which chips can be interchanged for that ram upgrade? (grin)

5336. Re: Looking for old Analog Computing back issues.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F4BC4H.Fvp@cix.compulink.co.uk>
Source record: 57179

In article <367cb837.9096114@news.localnet.com>, aarona@localnet.com
(Aaron) wrote:

> WHAT THE HELL DOES THIS MEAN? Please tell me so that I may properly
> respond. I'm still waiting...
>
>
> > ^^^^^^^^^^
> >Dribble for God? ;-)
The original message said *salivation army* instead of *salvation army*.
Salivate means to produce saliva and the salvation army are fairly
god orientated hence dribble for god.

I can't believe I had to explain that...

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

5337. Re: Atari 8bit Web Browser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01be2cdc$fcbe26a0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 57180

> 1) Cartridge based form. Since I suggested it you know I support it.
> Two people have mentioned the idea of using a 256K bankswitchable
> cartridge. How common ARE those these days? Is it a possibility
> or reality? I know for sure that 64K bankswitchable cartridges
> (Like the "Six Pack") exist. But 256K?

You can in fact have ANY size EPROM/ROM you wanted. the 64K uses the 1 Byte
of memory each bit would toggle an 8k bank in or out thus 8 banks * 8K =
64K. Use two bytes and you get 128K (I guess the 256K comes from, if you
could access 16K of memory directly from the cart port?)
So just decide how much memory you want on EPROM/ROM, divide by 8 and that
will tell you how many bit you require for the decode logic to access this
memory, divide by 8 again and thats howmany Bytes you need. don't get too
greedy every byte you use for decode logic is one you cannot use for
program space
>
> If this does exist, we would have to allocate them to 8K
> blocks, or is a 16K block possible? (Still learning..hehe...)
> I'm kinda curious how much space we have to work with and what we would
> like to have go where. It looks like this web browser, like many web
> browsers, will be made in pieces. Of course, at this point I am putting
> the pieces together and creating a spread sheet.

I think I would stick to 8k allocations most tool's you write should fit in
to that sort of space, you arn't moving the sort of memory around PC do.

5338. Re: [ATARI 800 XL SHIELDING]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <367e2bcc.21440351@news.localnet.com>
Source record: 57181

> Is there just something inherently evil about the RF shield on the 800
>XL? :)

Wow. you've had some bad luck. I've played around with many Atari
8-bits. However, most of my Atari time has been on two 800XL's (mainly
because I have so many spares in case something goes wrong). Unlike
crappy Commodore 64's, which seem to find any reason to stop working
forever, the Atari's have worked *almost* flawlessly, Never had an RF
shielding related problem. Here's a list of problems I've encountered
with Atari 8-bits:

* Found an Atari 800 thrown out. 3 keys didn't work. Had to resolder
the contacts.
* Long, long ago, my original 4 port Atari 5200 game machine had
jostick problems. turned out the motherboard had cracked around the
joystick connector (probably caused by constant swapping of the
joystick between joyport 1 and 2 in order to play WIZARD OF
WOR..which, if you didn't know, REQUIRED player one to be connected to
the SECOND joystick port! STUPID!!!!!) Motherboard hosed. Good for
parts.
* On an Atari 130XE, half the keyboard didn't work. Turned out some of
the conductive "paint" on the keyboard's plastic membrane had been
eaten away (by what!!?). Solution was to go to an automotive store and
purchase a window defroster repair kit (which contains a small vial of
conductive paint). This repair kit has come in handy for other
projects. Highly recommmended.
* A garage sale Atari 800 didn't work. After about an hour of swapping
IC's with an Atari 400, I found the offending chip and found a
replacement.
* Way back in the 80's, my original Atari 800XL started to act weird
(strange buzzing through the TV speaker and a reddish horizontally
striped tint on the display). Had to replace the external "brick"
power supply. Damn thing was only a year old!

NOTE: I have roughly 30 Atari's (all but 1 work) and almost as many
Commodore's (about 2/3's work).

5339. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <wazKpKAM6jf2Ewu5@steverosie.demon.co.uk>
Source record: 57182
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <367db4e6.0@205.238.18.7>, Mike and Kelly Cumbee
<CumbeeClan@iol18.com> writes
>Okay, this is out there, but, does anyone have M.U.L.E. on cartridge?
>
>
>Mike
>
>

Ah this takes me back, one of my favourite 8-bit games!

I haven't come across it on cartridge, or even heard of it being
available on cartridge.

Drop me an email with the subject being 'WANTED: M.U.L.E. On cartridge'
to asx@steverosie.demon.co.uk and I'll see if I can track it down
(that's if it was on cart.)

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

5340. Re: Looking for old Analog Computing back issues.....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <367e3533.23847949@news.localnet.com>
Source record: 57183

OOOOOOHHHHHHhhhhh! Funny!!!! A bit of ecto-plasmic excellence! I've
gotten so used to screwing around with thrift store names I had
forgotten I wrote Sal*I*vation Army!

>In article <367cb837.9096114@news.localnet.com>, aarona@localnet.com
>(Aaron) wrote:
>
>> WHAT THE HELL DOES THIS MEAN? Please tell me so that I may properly
>> respond. I'm still waiting...
>>
>>
>> > ^^^^^^^^^^
>> >Dribble for God? ;-)
>The original message said *salivation army* instead of *salvation army*.
>Salivate means to produce saliva and the salvation army are fairly
>god orientated hence dribble for god.
>
>I can't believe I had to explain that...
>
>**
>* Iain R Laskey * ilaskey@cix.compulink.co.uk *
>**
>* Analyst Programmer/ Freelance IT writer *
>**

5341. Re: [ATARI 800 XL SHIELDING]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F4BIrx.CDw@cix.compulink.co.uk>
Source record: 57184

In article <367e2bcc.21440351@news.localnet.com>, aarona@localnet.com
(Aaron) wrote:

> * Long, long ago, my original 4 port Atari 5200 game machine had
> jostick problems.
^^^^^^^
Couldn't get the Gardenia ones eh? ;-)

ps Aaron, I'm not picking on you, you're just doing some typo's that are
too good to resist!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

5342. Re: XEP80 TTL output hack

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <2Osf2.21064$kW3.19786@newsfeed.slurp.net>
Source record: 57185

<rwoolley@postoffice.pacbell.net> wrote in message
news:367DC270.11D1C85D@postoffice.pacbell.net...
>you could probably get it from me - eventually... :)
>
>Bob
>
>Jason Hedrick wrote:
>
>> A few years back, Bob Woolley wrote a hack to add TTL output to an XEP80.
>> (Basically wiring in a nine-pin jack.) If anybody has this article in a
>> file, could you please e-mail it to me, or at the very least tell me
where I
>> can get it? Thanks a million!
>>
>> Jason Hedrick
>
>

Here is a TTL hack that I came across for the Atari:

http://www.redshift.com/~cdyson/8bit-ttl1.html

5343. Re: [i] McCartney [was Where 8-bit]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: G.Sweeney@__NOSPAM__arts.gla.ac.uk
Message-ID: <36804d51.18951302@nntp-server.gla.ac.uk>
Source record: 57186
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Twas on the still night of 19 Dec 1998, at the witching hour of
14:07:04 GMT, when the lord look@my.sig did brandish his huge weapon
(fnar! Ed) and cry out to the good people of comp.sys.sinclair:

>:>You must be *really* young. I don't suppose you knew that Paul McCartney
>:>was in a band before Wings, do you?
>
>: Why would he be in a band named after a female sanitary product anyway?
>
>I think the female sanitary product was named after THEM...
>(Did you ever HEAR Linda McCartney SING?)

No.. I just heard her making this really unearthly, toe curling, gut
wrenching racket when she was posessed by Santa, erm, Satan. Scared
the flying noggle-pips out of me, I can tell you. My poor doggy got so
frightened, it hid under the bed. Nothing remarkable in that, you
might think. However, I have one of those beds where the base is about
1/4 of an inch off the ground. Poor Rover :-)

Na--na-na-nananana---nananana-yeahyeah!
Na--na-na-nananana---([THWACK!] Ed)

Toodle-pip!
Gerard
Gerard Sweeney - Hackers Anonymous/Team Amiga
Visit The Hackers Anonymous Speccy Playground for Hack Attack 3
where you're always likely to get a good POKE (fnar!).
Or look for speccy games using the NVG catalogue. All at:
http://fly.to/ha3 , http://fly.to/nvgcat or
http://www.geocities.com/SiliconValley/Lakes/4871

5344. Re: 33.6 Modem for Atari 8-Bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75lqobkjp1@nets3.rz.RWTH-Aachen.DE>
Source record: 57187

In article <367AACC5.433D9B6F@arn.net>, antbaker@arn.net says...
>
>I have two modems, one is an external 33.6 SupraExpress Mac modem that I
>don't use anymore and another one is a 33.6 US Robotics Internal Modem
>for Wintels.
>
>I was wondering, Is there a way I could get the 33.6 external modem
>hooked up to the Atari? Or better yet, is there a way I could take out
>the stuff out of my 1200 BPS Atari modem and put the internal in there
>w/ special hookups to connect to the part that normally hooks in the PCI
>card slot and have an adaptor on the other end for RS232?
>
>Ermm...I just realized how unpractical and hard the above statement
>would be. What about the Mac modem?
>
>Also, is anyone selling a SIO2PC cable that I can buy?
>
>Laters,
>
>antbaker@arn.net

Howdy

Mac modems might not work on anything but a MAC. The MAC has things (inside the computer/OS/somewhere) that other computers don't have. SO they need less to operate a modem. I have ROMs in my Supra V32bis that have voice capabilities. But you can only use them if you use them with a MAC.

So you better try your external MAC modem with another computer first.

CU Mathy van Nisselroy

5345. Re: Apple II Monochrome Monitor with Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981222222928.9228B-100000@vtn1>
Source record: 57038

On Wed, 23 Dec 1998, Jeffery Thomas wrote:

> I'm wondering if the Monochrome monitor that came with a Apple II CS+
> will work with the Atari XL/XE? It looks like a standard composite
> connector, you know, the RCA type jack.
>
> I would imagine that I should be able to hook up the luminance connector
> from the XL/XE to the monomonitor to get the display to work?
>
> Later...
>
I've seen an Apple II monitor hooked up to an XE using the hookup you
describe. It works well.

John

5346. Re: RF converter for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981222233105.1640A-100000@vtn1>
Source record: 57039

On Tue, 22 Dec 1998, Derek R. Pizzagoni wrote:

> I have 2 Atari 800s (one w/a bad keyboard) at home, and have recently
> decided I'd like to poke around with one of them again. I was all set,
> until I found that I'm missing the RF converter (TV/GAME switchbox).
> Radio Shack doesn't sell them. Does anyone know where they can be
> found?
>
> --
> Derek R. Pizzagoni
> Information Technology Manager
> Aval Communications, Inc.
> URL: http://www.aval.com
>
>
>
>

I don't think you really need a "RF converter" (i.e. RF modulator). The TV output is already RF modulated. All you need is to plug the Atari output into the 75-ohm, cable TV input on the television. If you've got an old TV that uses 300-ohm, you need exactly the same kind of adapter (a balun) that is used to hook it up to cable or a VCR.

John

5347. FS:Atari Carts

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <36809B25.3E2E@ccnet.com>
Source record: 57040

```
Game Carts

Atari.............................Price.....................Available
-------------------------------------------------------------------------
3D Tic-Tac-Toe $5 3
Adventure Creator $5 1
Archon (XE game) in box $ 1
Assembler Editor $5
1
Astreriods $5 4
Atariartist $5 2
Atarigraphics $5 2
Atarilogo $5 1
Atariwriter (word processor) $5 8
Ballblazer $ 1
Blue Max $ 3
Barnyard Buster (XE game) $5 3
Basic $3
11-
Basketball $5 4
Bug Hunt (XE game) $5 3
Centipede $5 9
Computer Chess $6 3
Decromoncer (XE game) $ 1
Defender $5 8
Desert Falcon $ 1
Dig Dug $5 5
Donkey Kong $5 6
Domkey Kong (XE game) $
1
Donkey Kong Junior $6 3
Editor Assembler (Comput Language) $5 1
Educational System $5 1
E.T.Phone Home $5 5
Fight Night (XE game) $6 1
Flight Simlator 11 (XE game) $9 3
Final Legacey $5 1
Food Fight $ 1
Football $5 3
Galaxian $5 3
Gato (XE game) $ 1
Gato in box $ 1
Hard Ball (XE game) $5 1
IN STORE DEMONSTRATION PROGRAM CART $ 1
```

(CXL 4019)
Joust $6 4
Jungle Hunt $6 4
Load Runner (XE game) $6 out
Mario Bros. (XE game) $6 out
MicrosoftBasic 11 $8 1
Midnight Magic (XE game) $8 6
Milipede $ 1
in box $ 1
Missle Command $5 6
Ms. Pac-Man $5 8
Moon Patrol $5 3
Music Composer $7 1
One-on-One (XE game) $5 4
Pac-Man $4 10
Pengo $5 3
Pilot $8 1
Pole Position $6 7
Robotron 2084 $ 1
QIX $5 4
Star Radiers $5 7
Star Raiders 11 (XE game) $ 1
Space Invaders $5 1
Star Wars $9 out
Super Breakout $4 3
Telelink #1 $ 2
#2 $ 1
Tennis $5 5

EPYX

Alien Garden $8 out
Fun With Art $8 1
Jumpman Junior $6 1
Platter Mania $8 out
Silicon Warrior $ 1

SIERRA

B.C.'s Quest For Tires $ out
Learning with Leeper $8 1

CBS SOFTWARE

Astro - Grover $ 1
Big Bird's Special Delevery $ 1
Ducks Ahoy $ out
K-Razy Antiks $5 2
K-Razy Kritters $5 out
K-Razy Shoot-out $5 1
K-Star Patrol $5 1

Mountain King $9 1

HES

Grid Runner $ 1

20th CENTURY FOX

Fast Eddie $7 1

PARKER BROS.

Astro Chase $8 3
Cobra $8 2=
Frogger $6 6
Frogger in box - sealed $ 1
Gyruss $8 out
Popeye $7 3
Q-Bert $6 4
Return of the Jedi sealed ib box $ 1
Star Wars $ 1
Super Cobra $ 1

SEGA

Congo Bongo $6 2
Star Trek $8 2

ROKLAN

Deluxe Invaders $6 2
Diamond Mine $ 1
Gorf $6 1
Journey to the Planets $ 1
Wizard of Wars $8 1

GEBELLI

Firebird in box $ 1

ACTIVISION

Decathlon $8 out
Kaboom $8 2
Mega Mania $8 out
Pitfall $8 3
River Raid $8 3
Space Shuttle $ 1
Zenji (in box) $12 1

BIG FIVE

Miner 2049er $10 3

FISHER-PRICE

Logic Levels $4 out

BRODERBOUND SOFTWARE

Choplifter $6 out

SPINNAKER

Alf in the Color caves $4 out
Face Makers $ 1
Kindercomp $6 1
Kids on Keys $ 1
Story Machine $4 out

THORN emi VIDEO

Computer Wars $6 1
Jumbo Jet Pilot $7 out
Submarine Commander (IN BOX) $7 2
cart only $5 3

SYNAPSE SOFTWARE

Chicken sealed in box $ 1
Claim Jumper $ 1
Protector 11 $7 out

IMAGIC

Atlantis $7 out
Demon Attack $7 2

TG SOFTWARE

Droids $ hold

DANA

Alien Ambush $8 1
Cloud Burst $8 1

MPP

Micro Filler $ 1

SIRIUS

Squish 'em' $ 1

KOALA

Koala Painter $ 1

CHALK BOARD

Logic Master $ 1
Micro Illustrator $ 1
Micro Master $ 1

ROMEX

Attack at ER-CY6 $
1

MANUALS for Cartridge's
===
Centipede $1 1
Ghoplifter $1 1
Coconuts $1 out
Congc Bongc $2
out
Defender $1
out
Dig Dug $1
out
Donkey Kong $1
out
Donkey Kong Junior $1
out
E.T.Phone Home $1
1
Football (with playcard) $2
out
Frogger $1
out
Galaxian $1
out
Gyruss $2
out
Joust $1
out
K-Razy Antiks $1
out
K-Razy Kritters $1
out
K-Star Patrol $1 out
Learning with Leeper $1
out
Ms. Pac-Man $1
out
Pac-Man $1
out
Pitfall $1
1
Plattermania $1

out
Pole Position $1
out
Popeye $1
out
Q-Bert $1
out
QIX $1
out
Star Wars $2
out
Success with Math $1 out
Track and Field $2 1

BOXES - $1 each
==
Alf
Kinder Comp
Return of the Jedi
Claim Jumper

CASSETTES
==
Zaxxon (in box) $
Conversation Italian (5 tapes)
sealed in binder/rip on plastic $
Atari Speed Reading (6 tapes) untested$
--
4Jays Classic Video Games and Old Computers
Buy/Sell/Trade/Service/Parts
Atari 2600/5200/7800,Colecovision,Intellivision,
Odyssey 2,Fairchild,Pongs,Handhelds,Etc
Commodore 64/128/Amiga and Atari 8bit/16 bit

http://www.ncal.verio.com/~4jays/

5348. Re: VICTORY!!! (was: Re: Getting my SIO2PC cable to work)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: jvogel@mail1.i1.net
Message-ID: <s4Ef2.554$x5.9987931@news1.i1.net>
Source record: 57113

Tom Rosso (tommy@cache.net) wrote:
: I figured it out. An act of sheer stupidity and failure to read
: instructions on my part. On the schematic sheet I have, it shows a pin
: diagram of the SIO port from the back of the Atari, while I interpreted it
: as from looking at the SIO cable straight on. So, I had the damn thing

Hehehe, same mistake I almost made, but I caught it in time :)

John
jvogel@i1.net

5349. Re: Getting my SIO2PC cable to work

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <75n966$9ki@freenet-news.carleton.ca>
Source record: 57114

Jon Melbo (jmelbo@pressenter.com) writes:
> On 21 Dec 1998 03:08:17 GMT, ai123@FreeNet.Carleton.CA (Steven J.
> Tucker) wrote:
>
>>Make sure APE is set to the correct COM port, and that the control method
>> is set to RI, and not DSR or CTS. Assuming you built the 'standard' cable,
>> only RI will work.

> An APE or SIO2PC cable doesn't make use of CTS RTS? Is there a 'non
> standard one' that does? Is it better or doesn't it matter?

No, the regular cables use the RI line, but you can connect it to other
inputs if need be.

I added RTS support because the windows comm drivers respond much faster to
it than they do RI. Win95 does not even fully support RI, just a ring
indicator. Not an issue on fast machines, but does improve
performance on slow machines. Rick Cortese initally suggested it.

CTS support is for Mac PC emulators.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

5350. EXE or COm to ATR Help

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <19981222024302.29438.00000037@ng12.aol.com>
Source record: 57115

Hello everybody

what utillity can I use to make an ATR file from seperate executable files.
for use on my emulator???

Ralph

5351. Re: EXE or COm to ATR Help

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <367F5195.12038821@asw.cz>
Source record: 57116

RalphXPN wrote:
>
> Hello everybody
>
> what utillity can I use to make an ATR file from seperate executable files.
> for use on my emulator???

Learn how to use DOS. (Hint: L is the correct option in DOS 2.0)
Or use Sidload - it could be found here:
http://ch.twi.tudelft.nl/~sidney/atari/
Or check Ken Siders' MakeAtr at
http://home.columbus.rr.com/ksiders/atari.htm

--
Jindrich Kubec <kubecj@asw.cz>
For Atari utils check http://www.asw.cz/~kubecj

5352. Re:Atari 8bit webbrowser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75o8qpnnj1@nets3.rz.RWTH-Aachen.DE>
Source record: 57117

In article <914287051@stackbbs.xs4all.nl>, sysop.fox-1@stackbbs.xs4all.nl
says...
>
>< Six-Pack / Analog / 256Kb / Flightsimulator / 128Kb >
>Hello Mathy and others,
>
>Flightsimulators on cart is indeed 128Kb, but 256Kb is already be done...
>
>The (JRC?) RamCart uses such a set-up. The largest RamCart is 256Kb, but
>1Mb should be possible. It works the same way as an ordinary Atari
>cartridge, with the exception one can also write to this one in stead of
>only reading data...
>
>Sysop Fox-1 (fox-1 AT aq DOT nl)

I heard that it is not BlackBox compatible. Do you know more about this?

CU Mathy van Nisselroy

5353. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_914328990@rtfm.mit.edu>
Source record: 57118
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 21, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

5354. ST mouse on Atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75ob8s$p9n$1@nets3.rz.RWTH-Aachen.DE>
Source record: 57119

Howdy folks

Rafael wanted to know about the Right mouse button, well.

The right mousebutton is connected to pin 9 of the joystick. This is an analog input. So we have to do something to the mouse.

Open the sucker and look for a resistor marked R4. If that is the case, we do not need an extra resistor. Just solder a short wire from to R4 (which side apparently doesn't matter (my mouse doesn't have R4, so I could never test it) to the point on the print where the mousecable connectors white wire is connected. (again I have not tested this)

If you do not find an R4: (I tested this)

Find the mousecable connector. On it, find the red and white wires and connect a 4700 Ohm (4k7 OHM) wire between it. These should be connected to pins 9 and 7. (it's better to rely on the numbers then the colors. Atari might have changed colors. There are atleast 8 different version for the ST mouse (not counting the ATARI-PC mice, which look the same but are even cheaper).

I stuffed the resistor into the mousecable connector. That way it's easy to disconnect.

Try:

```
10 paddle(0)
20 goto 10
```

To see if the right button works. (if you plug it into port to, replace paddle(0) with paddle (2))

The value returned should be 228 when the button is not pressed and NO LARGER then 9. In my case a resistor of 4700 Ohm returned a value of 3, a resistor of 18000 Ohm (18kOhm) returned 8.

Now for the routine (this is taking a bit longer then I had hoped, so I'm again running out of time).

The following trick was taken from the no longer existing Pokey magazine by ANG software. John Maris himself said in the article I'm extracting the following from that he was releasing it to the PD.

John Maris: "We take the old mouse value and shift it left twice (multiply by 4) and add the new value. This turns two 2bit values into one 4 bit value. The first to bits are the bits we read latest and the last two bits are the bits we read just now. This way we get 16 unique values dependend

on two values measured right after each other when we move the mouse. The result we use as an index for the action table.

An example:

Old value: 2 (shift twice makes eight)
New Value: 1 (one plus eight makes 9)
Index value: 9

I wrote earlier (remark: I've left most of the article out) that a 2 followed by a 1 represents a move to the left. So we have top lower the X-pointer by one. This is done by placing 255 in the ninth position of the action table. (adding 255 is like substrating 1)

Old value 1 (shift twice makes 4)
New value 2 (plus four makes 6)
Indexvalue 6

A 1 followed by a 2 is a move to the right. The X-pointer has to be raised by 1. This we represent by placing a 1 in the action table.

Conclusion: we grab the previous value, shift it twice and add the new value to it. The result of this we use as an index and use this index to retrieve a value from the action table. This we add to the original X-position, resulting in the new X-position. For the Y-position we use the same table.

Sometimes we get the same value twice (old=new).
This can mean two things, either the mouse didn't move or it moved to fast. You can not test this, since you still do not know if the action was to the left or to the right. In these cases we place a zero in the table. Meaning "no Action". The cursor stays where it is.

The same goes for the values 1 and 3. There are two steps between them, but you don't know whether they where right or left. So again, no action. A zero in the table.

Last but most important part of the text. If you're not 100% sure what action to take, don't do anything. This prevents "shaking" or reverse movement of teh mouse."

That the most important part of this text. I translated it online, so it might contain a few ruff spots.

I'll check again if I can find the source John talked about in the article.

CU Mathy van Nisselroy

5355. Re: ST mouse on Atari 8 bit + Christmas hollydays

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75obff$p9n$2@nets3.rz.RWTH-Aachen.DE>
Source record: 57120

During the Christmas hollydays I will probably not come to the university. So
I will not be able to check my mail. I will check c.s.a8 via BECOTEL BBS.

CU Mathy van Nisselroy

PS A very merry Christmas and a Happy New Year to you all

5356. Re: Help! Transmuter ...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: wysk@gmx.de
Message-ID: <75oe2b$2fu$1@fermi.tro.net>
Source record: 57121

Federal Robotics <Robotics@online.de> schrieb:

Hello,

>Has anyone out there the 1987 (I think!) Codemasters game "TRANSMUTER"
>as ATR file? ... or at least a hint whether an ATR exists or where to
>get it?

I have a "Transmuter" ATR Image, but it works only on real Ataris, not
on emulators.

cu,

Joerg

5357. Re: atari users

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <367FD960.27CE@geocities.com>
Source record: 57122

Very interesting site! I have some regular Atari Cassettes if you
would like those snail mailed to you for your archieve. :)

Clu

5358. Re: Atari800Win with large ATRs?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: rich@cstone.net
Message-ID: <75oqfsoib1@nnrp1.dejanews.com>
Source record: 57123

In article <75m9j1$o1m$1@jair.pressenter.com>,
"Sydtech" <REMOVENOSPAM_sydtech@sydtech.com> wrote:
> I've just started experimenting with Atari800Win, and I'd like to be able to
> take some of the large ATR images I'm using with my REAL Atari 8-bit setup
> and APE. Unfortunately, I'm having a hard time getting Atari800Win to read
> or load from any of my larger ATRs. What's the way to get these working
> with Atari800Win?

This works, as far as I know, providing you have the right pieces. First, the ATRs need to have valid headers (many don't, unfortunately). Second, you need to be using an appropriate DOS - namely, later versions of MyDos - that understand very large sector sizes.

> It'd be really cool if there were a way to get Atari800Win to work with APE,
> which has some really cool support for direct PC hard disks, and a menuing
> system.

Atari800Win already directly supports PC hard disks and has a menuing system for floppies. There is further functionality (reading protected disks) that is more interesting in APE, and I've asked the author already about working together for that.

-Rich

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5359. Re: /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <367FE073.1B21@geocities.com>
Source record: 57124

Thank again James.. or is it Russ? Is one a handle?

Well, I'll type in the progs and see what I get.

Clu

5360. re: looking for a good home for an Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: rpraetorius3@my-dejanews.com
Message-ID: <75os31$q54$1@nnrp1.dejanews.com>
Source record: 57125

rpraetorius wrote:

> > Atari 800 with 1050 & Percom disk drives, Koala pad, trackball,
> > OSA+, Action!, numerous games and utilities (detailed list available
> > on request). $50 + shipping (or you pick up in Mass.).
[snip]
> and, seeing no posts in reply to my initial offer, it's now $20 +
> shipping (free delivery in eastern MA or southern NH).

A taker has been found. Thanks for all the offers.

rpraetoriusATaspenresDOTcom

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5361. Early Happy Xmas...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <367f93b2.2967662@news.demon.co.uk>
Source record: 57126

Just a quick merry xmas to *all* in here..

Thought I would do this before some of you guys / gals shut down for Xmas. As always I have had a load of fun in here and even been able to help one or two..

So to Rich (monitor please!! :), Gareee, Jon, Jindrich, Bill etc etc etc

MERRY XMAS
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5362. Atari Auction

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <75or7o$m5o$1@barcode.tesco.net>
Source record: 57127

Offers on Atari 8-bit carts

15 Barnyard Blaster $5
28 Cloudburst $5
33 De Lux Invaders $5
34 Demon Attack $5
42 Eagles Nest $5
47 Fast Eddie $5
53 Gateway to Apshai $5
55 Gorf $5
56 Gyruss $5
57 Journey to the Planets $5
62 K razy Antics $5
94 Serpentine $5
95 Speedway Blast $10
109 Zaxxon $10

richard.daley@tesco.net

England

Serious bid. Payment by US dolarr draft to include postage costs (of course)
home address 64 Marshwood Avenue, Canford Heath, Poole, Dorset, England,
BH17 9EP. If successful, I will ask you to send them to me C.O my owrk
address.

Hope to hear soon. Happy Christmas.

Richard

5363. Re: Crossposting [was: Where 8-bit Atarians...]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: phil_stewart@yahoo.com
Message-ID: <36800742.36680984@news.freeserve.net>
Source record: 57128
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Sun, 20 Dec 1998 08:28:20 -0000, "Brian Watson"
<brian@spheroid.demon.co.uk> wrote:
>until someone sets up a comp.sys.crossformat.offtopic

Excellent idea! Dunno what they would think of it news.groups, though.
I wonder ...

Form Phil

Certified nutter and author of
http://stewart.connect-2.co.uk/weird/stuff.html
From Phil

Certified Nutter and author of
http://stewart.connect-2.co.uk/weird/stuff.html
and on a more intellectual note
http://stewart.connect-2.co.uk/alltcpc.html

5364. Re: EXE or COm to ATR Help

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: "Steven E. Posey" <stevenposey@usa.net>
Message-ID: <75p2ij$m8u@enews1.newsguy.com>
Source record: 57129

Jindrich Kubec wrote in message <367F5195.12038821@asw.cz>...
>RalphXPN wrote:
>>
>> Hello everybody
>>
>> what utillity can I use to make an ATR file from seperate executable
files.
>> for use on my emulator???
>
>Learn how to use DOS. (Hint: L is the correct option in DOS 2.0)

Cute...

I would suggest ImageMan from the Umich archive (check the faq for the
address). It's quite good at creating ATR files that you can then browse
the hard drive for Atari files to add to the ATR.

Good luck,
Steven

5365. Re: FTP Site for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: "Steven E. Posey" <stevenposey@usa.net>
Message-ID: <75p3k3$mog@enews1.newsguy.com>
Source record: 57130

OK, I connected, but there's nothing there. What's the scoop?

Steven

jeking@NOSPAM.COM wrote in message <75atj9cme1@news.xmission.com>...
>I've setup my own FTP server. Its accesible (from my home) via 128kb at
>ftp.kingtechsvcs.com
>
>
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

5366. Atari 8-bit Auction - Just Over 6 HRS Left!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <75p6obken1@ramp2.tir.com>
Source record: 57131

Rules:

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
__1	4-Button Joystick	$1.99		
__2	Atari Paddles	$2.99		
__3	Paperclip Protection Key	$2.99		
__4	SVI Quickshot I Joystick	$1.99		
__5	homemade cart. Inverter (untested)	$2.99	$2.99	Clu
__6	3-D Tic-Tac-Toe Cart.	$2.99		
__7	Ace of Aces Cart.	$3.49	$3.50	Perry
__8	Action Language Cart. (w/manuals)	$9.99	$17.00	skibo
__9	Alien Ambush Cart.	$3.49	$3.50	Perry
_10	Archon Cart.	$3.49	$4.50	Clu
_11	Asteroids Cart.	$2.99	$3.50	Perry
_12	AstroChase Cart.	$3.49	$4.00	Perry
_13	AtariArtist Cart.	$2.99		
_14	Ballblazer Cart.	$3.49	$3.50	Perry
_15	Barnyard Blaster Cart.	$2.99	$3.00	Perry
_16	BASIC Cart.	$2.99		
_17	BASIC Cart. (w/ orig. box)	$2.99		
_18	BASIC XL Cart.	$4.99	$5.75	DeMita
_19	Basketball Cart.	$2.99		
_20	Battlezone Cart.	$3.99	$4.50	Clu
_21	Blue Max Cart.	$3.99	$4.00	Sutton
_22	Bug Hunt Cart.	$2.99		
_23	Bug Hunt Cart. (w/manual)	$3.99		
_24	Bug Hunt Cart. (w/o case)	$0.99		
_25	Caverns of Mars Cart.	$2.99	$4.50	Bianco
_26	Centipede Cart.	$2.99		
_27	Choplifter Cart.	$3.99	$4.00	Perry
_28	Cloudburst Cart.	$3.99	$4.00	Sutton
_29	Computer Chess Cart.	$2.99		
_30	Congo Bongo Cart.	$3.99		
_31	Crossfire Cart.	$3.99	$4.50	Bianco

_32 Defender Cart. $2.99
_33 Deluxe Invaders Cart. $3.99 $4.00 skibo
_34 Demon Attack Cart. $3.99
_35 Dig Dug Cart. $2.99
_36 Donkey Kong Cart. $3.99
_37 Donkey Kong Jr. Cart. $3.99
_38 E.T. Phone Home Cart. $2.99 $2.99 Clu
_39 E.T. Phone Home Cart. (unopened) $4.99 $5.00 Sutton
_40 E.T. Phone Home Cart. (unopened) $4.99
_41 E.T. Phone Home Cart(w/manual+box) $3.99
_42 Eagles Nest Cart. $3.99
_43 Eastern Front (1941) Cart. $2.99
_44 Eastern Front (1941) Cart. $2.99
_45 Eastern Front (1941) Cart. $2.99
_46 Eastern Front (1941) XE Cart. $3.99
_47 Fast Eddie Cart. $3.99 $4.50 Bianco
_48 Flight Simulator II Cart. $3.99
_49 Flight Simulator II Cart(w/manual) $6.99 $7.00 Baker
_50 Football Cart. $2.99
_51 Frogger Cart. $3.99
_52 Galaxian Cart. $2.99
_53 Gateway to Apshai Cart. $3.99 $4.50 Bianco
_54 Gato Cart. (w/manual) $4.99
_55 Gorf Cart. $3.99
_56 Gyruss Cart. $3.99 $4.00 Perry
_57 Journey to the Planets Cart. $3.99 $4.00 skibo
_58 Joust Cart. $2.99
_59 Joust Cart. $2.99
_60 Jumbo Jet Pilot Cart. $2.99 $3.00 Perry
_61 Jungle Hunt Cart. $2.99
_62 K-razy Antiks Cart. $3.99 $4.50 Bianco
_63 K-razy Shootout Cart. $3.99 $5.00 Sutton
_64 Kaboom! Cart. $3.99
_65 Lode Runner Cart. $3.99 $4.00 Sutton
_66 Logic Levels Cart. $3.99 $4.00 Perry
_67 Mario Brothers Cart. $3.99 $5.50 DeMita
_68 Master Type Cart. $3.99 $4.00 skibo
_69 Microsoft Basic II Cart(w/manuals) $4.99 $5.50 DeMita
_70 Millipede Cart. $3.49
_71 Miner 2049'er Cart. $3.99 $4.00 Sutton
_72 Missile Command Cart. $2.99
_73 Monkey Wrench II Cart(untested) $3.99 $4.50 Perry
_74 Moon Patrol Cart. $3.99 $4.50 Sutton
_75 Mountain King Cart. $3.99 $5.50 Bianco
_76 MPP Smart Terminal Cart. $2.99
_77 Ms. Pac-Man Cart. $2.99
_78 Music Composer Cart. $2.99
_79 Necromancer Cart. $3.99 $4.00 Perry
_80 One On One Cart. $3.99
_81 One On One Disk (w/manual) $2.99

_82 Pac-Man Cart. $2.99
_83 Pengo Cart. $2.99 $3.00 Sutton
_84 Pilot Language Cart. $3.99 $4.00 DeMita
_85 Pitfall Cart. $3.99 $3.99 Clu
_86 Pole Position Cart. $2.99 $3.00 Sutton
_87 Popeye Cart. $3.99 $4.50 Bianco
_88 Q-Bert Cart. $3.99
_89 Qix Cart. $2.99
_90 Rescue On Fractalus Cart. $3.99 $3.99 Clu
_91 Return of the Jedi Cart. $3.99 $4.00 Sutton
_92 River Raid Cart. $3.99 $4.00 DeMita
_93 Robotron 2084 Cart. $3.99
_94 Serpetine Cart. $3.99
_95 Speedway Blast Cart. $3.99 $8.50 Bianco
_96 Star Raiders Cart. $2.99
_97 Star Raiders Cart. $2.99
_98 Star Raiders II Cart. $3.99 $4.25 Baker
_99 Space Invaders Cart. $2.99
100 Super Breakout Cart. $2.99
101 Super Breakout Cart. $2.99
102 Super Breakout Cart. $2.99
103 Super Cobra Cart. $3.99 $3.99 Mouchmino
104 Thunderfox Cart. (w/manual) $4.99 $5.00 Perry
105 Track & Field Cart. $3.49 $4.00 skibo
106 Video Easel Cart. $2.99 $2.99 Muchmino
107 Wizard of Wor Cart. $3.99 $4.50 Bianco
108 Wizard of Wor Cart. $3.99 $4.50 Clu
109 Zaxxon Cart. $3.99 $5.50 Bianco

5367. Re: "The Star Raiders Thread"

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: "Steven E. Posey" <stevenposey@usa.net>
Message-ID: <75p3vo$n0j@enews1.newsguy.com>
Source record: 57132

Bishop wrote in message <3677140d.2438532@news.secoast.net>...
>Just get AtariWin800 which will turn you PC into an 8 bit machine,
>then get the Star Raiders ATR file and you can play the real Star
>Raiders _and_ Privateer right on your PC!

I've been playing it on various emus for over a year now -- my wife can't stand it! It's a little tough to play with my Thrustmaster stick, since it's analog and you have to throw it a LONG way before the ship will move. I enjoy the game much more with the old Wico Bat Handle on the 800.

<snip>

>Welcome from the class of '82!!

Cool! I actually got my Atari 800 for Christmas of '82 and the only carts I got with it were PacMan & Star Raiders. It took me over a year to get to SCC1 but it was well worth it.

Steven

5368. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: "Steven E. Posey" <stevenposey@usa.net>
Message-ID: <75p476$n3n@enews1.newsguy.com>
Source record: 57133

Jeffrey S. Jewell wrote in message <36793FF9.E95B2814@ix.netcom.com>...
>Hey gang,
>
>I found my MWII Users Guide. The bad news is that I currently don't have
access
>to scanning/OCR. I noticed a kind soul mention he'd try to scan his, is
that in
>the works? If not, I can photocopy mine and send it to you.

Yeah, I'm still working on it. The OCR routines are doing a pretty good job with the text, but I don't like how it's formatting everything, so I'm going to try to work on it some more this week. Christmas Eve will be quiet here, so there should be plenty of time to work on it on Thursday. I'll try to let you know when it's done.

Steven

5369. Re: Cart reader!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: "Derek R. Pizzagoni" <drp@aval.com>
Message-ID: <36804424.540FEFB9@aval.com>
Source record: 57134

I have an item called 'Cart Clone'. I used it to back up all of my
cartridges to disk. Now I can run them without the original cartridge.
I ordered it back east around 1982 or 1983. I'll look to see if there's
any brand name or anything.

In any case, the answer is 'yes'. It does exist. I do not know what
format it stores it in.

--
Derek R. Pizzagoni
Information Technology Manager
Aval Communications, Inc.
URL: http://www.aval.com

Emmanuel Fernandes wrote:

> Hi!
>
> Does anyone know if there exist some kind of device for reading
> Atari 8-bits carts and
> save them to disk (in ATR or XFD format) ?
>
> Thanks.
>
> Emmanuel F.

5370. RF converter for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: "Derek R. Pizzagoni" <drp@aval.com>
Message-ID: <36804755.A33B1B8B@aval.com>
Source record: 57135

I have 2 Atari 800s (one w/a bad keyboard) at home, and have recently decided I'd like to poke around with one of them again. I was all set, until I found that I'm missing the RF converter (TV/GAME switchbox). Radio Shack doesn't sell them. Does anyone know where they can be found?

--
Derek R. Pizzagoni
Information Technology Manager
Aval Communications, Inc.
URL: http://www.aval.com

5371. Atari 8-Bit Auction - Less than 3 HRS Left!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <75pk0o$q10$1@ramp2.tir.com>
Source record: 57136

Rules:

Auction will expire on midnight 12/22/1998 EST. Bidders are required to include (1) lot numbers, (2) item description and (3) mailing address with any bids. Seller is obligated to sell items to the current high bidder and may do so at any time during the auction.

Please do not bid unless you intend to purchase. Good luck!

All items have been tested, unless noted.

Lot	Description	Min Bid	Currnt Bid	Bidder
__1	4-Button Joystick	$1.99		
__2	Atari Paddles	$2.99		
__3	Paperclip Protection Key	$2.99		
__4	SVI Quickshot I Joystick	$1.99		
__5	homemade cart. Inverter (untested)	$2.99	$2.99	Clu
__6	3-D Tic-Tac-Toe Cart.	$2.99		
__7	Ace of Aces Cart.	$3.49	$3.50	Perry
__8	Action Language Cart. (w/manuals)	$9.99	$17.00	skibo
__9	Alien Ambush Cart.	$3.49	$3.50	Perry
_10	Archon Cart.	$3.49	$4.50	Clu
_11	Asteroids Cart.	$2.99	$3.50	Perry
_12	AstroChase Cart.	$3.49	$4.00	Perry
_13	AtariArtist Cart.	$2.99		
_14	Ballblazer Cart.	$3.49	$3.50	Perry
_15	Barnyard Blaster Cart.	$2.99	$5.00	Daley
_16	BASIC Cart.	$2.99		
_17	BASIC Cart. (w/ orig. box)	$2.99		
_18	BASIC XL Cart.	$4.99	$5.75	DeMita
_19	Basketball Cart.	$2.99		
_20	Battlezone Cart.	$3.99	$4.50	Clu
_21	Blue Max Cart.	$3.99	$4.00	Sutton
_22	Bug Hunt Cart.	$2.99		
_23	Bug Hunt Cart. (w/manual)	$3.99		
_24	Bug Hunt Cart. (w/o case)	$0.99		
_25	Caverns of Mars Cart.	$2.99	$4.50	Bianco
_26	Centipede Cart.	$2.99		
_27	Choplifter Cart.	$3.99	$4.00	Perry
_28	Cloudburst Cart.	$3.99	$5.00	Daley
_29	Computer Chess Cart.	$2.99		
_30	Congo Bongo Cart.	$3.99		
_31	Crossfire Cart.	$3.99	$4.50	Bianco

_32 Defender Cart. $2.99
_33 Deluxe Invaders Cart. $3.99 $5.00 Daley
_34 Demon Attack Cart. $3.99 $5.00 Daley
_35 Dig Dug Cart. $2.99
_36 Donkey Kong Cart. $3.99
_37 Donkey Kong Jr. Cart. $3.99
_38 E.T. Phone Home Cart. $2.99 $2.99 Clu
_39 E.T. Phone Home Cart. (unopened) $4.99 $5.00 Sutton
_40 E.T. Phone Home Cart. (unopened) $4.99
_41 E.T. Phone Home Cart(w/manual+box) $3.99
_42 Eagles Nest Cart. $3.99 $5.00 Daley
_43 Eastern Front (1941) Cart. $2.99
_44 Eastern Front (1941) Cart. $2.99
_45 Eastern Front (1941) Cart. $2.99
_46 Eastern Front (1941) XE Cart. $3.99
_47 Fast Eddie Cart. $3.99 $5.50 Bianco
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_86 Pole Position Cart. $2.99 $3.00 Sutton
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_88 Q-Bert Cart. $3.99
_89 Qix Cart. $2.99
_90 Rescue On Fractalus Cart. $3.99 $3.99 Clu
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_94 Serpetine Cart. $3.99 $5.00 Daley
_95 Speedway Blast Cart. $3.99 $10.50 Bianco
_96 Star Raiders Cart. $2.99
_97 Star Raiders Cart. $2.99
_98 Star Raiders II Cart. $3.99 $4.25 Baker
_99 Space Invaders Cart. $2.99
100 Super Breakout Cart. $2.99
101 Super Breakout Cart. $2.99
102 Super Breakout Cart. $2.99
103 Super Cobra Cart. $3.99 $3.99 Mouchmino
104 Thunderfox Cart. (w/manual) $4.99 $5.00 Perry
105 Track & Field Cart. $3.49 $4.00 skibo
106 Video Easel Cart. $2.99 $2.99 Muchmino
107 Wizard of Wor Cart. $3.99 $4.50 Bianco
108 Wizard of Wor Cart. $3.99 $4.50 Clu
109 Zaxxon Cart. $3.99 $10.50 Bianco

5372. 8Bit books for sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-22 00:00:00 UTC
From: Douglas Carroll <dcarroll@internetcds.com>
Message-ID: <75ppj0doe1@news-02.meganews.com>
Source record: 57137

Hello everyone!

I have the following atari Compute's books left for sale:

"Compute's first book of atari graphics"

"Compute's second book of atari graphics"

"Mapping the Atari, 1st edition"

All of the books are in good condition and are priced at $10.00 each
plus shipping. I would suggest the 3 day shipping as it is only $3.00
and gets the books to you quickly at a reasonable price. Please e-mail
me if you are interested in any of these. Thanks!!

Douglas Carroll

dcarroll@internetcds.com

5373. Apple II Monochrome Monitor with Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: cv436@torfree.net
Message-ID: <F4EB4B.JE0.0.queen@torfree.net>
Source record: 57041

I'm wondering if the Monochrome monitor that came with a Apple II CS+ will work with the Atari XL/XE? It looks like a standard composite connector, you know, the RCA type jack.

I would imagine that I should be able to hook up the luminance connector from the XL/XE to the monomonitor to get the display to work?

Later...

5374. WANTED: Fort Apocalypse ATR (for Atari800Win)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: Sydtech <REMOVENOSPAM_sydtech@sydtech.com>
Message-ID: <75q187$kb0$1@jair.pressenter.com>
Source record: 57042

I'm looking around for an ATR version of Fort Apocalypse. I've got an EXE version that works just fine on my 1200XL/APE/WARP+OS setup, but refuses to run under Atari800Win. Please let me know if you have one (or feel free to send the binary!).

Thanks,
Scott

5375. Re: "The Star Raiders Thread"

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <36808d0a.30682553@news.secoast.net>
Source record: 57043

On Tue, 22 Dec 1998 16:52:37 -0500, "Steven E. Posey"
<stevenposey@usa.net> wrote:

>
>
>I've been playing it on various emus for over a year now -- my wife can't
>stand it! It's a little tough to play with my Thrustmaster stick, since
>it's analog and you have to throw it a LONG way before the ship will move.
>I enjoy the game much more with the old Wico Bat Handle on the 800.
>
I also have a hard time with my Flightstick Pro, especially selecting
sectors to jump to.

Yep, I had a Wico back then. When I saw it had a button on top and
suction cups so I could stick it to the table, I knew it was the stick
I was looking for. Imagine, being able to steer and shoot with one
hand while controlling the keyboard with the other, what a concept!!

>>Welcome from the class of '82!!
>
>Cool! I actually got my Atari 800 for Christmas of '82 and the only carts I
>got with it were PacMan & Star Raiders. It took me over a year to get to
>SCC1 but it was well worth it.
>
>Steven
>
I still have my receipt, dated 11-30-1981 (oops, I'm from the class
of 81 then!). Bought an Atari 400 w/16K for $348 and Star Raiders
for $47.90. Sped home, hooked it up to my color TV, plugged in the
cart, and turned it on. Hit the Hyperwarp key and my brain sizzled
and drained out my ears onto the floor. Nothing I have ever seen on
a computer since that moment has ever blown my head off like the first
experience with this game.

Salute!
dw
---
dwebster@mediaone.net

5376. Re: Apple II Monochrome Monitor with Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: Bill McCord <billmccord@hotmail.com>
Message-ID: <75q5fu$ii8$1@remarQ.com>
Source record: 57044

Should be able to.

Bill

Jeffery Thomas wrote in message ...
>I'm wondering if the Monochrome monitor that came with a Apple II CS+
>will work with the Atari XL/XE? It looks like a standard composite
>connector, you know, the RCA type jack.
>
>I would imagine that I should be able to hook up the luminance connector
>from the XL/XE to the monomonitor to get the display to work?
>
>Later...
>

5377. Re: FTP Site for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be2e54$d2602740$e5364382@vidar>
Source record: 57045

I connected too and there's lot of stuff there!

Steven E. Posey <stevenposey@usa.net> wrote in article
<75p3k3$mog@enews1.newsguy.com>...
> OK, I connected, but there's nothing there. What's the scoop?
>
> Steven
>
>
> jeking@NOSPAM.COM wrote in message <75atj9cme1@news.xmission.com>...
> >I've setup my own FTP server. Its accesible (from my home) via 128kb at
> >ftp.kingtechsvcs.com
> >
> >
> >
> >--
> > @ @ @ ------------------------------------ @ @ @
> > @ @ @ James King - Atari Fanatic! @ @ @
> > @ @ @ ------------------------------------ @ @ @
> > Atari 8bit Hobbyist by choice, IT Professional by Accident!
> > To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
> >
>
>
>

5378. WTB: Axlon 128K and Mosaic 64K Select RAM boards

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: rcarvel@wspice.com
Message-ID: <rcarvel-2312980355310001@memphis-du28.wspice.com>
Source record: 57046

I'm looking for an Axlon 128K and 2 Mosaic 64K Select RAM boards for the
Atari 800, complete with manuals, etc.

TIA!

Richard
rcarvel@wspice.com

5379. WTB: Pitfall II and Space Shuttle

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: rcarvel@wspice.com
Message-ID: <rcarvel-2312980401520001@memphis-du28.wspice.com>
Source record: 57047

Looking for Activision's Pitfall II and Space Shuttle Atari 8-bit carts,
complete with manuals and boxes.

Thanks!

Richard
rcarvel@wspice.com

5380. MyDOS 4.53/3 and RAMdisk

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <75qjm9phf1@nets3.rz.RWTH-Aachen.DE>
Source record: 57048

Howdy folks

As you all might remember I've been having this weird problem with MyDOS 4.53/3 (haven't tested other versions of MyDOS yet).

If I boot my 1MB (30 pin SIMM) XE without BASIC, everything is OK.
If I boot it with BASIC, the directory is empty, but the free sector count is just like when I boot without BASIC (and as it should be).

So yesterday I played around a bit. First told MyDOS (via Option O) to use only 256kB, then 512kB. Everything seemed to be OK. Booting with or without BASIC made no difference. So I tried the following:

```
--------
Drive Number or RETURN: [Return]
Verify WRITEs? [N]
Number of File Buffers? [3]
RAM disk present? [Y]
[A]xlon or [X]E type RAMdisk? [X]
Use default config for 1024? [N] <----
Size(K)? [1024] <----
Page sequence? [Return]
RAM disk drive no? [9]
--------
```

Then saved DOS to disk.
Now it does not matter if I boot with or without BASIC. (with 256k and 512k this is the same)
But now, if I copy files to the RAMdisk, the directory gets overwritten whenever I use more than somewhere between 800 and 900 single density sectors. Up till 800 sd sectors everything is OK, then shortly after that the directory is overwritten. (haven't tested that with 256 and 512k. It was late last night. BTW 256k means I tell MyDOS to use only 256. There IS 1MB inthere)

Can anybody make sense out of this? (800 to 900 sd sectors that's about 110kB!?!?!?)

CU Mathy van Nisselroy

PS I'll probably not be able to read mail before the end of the first week of january. But I will read c.s.a.8 from my home.

Best wishes to all, and don't get bit by the millenium bug!!!

5381. Re: Apple II Monochrome Monitor with Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: "Marius Diepenhorst (pokey)" <pokey@dds.nl>
Message-ID: <01be2e7f$dfe7fe80$47e79fc2@default>
Source record: 57049

> I'm wondering if the Monochrome monitor that came with a Apple II CS+
> will work with the Atari XL/XE? It looks like a standard composite
> connector, you know, the RCA type jack.
>
> I would imagine that I should be able to hook up the luminance connector
> from the XL/XE to the monomonitor to get the display to work?
>
> Later...

Hi!

I did this. It does work, but you should add an external speaker (with amplifier) to hear any sound. And furhter, my apple 2c monitor doesn't display everything nice in the center of the screen (more at the bottom). And some annoying sprite stuff at the right of the screen..

So it DOES work, but not that great I hoped...

Marius

5382. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: look@my.sig
Message-ID: <75qvnjcfb6@cfs2.kis.keele.ac.uk>
Source record: 57050
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst Graeme Wall <Graeme@greywall.demon.co.uk>
eloquently scribe:
: In message <914197030.922962@bombadil.apana.org.au>
: mwalters@news.hunter.apana.org.au (Marc Walters) wrote:

:> That (ugh) Peri though - what an atrocious American accent - couldn't
:> understand her half the time. Nice chest though.
:>
: I thought it was supposed to be an Australian Accent :-)

That was Tegan. The airline stewardess.
--

```
-------------------------------------------------------------------------------
|u5a77@teach.cs.keele.ac.uk| "I'm alive!!! I can touch! I can taste! |
| Andrew Halliwell | I can SMELL!!! KRYTEN!!! Unpack Rachel and |
| Finalist in:- | get out the puncture repair kit!" |
| Computer Science | Arnold Judas Rimmer- Red Dwarf |
-------------------------------------------------------------------------------
|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |
-------------------------------------------------------------------------------
```

5383. Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <75r308lev1@nntp2.uunet.ca>
Source record: 57051
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

```
Merry Christmas to all Atari Fans.

Best regards,

Richard.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Richard Smith
Barrie, Ontario, Canada
email: rsmith@planeteer.com
Homepage: http://toronto.planeteer.com/~rsmith
Atari Warehouse: http://toronto.planeteer.com/~rsmith/atari.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

5384. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981223111024.01060.00000584@ng-ce1.aol.com>
Source record: 57052

Thanks! Same to you...

I've got my Atari running all those cute little Christmas Programs...

I love 'em... kids don't!

5385. Re: MyDOS 4.53/3 and RAMdisk

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19981223114002.23605.00000322@ngol01.aol.com>
Source record: 57053

Im Artikel <75qjm9phf1@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) schreibt:

>As you all might remember I've been having this weird problem with MyDOS
>4.53/3
>(haven't tested other versions of MyDOS yet).
>
>If I boot my 1MB (30 pin SIMM) XE without BASIC, everything is OK.
>If I boot it with BASIC, the directory is empty, but the free sector count is
>
>just like when I boot without BASIC (and as it should be).
>
>So yesterday I played around a bit. First told MyDOS (via Option O) to use
>only 256kB, then 512kB. Everything seemed to be OK. Booting with or without
>
>BASIC made no difference. So I tried the following:
>
>--------
>Drive Number or RETURN: [Return]
>Verify WRITEs? [N]
>Number of File Buffers? [3]
>RAM disk present? [Y]
>[A]xlon or [X]E type RAMdisk? [X]
>Use default config for 1024? [N] <----
>Size(K)? [1024] <----
>Page sequence? [Return]
>RAM disk drive no? [9]
>--------
>
>Then saved DOS to disk.
>Now it does not matter if I boot with or without BASIC. (with 256k and 512k
>this is the same)
>But now, if I copy files to the RAMdisk, the directory gets overwritten
>whenever I use more than somewhere between 800 and 900 single density
>sectors.
>Up till 800 sd sectors everything is OK, then shortly after that the
>directory
>is overwritten. (haven't tested that with 256 and 512k. It was late last
>night. BTW 256k means I tell MyDOS to use only 256. There IS 1MB inthere)
>
>Can anybody make sense out of this? (800 to 900 sd sectors that's about
>110kB!?!?!?)
>
>CU Mathy van Nisselroy

Hi Mathy!

For your type of ramdisc (you use D301: PB0,PB1,PB2,PB3,PB6,PB7) you must
answer the question for your 'Page sequence? ' with

20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F,
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F,
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF,
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF

to access all of the 1MByte.

if i remember correct, you must close this with 00 or FF,
read the MYDOS manual for details.

bye, Andrï¿½.

http://members.aol.com/MacFalkner

5386. Re: RF converter for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: "Derek R. Pizzagoni" <drp@aval.com>
Message-ID: <36812DFD.C28A37A3@aval.com>
Source record: 57054

My TV is about 5 years old. The only input it has is the standard screw-on cable input. I thought about hooking the Atari directly to the video-in on my VCR, but I didn't think I'd get any audio, even if I did get the video to work.

I found a TV/GAME switch at Fry's Electronics last night. I brought it home, hooked it up, and it appears to work, but I think I need to get a better adapter (the 75-ohm to 300-ohm converter/balun), because there was a bit too much static, and I could make it better or worse by moving it around.

At least I got it to work again. :) Now to see if all of the peripherals work... (410 Cassete Drive, 1020 Modem, 850 Disk Drive, 1050 Disk Drive).

I'm so happy to know that there is still some life left in my first computer (first love?).

- Derek

John K. Picken wrote:

> On Tue, 22 Dec 1998, Derek R. Pizzagoni wrote:
>
> > I have 2 Atari 800s (one w/a bad keyboard) at home, and have recently
> > decided I'd like to poke around with one of them again. I was all set,
> > until I found that I'm missing the RF converter (TV/GAME switchbox).
> > Radio Shack doesn't sell them. Does anyone know where they can be
> > found?
> >
> > --
> > Derek R. Pizzagoni
> > Information Technology Manager
> > Aval Communications, Inc.
> > URL: http://www.aval.com
> >
> >
> >
> >
> I don't think you really need a "RF converter" (i.e. RF modulator). The
> TV output is already RF modulated. All you need is to plug the Atari
> output into the 75-ohm, cable TV input on the television. If you've got an
> old TV that uses 300-ohm, you need exactly the same kind of adapter (a
> balun) that is used to hook it up to cable or a VCR.
>
> John

5387. Re: Early Happy Xmas...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36813728.7A6E@geocities.com>
Source record: 57055

And a Merry Christmas to you!!

(As I kick back enjoying this discussion on my Mac while my Atari
blissfully plays christmas cassette music in the background.)

Tis a wonderful life, isn't it? ;)

Doctor Clu

5388. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3681399A.5A7A@geocities.com>
Source record: 57056

VINNIE5757 wrote:
>
> Thanks! Same to you...
>
> I've got my Atari running all those cute little Christmas Programs...
>
> I love 'em... kids don't!

Hehe.. how to let others know the nostaligia that we all share?

So far my lady is impressed. Think she's happy that I assmebled a fairly cheap Atari computer system rather than getting a $1200 iMac (so I could emulate a Atari).

I have a Atari again, my current Macintosh is excellent since that is taken care of, and I'm no longer gripping about getting a iMac. Thus all the more money I can spend on my lady.

My lady is impressed. ;)

Merry Christmas!

Doctor Clu

5389. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: Smith-Perricone <sslp@enter.net>
Message-ID: <36813dbd.0@news3.enter.net>
Source record: 57057

Tee hee hee. I was running games on 800win, and our six year old responds "Uhhh, can't we try something else!". I guess nostalgia only works if you lived it...

Merry Christmas from a re-born Atari lover!

>I've got my Atari running all those cute little Christmas Programs...
>
>I love 'em... kids don't!
>
>

5390. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: kirkadam@mindspring.com
Message-ID: <36815756.82126070@news.mindspring.com>
Source record: 57058
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

```
thanks and merry christmas to you and all atari users!

kirk

On Wed, 23 Dec 1998 10:41:19 -0500, "Richard Smith"
<rsmith@planeteer.com> wrote:

>Merry Christmas to all Atari Fans.
>
>Best regards,
>
> Richard.
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>Richard Smith
>Barrie, Ontario, Canada
>email: rsmith@planeteer.com
>Homepage: http://toronto.planeteer.com/~rsmith
>Atari Warehouse: http://toronto.planeteer.com/~rsmith/atari.htm
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>
>
```

5391. Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <FnQu2GAE2Tg2EwSU@cosine.demon.co.uk>
Source record: 57059
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Graeme:
> I thought it was supposed to be an Australian Accent :-)

Andrew:
> That was Tegan. The airline stewardess.

Full name Tegan Jovanka, played by Janet Fielding who actually was
Australian. She'd lost a lot of the accent and had to fake it a bit...
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

5392. FS: Printer Interface (USA)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <75rnsc$il9@bgtnsc03.worldnet.att.net>
Source record: 57060

For Sale: Xetec "Graphix AT" Printer Interface for Atari 8-bit computer systems. Interface plugs directly into Atari's I/O port on the computer or disk drive, and has dip switch settings for printer type. Complete in original box with original Instruction Manual. $10 (includes FREE Priority Mail Shipping within the continental U.S. 48-state area). Respond in Email to:

s.winick@worldnet.att.net

Sheldon (Comptuer STudio - Asheville, NC)

5393. Merry Christmas!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-23 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19981223175943.21271.00000586@ngol07.aol.com>
Source record: 57061

Merry Christmas to all Atari 8-bit fans!

Bertrand M. (LEXX)

5394. FA: Atari 400/800 '11' Tapes 'Rare Games' & more (0.99c / Ends 12/26)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: Steverd@cet.com
Message-ID: <TDig2.840$E_.11609@SnBeta>
Source record: 57062

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=50338022

Atari 400/800 -

Atari 400/800 Cassette programs

Includes:

B-1 Nuclear Bomber by Microcomputer Games/Avalon Hill
Caterpiggle by Scott Ludwig
Centurion by Robert Zdybel
Darts by Thorn Umi
Home Financial Management Data file set up by Thorn Umi
Magic Melody Boy by Wes Horlacher
Preschool IQ Builder 1 by PDI
Rosen's Bridgade by Gentry Soft.
Space Invaders by Atari
Stellar Shuttle by Broderbund Software
Video Math Flash Cards by R. Waller

Steve
(300+ ebay rating)

5395. FA: Atari 400/800 '14' Tapes 'Rare Games' (ends 12/26)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: Steverd@cet.com
Message-ID: <kFig2.842$E_.11609@SnBeta>
Source record: 57063

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=50336479

Atari 400/800 Cassette programs

Includes:
Baja Buggies by Gamestar
Downhill by MArk Reid
Figure Fun - Fizzbuzz by Thorn Emi
Frogger by Sega
Impact 1.0 by David Buehler
Intro to Graphics by Atari
Jack & Jill by Thorn Emi
Juggles Rainbow by Atari
Mickey in the Great Outdoors by Walt Disney
Rear Guard (nothing else on label)
Salmon Run by Bill Williams
Sammy the Sea Serpent by PDI
Writing Programs (2 Tapes)by Atari

Steve
(300+ Ebay Rating)

5396. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <ILYGBBBSUP@data.rhein-main.de>
Source record: 57064
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

In <75r308lev1@nntp2.uunet.ca> "Richard Smith" wrote:

>Merry Christmas to all Atari Fans.

Thank you !

Also the best wishes from germany.
Merry Chrismas :)

Regards, Robert

--
-= Home of DOIT-Archives =-

Nemesis F030 CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

5397. Rtime8 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <75tcdp$cj0$1@news.xmission.com>
Source record: 57065

I have three R-Time8 carts... all used to work just fine. About a year ago, all three stopped working.

One of them (when plugged in), wont even allow the computer to boot. The other two arent detected and wont hold time.

Any suggestions appreciated?

--Ive already cleaned the contacts on the card edge and replaced the batteries.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

5398. Re: Rtime8 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981224080122.09666.00000869@ng-fd2.aol.com>
Source record: 57066

Wow... that's odd.... if you've replaced the batteries... positive side up...
maybe it's your hardware??? What DOS are you using...

This is real strange...

5399. Re: Merry Christmas!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19981224080228.09666.00000870@ng-fd2.aol.com>
Source record: 57067

Ditto....

Merry Christmas to all....!

and to all.. a good 'byte'!
Vinnie

5400. FS: Misc Atari 8-bit system items (USA)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <75tf9c$qrg@bgtnsc02.worldnet.att.net>
Source record: 57068

For Sale: Misc 8-bit Atari items:

- Microleague Baseball: software, complete with original
diskettes, owner's manuals and original documentation,
all in original box. $5

- Atari 130XE Personal Computer Owner's Manual. $5

- Atari DOS 3 Disk Operating System Reference Manual. $3

- Inside Atari Basic (book). $3

Add $3 for Priority Mail shipping per order. Reply in Email to:

s.winick@worldnet.att.net

Sheldon (Computer STudio - Asheville, NC)

5401. ST-Mouse

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: Daniel.Pralle@t-online.de
Message-ID: <75tkgqfpq1@news00.btx.dtag.de>
Source record: 57069

hello!
I noticed that there is a problem with ST-Mouse, but I can't imagine
what it is. If you need a routine which deals with the mousse, I can help you.
I've got two. One in an Timer-interupt slows down the whole system and
one which halts the system - not the interupts, of course - until you press
left or right(the "strig(0) < 10"-way) button.
please just ask for it, if you really need them, 'caus I would have to
searche them really bad and I've got no XL-System running at the moment.
ciao
Creature XL

5402. Problems with DCM-Format

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: Daniel.Pralle@t-online.de
Message-ID: <75tl3rfpq3@news00.btx.dtag.de>
Source record: 57070

I have got a big Problem!
Some Files I really need are stored as DCM-Files on the iNet.
I have a PRG called "dcm2atr" by E.R. Schreurs but it failed on
some DCM. For Example: "ass130a.dcm".
I need this assembler very badly. Any one got a working ATR-File?
ciao
Creature XL

5403. BBS

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <914524720.8042.0.muttley.d4ee0f47@news.demon.nl>
Source record: 57071

Can you add the following two BBS systems to the list:

Location: The Netherlands

Thunderdome BBS
+31-416-279990 (21:00 - 8:00) online.
Pro! node #471
Sysop Fox-1

The Underground Node #472
+32-416-561927 (24hr/7 days) * Under construction *
Pro! Node #472
Sysop*TXG

5404. Re: WANTED: Fort Apocalypse ATR (for Atari800Win)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <3682977B.EC359F2F@ix.netcom.com>
Source record: 57072

I absolutely love this game, and I've finished it several times, but there's one thing that keeps bugging me...

In the second (green) cave, there're two tunnels down to the lowest levels. These tunnels have blocks that move up or down. They must be moving down in order to get through the tunnels.

I can't find the way to _make_ those blocks switch directions when I need them to. If they're going down, I can win. If not, I have to crash my copter and hope they've reverse on my next one.

Is there a way to purposefully make those things switch direction?

Thanks,
Jeff

Fitzhugh wrote:

> Here ya go!
>
> This works on Atari800Win 2.4 - I remember completing this game years ago,
> it's one of my all-time favourites!
>
> Enjoy it - Merry Christmas!!
>
> Karl
>
> ------------------
>
> Sydtech wrote in message <75q187$kb0$1@jair.pressenter.com>...
> >I'm looking around for an ATR version of Fort Apocalypse. I've got an EXE
> >version that works just fine on my 1200XL/APE/WARP+OS setup, but refuses to
> >run under Atari800Win. Please let me know if you have one (or feel free to
> >send the binary!).
> >
> >Thanks,
> >Scott
> >
> >
>
> Name: FORTAPO2.ATR
> FORTAPO2.ATR Type: unspecified type (application/octet-stream)
> Encoding: x-uuencode

5405. W: Atari 130XE!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: peter@soemtron.handshake.de
Message-ID: <77T56lE$zHB@peter.soemtron.handshake.de>
Source record: 57073

Howdy !

My good old 130XE get toasted for a while so I need a new one. Well it's quite frustrating, because nobody has left any atari?

Common! I did love my Atari and I want to do the cool stuff I did (320k, Qmeg, SIO2PC, ICE-T etc., polish demos, games).

So my final question: Has anybody an XE for me?! I NEED IT!

please look at my e-mail adress ".de" .. so any offers outside europe might be to expensive for me.

thaanks for all offers!

-thomas

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

5406. Re: RF converter for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-TPj4PmVV841f@draco>
Source record: 57074

On Wed, 23 Dec 1998 17:53:01, "Derek R. Pizzagoni" <drp@aval.com>
wrote:

> My TV is about 5 years old. The only input it has is the standard screw-on
> cable input. I thought about hooking the Atari directly to the video-in on
> my VCR, but I didn't think I'd get any audio, even if I did get the video to
> work.
>
> I found a TV/GAME switch at Fry's Electronics last night. I brought it home,
> hooked it up, and it appears to work, but I think I need to get a better
> adapter (the 75-ohm to 300-ohm converter/balun), because there was a bit too
> much static, and I could make it better or worse by moving it around.
>
> At least I got it to work again. :) Now to see if all of the peripherals
> work... (410 Cassete Drive, 1020 Modem, 850 Disk Drive, 1050 Disk Drive).
>
> I'm so happy to know that there is still some life left in my first computer
> (first love?).
>
> - Derek
>
>
> John K. Picken wrote:
>
> > On Tue, 22 Dec 1998, Derek R. Pizzagoni wrote:
> >
> > > I have 2 Atari 800s (one w/a bad keyboard) at home, and have recently
> > > decided I'd like to poke around with one of them again. I was all set,
> > > until I found that I'm missing the RF converter (TV/GAME switchbox).
> > > Radio Shack doesn't sell them. Does anyone know where they can be
> > > found?
> > >
> > > --
> > > Derek R. Pizzagoni
> > > Information Technology Manager
> > > Aval Communications, Inc.
> > > URL: http://www.aval.com
> > >
> > >
> > >
> > >
> > I don't think you really need a "RF converter" (i.e. RF modulator). The
> > TV output is already RF modulated. All you need is to plug the Atari
> > output into the 75-ohm, cable TV input on the television. If you've got an

> > old TV that uses 300-ohm, you need exactly the same kind of adapter (a
> > balun) that is used to hook it up to cable or a VCR.
> >
> > John
>

Also try sliding the switch back and forth from tv to game, sometimes
they get dirty from sitting in the package.

5407. Re: WANTED: Fort Apocalypse ATR (for Atari800Win)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: Sydtech <REMOVENOSPAM_sydtech@sydtech.com>
Message-ID: <75u82dhpd1@jair.pressenter.com>
Source record: 57075

Fitzhugh wrote in message <3682457d.0@159.153.58.247>...
>Here ya go!
>
>This works on Atari800Win 2.4 - I remember completing this game years ago,
>it's one of my all-time favourites!
>
>Enjoy it - Merry Christmas!!
>
>Karl

Cool!

This made my afternoon! Thanks!

Scott

(inexplicably ignoring his souped up 1200XL/WARP+OS/APE setup to play with
Atari800Win on a Micron 450)

5408. Re: PLEASE HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: ernstk@delphi.com
Message-ID: <J5VVA4S.ernstk@delphi.com>
Source record: 57076

Hajjej <hajjej@aol.com> writes:

>If anyone wants to sell me a 2400 baud modem for $10, ill gladly accept. Also,

JDR Microdevices is advertising a Motorola 28.8kbps external modem for $19.99
www.jdr.com 1-800-538-5000
Do you have some interface box like the P:R:Connection.
I have a Atari SX212 that works directly from the I/O port with the
proper software.
Good luck!
Klaus Ernst NYC,USA

5409. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: David <david@persona.clara.net>
Message-ID: <QiAg2.38$OU.147@nnrp2.clara.net>
Source record: 57077
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Doctor Clu wrote in message <36796CD2.75CA@geocities.com>...
>> Although I quite like Patrick Troughton.
>> He was a bit of a clown, but he could also pull it off, unlike Sylvester
>> McCoys early episodes.

Personally, I reckons Sylvester would have been the best... with decent
scripts instead of the shit the beeb was churning out....!

5410. No cart in box

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: "m.j.beau" <mjzbeau@texas.net>
Message-ID: <3682EB79.4FF5@texas.net>
Source record: 57078
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

A few days ago I received a package in the mail, containing a shrinked Atari 8-bit computer game, Demon Attack. Well, it sat here for a couple of days until I finally got around to tearing the shrink wrap off of the game box; here is what I found... TWO Demon Attack instruction manuals, TWO Imagic game catalogs, TWO warranty cards, and NO CARTRIDGE!!! This certainly appears to be an original factory shrinked game (it still had some very old price stickers attached to the shrinkwrap) and the contents were otherwise completely mint. In fact, the same seller also sold me 5 other boxed 8-bit games, and they were all complete as advertised, so it appears that it was definitely a factory screw-up. I didn't buy a whole lot of new games back in the day, but I have opened many dozens of shrinked Classic games in the last couple of years, and this is the first surprise or unusual occurance I have come across. Also, needless to say, the extra 8-bit Demon Attack instruction manual and Imagic catalog are available for trade :)

---> SPAM-BLOCK engaged; for REPLY mail please
remove the 'z' from mjzbeau@texas.net

By the way, the Imagic catalog is # 700500-1 Rev.D
I already have Rev.A and Rev.C, so I will happily swap for Rev.B
(or whatever other good catalogs or instructions you might offer)

5411. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: gippah <gippah@spyvspy.com>
Message-ID: <uE5wdF7L#GA.239@news1.texas.rr.com>
Source record: 57079
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

David wrote in message ...
>
>Doctor Clu wrote in message <36796CD2.75CA@geocities.com>...
>>> Although I quite like Patrick Troughton.
>>> He was a bit of a clown, but he could also pull it off, unlike Sylvester
>>> McCoys early episodes.
>
>
>Personally, I reckons Sylvester would have been the best... with decent
>scripts instead of the shit the beeb was churning out....!

I'm not so sure of that. I'll bet Tom Baker or John Pertwee could have made the stories that Sylvester got stuck with a lot more interesting. The only time I considered McCoy's acting to be good was on that otherwise awful Fox TV special where he regenerated....

5412. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-24 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <13349-368326B4-43@newsd-221.iap.bryant.webtv.net>
Source record: 57080

speaking of new products for the 8-bit,would anyone be interested in having zybex released on cart,if we can get the rights to it,i am playing my christmas present to me all day,a actuall working prototype of zybex on a super cart,hehehe:),let me know,and if you know who owns this,we would like to make arrangments on some sort of royalty to do this,if you have any other game or utility that you woud like to see,let me know,we may get the rights to do it,thanks,
lance

5413. Re: Atari to hauppauge t.v. tuner

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <P%Lg2.189$dD.547@newsfeed.slurp.net>
Source record: 56988

I started off using my 130XE being hooked up to my ATI All-In-One Pro video card, which has the same (cable) connection as the Hauppauge tv tuner and it worked fine (composite mode). Of course, now I use a tv set because my son uses it when he comes to visit; so I have it on another desk.

Alan Mc Mindes <vtepes@ionet.net> wrote in message news:75vs1nqra1@ionews.ionet.net...
>In article <75f11pjvm1@news6.svr.pol.co.uk>,
>magrep@northnottsmag.freeserve.co.uk says...
>>
>>i would be interested in how you get on, because I am thinking of buying a
>>TV card for such a job.
>>magrep@northnottsmag.freeserve.co.uk
>>
>>Michael Murton wrote in message
<75btl8$3cr$1@mendelevium.btinternet.com>...
>>>any fellow atarian fans know what channel the atari 800 or the st use on
>>win
>>>tv, if indeed it can be used.
>>>
>>>michael.d.murton@btinternet.com
>>>
>>>
>I've been thinking of doing such a thing myself. 8-) I was laboring under
the
>assumption that the win TV card would be used through composite video and
>audio RCA plugins.
>

5414. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: David <david@persona.clara.net>
Message-ID: <qUNg2.209$OU.326@nnrp2.clara.net>
Source record: 56989
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

gippah wrote in message ...
>>Personally, I reckons Sylvester would have been the best... with decent
>>scripts instead of the shit the beeb was churning out....!
>I'm not so sure of that. I'll bet Tom Baker or John Pertwee could have
made
>the stories that Sylvester got stuck with a lot more interesting. The only
>time I considered McCoy's acting to be good was on that otherwise awful Fox
>TV special where he regenerated....

I dunno... Battleground wasn't so bad in his "hinting at being Merlin in a
later regeneration" role... and even some of the even-worse stories hinted
at a lot of potential....
He wasn't bad in the Fox film tho, was he? Considering the short lenght of
his part ... carried off the "end of regeneration" bit pretty well...

5415. Re: Merry Christmas!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3683A6F6.A922AB25@erols.com>
Source record: 56990

```
freedom2436@my-dejanews.com wrote:
>
> In article <19981224080228.09666.00000870@ng-fd2.aol.com>,
> vinnie5757@aol.com (VINNIE5757) wrote:
> > Ditto....
> >
> > Merry Christmas to all....!
> >
> > and to all.. a good 'byte'!
> > Vinnie
> > Merry Christmas to all and to all a good night ! ! !
>
You know, I agree with you on a lot of what you said, but why this
newsgroup? It's hardly on-topic.
```

5416. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3683A763.3848DE8B@erols.com>
Source record: 56991

Happy holidays, guys and gals, and a happy, healthy New Year to all.

BTW, I got an announcement from Microsoft's Y2K department, stating that
the release of Windows 2000 will be delayed until second quarter, 1901.

Take care.

Alan

LWhite6497 wrote:
>
> >>Merry Christmas to all Atari Fans.
>
> Ditto, for sure. Now for a few Christmas
> wishes...
>
> 1. A new issue of AC...real soon now.
> 2. A workable 80-column upgrade.
> 3. More A8 items released to the public
> domain.
> 4. An A8 driver for a CD-ROM.
> 5. The first stand-alone A8 accelerator.
> 6. Release of a viable 65816 upgrade.
>
> "and visions of Atari danced in his head."
> Larry

5417. Zybex on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19981225112950.25441.00000571@ngol06.aol.com>
Source record: 56992

Hi Lance!

Releasing Zybex on ROM is a great idea!
The nice thing is that the game works flawlessly on NTSC systems.

I think the rights to all Zeppelin Games (Zybex, Draconus, Mountain Bike Racer,
Cavernia...) were sold to Derek Fern in the UK (Micro Discount).
The games were originally on tape and he wanted to release disk versions.
It seems Derek's site is down, but he may be reachable by phone...

Atarily,
Bertrand M. (LEXX)

5418. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <2pkC1DAWE9g2Ew1Y@cosine.demon.co.uk>
Source record: 56993
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

David:
> I dunno... Battleground wasn't so bad in his "hinting at being Merlin
> in a later regeneration" role... and even some of the even-worse
> stories hinted at a lot of potential....

One of my all-time favourite scenes is from Remembrance of the Daleks,
the "didn't we have trouble with the prototype" bit. And the line they
cut "Oh Davros, I'm so much more than *just* another Time Lord" was
wonderful...

> He wasn't bad in the Fox film tho, was he? Considering the short
> lenght of his part ... carried off the "end of regeneration" bit
pretty well...

Unless you've seen the *full* version of the operation scene that was
shown on US and Australian telly, the final scream is a tad over the
top... =-)

It's worth having the Australian version, it's PAL, it's longer
(including the scene where Chang Lee's mates get shot as well as the
bullets just bouncing off the TARDIS) and it's not been darkened off to
look like an episode of the X-Files! =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

5419. Re: BBS

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: "Marius Diepenhorst (pokey)" <pokey@dds.nl>
Message-ID: <01be304e$8056b120$47e79fc2@default>
Source record: 56994

Rene de Bie <Rene@underground.demon.nl> schreef in artikel
> Location: The Netherlands
>
> Thunderdome BBS
> +31-416-279990 (21:00 - 8:00) online.
> Pro! node #471
> Sysop Fox-1

HEY (!!) you should add Central European Time (CET) to that 21:00-08:00
notification, because not everybody knows "the Netherlands" is CET.

> The Underground Node #472
> +32-416-561927 (24hr/7 days) * Under construction *
> Pro! Node #472
> Sysop*TXG

I guess you mean +31-416-561927.....

Greetz.

Marius

5420. Help! DC3 Format ...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: Federal Robotics <Robotics@online.de>
Message-ID: <36841583.9CA390B6@online.de>
Source record: 56995

Hi!

I recently downloaded some scene demos from a polish ftp server - they
are all DC3 files!
Question: What to do with it to get it into ATR?

DC3 seems to be no special emulator format, but an original file format
(?). However, when I had an Atari 800 XL myself, I never had a DC3 file,
so what's this all about?

Thanks for your attention!

5421. Re: No cart in box

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: Dan Mazurowski <smedley@gte.antispam.com>
Message-ID: <3684190B.26B8A5ED@gte.antispam.com>
Source record: 56996
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

"m.j.beau" wrote:
>
> game box; here is what I found... TWO Demon Attack instruction manuals,
> TWO Imagic game catalogs, TWO warranty cards, and NO CARTRIDGE!!!

I have a loose Demon Attack cart. Average condition. (I believe it has
some actiplaque, not sure right now.) I have no reason to keep it since
it won't work on my XEGS. Anyways, if you want it, you can have it. Just
e-mail me your address and I'll send it your way, no charge.

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ISP address.

5422. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: gippah <gippah@spyvspy.com>
Message-ID: <OFCQKbHM#GA.316@news1.texas.rr.com>
Source record: 56997
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

David wrote in message ...
>
>
>I dunno... Battleground wasn't so bad in his "hinting at being Merlin in a
>later regeneration" role... and even some of the even-worse stories hinted
>at a lot of potential....
>He wasn't bad in the Fox film tho, was he? Considering the short lenght of
>his part ... carried off the "end of regeneration" bit pretty well...

Yeah I think he did an excellent job in the film... He was probably the
highlight of the film really, although the tardis did look very nice too.

5423. Re: Merry Christmas!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: freedom2436@my-dejanews.com
Message-ID: <75urqhlbt1@nnrp1.dejanews.com>
Source record: 57081

In article <19981224080228.09666.00000870@ng-fd2.aol.com>,
vinnie5757@aol.com (VINNIE5757) wrote:
> Ditto....
>
> Merry Christmas to all....!
>
> and to all.. a good 'byte'!
> Vinnie
> Merry Christmas to all and to all a good night ! ! !

High Crimes and Misdemeanors

What are high crimes and misdemeanors? Is it too much to assume that rational people would rise up in protest if the President defendant had indeed committed high crimes and misdemeanors? Does anybody who is reasonable and seeks to uphold the rule of law, actually believe that the public would tolerate a President who is in fact guilty of perjury, of obstruction of justice and of abuse of power? The standards of the vast majority are clearly too high to dismiss the sort of abuse that is alleged. But most of the charges have proved to be so utterly preposterous that they collapsed on their own transparent frivolity. The only thing that remains is the McCarthyite charge that crimes were committed but details cannot be exposed. It's the old, perpetual, pending investigation gimmick -keep the target under investigation, claim phony secrecy privileges and he or she is always a suspect. And that is the sort of suspended animation that produced the desperate charge that President Clinton is guilty of perjury -but who says?

That is the question and it not entirely facetious because it goes to the heart of "specific intent". In particular, perjury is a specific intent crime that relies upon the mindset of the defendant. When, for example, Monica Lewinsky said she hadn't had a sexual relationship with Bill Clinton, she was telling the truth because Monica Lewinsky made a clear distinction between what she called "fooling around" and sexual intercourse. It is Linda Tripp who ultimately insists that Monica committed perjury because she is the one who persistently quarelled with Monica, in effort to plant in her mind, the necessary elements that are required by law, to expose a target to the charge of perjury. It all sounds absurd and difficult to imagine but it's all on tape and the charge cannot simply be dismissed. Blinded by the mentality that the end justifies the means, criminal perpetrators do not appreciate the scope of self-incrimination. On tape, Linda Tripp is heard clearly insisting that Lewinsky and Clinton had sex, and she aggressively disputes the "fooling around" characterization

that Lewinsky firmly believed. Indeed, she pushed and pushed and pushed to the point where Linda Tripp claimed that if you have an orgasm, it's sex. Can you imagine a grown woman, any grown woman, arguing with a young girl, any young girl, about the definition of sex? Can you imagine a grown woman, any grown woman, insisting that orgasm equals sex? Is masturbation also sex? If they are willing to re-write the dictionary to expose the President of the United States to the charge that he committed perjury, is there anything that they are not willing to do?

Like Linda Tripp, attorneys for Paula Jones were preoccupied by the bizarre obsession to define sex. In the end, the tortured definition they produced provided Bill Clinton a cover to deny a sexual relationship -and the trap was sprung. But it was a trap with an illusory bite. Perjury is not the failure or the reluctance to expose a sexual play by play. It was a nice try, but it was a trap that lacked substance and demanded the sort of zeal that reasonable prosecutors reject. Moreover, if collusion between Linda Tripp, the Jones camp and the Office of the Independent Council is responsible for the parsimonious definition about sex, the astounding scope of the behind-the-scenes set-up reflects unethical, clever lawyering, to say the very least. Having deliberately limited their questions to encourage Clinton to mislead, it certainly takes extraordinary contempt for the law to turn around and call that perjury. There is indeed no limit to the stretch of reason that Clinton's accusers claim. They even have the unbridled arrogance to call Jones versus Clinton a Federal civil rights action. Frivolous on merit, bogus on substance, Jones versus Clinton was about abusing the court system to procure a perjury charge about a non-criminal matter. Lawyers for Paula Jones essentially betrayed the fact that they were more anti-Clinton crusaders than advocates for Paula Jones when they claimed that Clinton was guilty of perjury, obstruction of justice and abuse of power. Having oblitherated the distinction between the Jones camp and Starr's office, it is clearly naive to deny the evident collusion. Indeed, the assault was essentially treasonous, because Monica Lewinsky and the Jones case were used in a manner which was tantamount to manufacturing justification to criminally indict the President of the United States.

And when the Jones case was thrown out of court, even the inconsistent Dick Morris, the very man whose rhetoric is selectively used to demonize Clinton, claimed that Paula Jones owed the entire country an apology. Isn't it ironic that Paula Jones owes Bill Clinton what she in fact demanded from him? Indeed, isn't everything about a witch hunt ironic, when the rule of law comes to bear? Isn't the effort to turn Dick Morris into the John Dean of the Whitewater scandal, a laughable, transparent fraud? Black is not white and white is not black. Service justice my friend. Service justice well because if you do not, anybody can call you a murderer, and instead of substantiating the charge, they will simply compare you to other murderers and demand a confession. Confess and die fast, defy and die slow. Guilty today, or guilty tomorrow. You will be confined and the switch will be pulled. Your body

will convulse and your eyes will pop. Justice for one, justice for all.

Resist the temptation to label and destroy. To borrow Mary Bono's repeated boast, this is not the work of lawyers. This is not a defense for Bill Clinton. This is simply a reflection of every single, reasonable person who is sick and tired of all the bullshit and you can take that poll to the bank.

http://www.angelfire.com/va/nsnews/news.html

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5424. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981224213810.27649.00001420@ng40.aol.com>
Source record: 57082

```
>>Merry Christmas to all Atari Fans.

Ditto, for sure. Now for a few Christmas
wishes...

1. A new issue of AC...real soon now.
2. A workable 80-column upgrade.
3. More A8 items released to the public
domain.
4. An A8 driver for a CD-ROM.
5. The first stand-alone A8 accelerator.
6. Release of a viable 65816 upgrade.

"and visions of Atari danced in his head."
Larry
```

5425. Re: /|\ AUNT - C-64 SUPER CPU

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981224224520.05858.00001324@ng-fr1.aol.com>
Source record: 57083

Hi Richard-
Where did you read Bob's 80 column
upgrade article? Is it in electronic format
somewhere?

>It was like hitting a wall at ~2.1 mHz. Nothing I could do would even
>get the system to boot at that speed.

I started a very long reply to this, and got knocked off AOL after I was 90%
done. Grr!

So here is an abbreviated version...
Most software that would be useful with an accelerator wouldn't need display
list capability. So another display device should be quite usable. But even
so...
The VIC II in a C64 will not run even at 2 MHz in a C128 running in C64 mode,
so it would seem that the Super CPU doesn't depend on flogging the VIC II at a
higher clock speed. I can't say that the VIC II is as
closely embedded with the 6510 as the 6502 and Antic are, but I think that the
similarities are far greater than the differences.
I subscribe to Commodore World, published by CMD (developers of the Super CPU).
They have had a number of articles about the SCPU, but none go into great
technical detail.
There was an article in Computer Shopper maybe in the late 80's that explained
how a 4 MHz C64 accelerator was developed. It did
have enough technical details to understand what was happening. I know I still
have it around here somewhere...
But a long story short.. I don't think that you have to clock Antic at a higher
speed, but even if the display device did have to be clocked at X MHz, then an
alternate could be used. An alternate display device would make it more
complicated and costly.
It would be interesting to have Mr Woolley
give us his thoughts on this.
Merry Xmas all,
Larry

5426. Re: Atari to hauppauge t.v. tuner

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: vtepes@ionet.net
Message-ID: <75vs1nqra1@ionews.ionet.net>
Source record: 57084

In article <75f11pjvm1@news6.svr.pol.co.uk>,
magrep@northnottsmag.freeserve.co.uk says...
>
>i would be interested in how you get on, because I am thinking of buying a
>TV card for such a job.
>magrep@northnottsmag.freeserve.co.uk
>
>Michael Murton wrote in message <75btl8$3cr$1@mendelevium.btinternet.com>...
>>any fellow atarian fans know what channel the atari 800 or the st use on
>win
>>tv, if indeed it can be used.
>>
>>michael.d.murton@btinternet.com
>>
>>
I've been thinking of doing such a thing myself. 8-) I was laboring under the
assumption that the win TV card would be used through composite video and
audio RCA plugins.

5427. Re: Rtime8 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981225022319.11875B-100000@vtn1>
Source record: 57085

On 24 Dec 1998 jeking@NOSPAM.COM wrote:

> I have three R-Time8 carts... all used to work just fine. About a year
> ago, all three stopped working.
>
> One of them (when plugged in), wont even allow the computer to boot. The
> other two arent detected and wont hold time.
>
> Any suggestions appreciated?
>
> --Ive already cleaned the contacts on the card edge and replaced the
> batteries.
>

First off it seems rather suspect that all three should quit at the same time--maybe you've got a problem with the computer or the RT8 handler code.

What kind (upgrades, etc.) of computer and what software are you using?

John

5428. Re: Merry Christmas!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981225022823.11875C-100000@vtn1>
Source record: 57086

On Fri, 25 Dec 1998 freedom2436@my-dejanews.com wrote:

> In article <19981224080228.09666.00000870@ng-fd2.aol.com>,
> vinnie5757@aol.com (VINNIE5757) wrote:
> > Ditto....
> >
> > Merry Christmas to all....!
> >
> > and to all.. a good 'byte'!
> > Vinnie
> > Merry Christmas to all and to all a good night ! ! !
>
>
> High Crimes and Misdemeanors
>
==== snipped ===

Kindly read the name of the news group.

Internal US politics have absolutely nothing to do with the Atari 8-bit.

5429. Re: Merry Christmas!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-25 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <368c825d.2848020@news.demon.co.uk>
Source record: 57087

The other Day "John K. Picken" <yg473@victoria.tc.ca> wrote:

>
>> > Merry Christmas to all and to all a good night ! ! !
>>
>>
>> High Crimes and Misdemeanors
>>
>==== snipped ===
>
>Kindly read the name of the news group.
>
>Internal US politics have absolutely nothing to do with the Atari 8-bit.
>
Perhaps his 1050 blew up and he got high from the smell of a burnt out
capacitor?
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5430. S-Video Cable Construction from atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: "LeRoy J. Grider" <ljg17@csuresno.edu>
Message-ID: <764o77$6b4$1@nntp.csufresno.edu>
Source record: 56938

I have a 800 system that I am Trying to rehab and so far have been very disappointed with the video output so I would like to hear from someone who has actually made an S-Video cable for their 800. I have finally got the pinouts for the s-video connector, there are only four the chroma, luminance, and the grounds for each of them, however the Atari doesn't have those grounds so do I just ground to the shield?? Or do I use the Audio ground?? or what?

Thank You for any assistance

ljg17@lennon.csufresno.edu

5431. Re: BBS

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36847F84.28C9@geocities.com>
Source record: 56998

Rene de Bie wrote:
>
> Can you add the following two BBS systems to the list:
>
> Location: The Netherlands
>
> Thunderdome BBS
> +31-416-279990 (21:00 - 8:00) online.
> Pro! node #471
> Sysop Fox-1
>
> The Underground Node #472
> +32-416-561927 (24hr/7 days) * Under construction *
> Pro! Node #472
> Sysop*TXG

Thanks Rene de Bie and Marius,

Got the BBS's and added it to the ongoing BBS list that I have going.
Keep those BBS numbers coming!

Doctor Clu

PS: Need a Atari BBS list? Just ask!

5432. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36848216.5EC@geocities.com>
Source record: 56999
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
gippah wrote:
>
> David wrote in message ...
> >
> >Doctor Clu wrote in message <36796CD2.75CA@geocities.com>...
> >>> Although I quite like Patrick Troughton.
> >>> He was a bit of a clown, but he could also pull it off, unlike Sylvester
> >>> McCoys early episodes.
> >
> >
> >Personally, I reckons Sylvester would have been the best... with decent
> >scripts instead of the shit the beeb was churning out....!
>
> I'm not so sure of that. I'll bet Tom Baker or John Pertwee could have made
> the stories that Sylvester got stuck with a lot more interesting. The only
> time I considered McCoy's acting to be good was on that otherwise awful Fox
> TV special where he regenerated....

In a few ways I have to agree.

Hehehe... The Doctor (Sylvester McCoy) dies on the operating table. We
always knew his companions would be the death of him. :)

Clu
```

5433. MyDOS 453

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-xgmQdGqu69Dg@draco>
Source record: 57000

does anyone have the source for mydos 453 around somewhere? the one on CTH is corrupt and unpackable.

5434. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <368482CA.3B48@geocities.com>
Source record: 57001
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

David wrote:
>
> gippah wrote in message ...
> >>Personally, I reckons Sylvester would have been the best... with decent
> >>scripts instead of the shit the beeb was churning out....!
> >I'm not so sure of that. I'll bet Tom Baker or John Pertwee could have
> made
> >the stories that Sylvester got stuck with a lot more interesting. The only
> >time I considered McCoy's acting to be good was on that otherwise awful Fox
> >TV special where he regenerated....
>
> I dunno... Battleground wasn't so bad in his "hinting at being Merlin in a
> later regeneration" role... and even some of the even-worse stories hinted
> at a lot of potential....
> He wasn't bad in the Fox film tho, was he? Considering the short lenght of
> his part ... carried off the "end of regeneration" bit pretty well...

Actually during Sylvester Mccoy they hinted he was Merlin in a later
regeneration... or was it a alternate universe? (He certainly seemed to
understand a lot about magic didn't he?)
And then there was that remark made to Ace "If you knew what this man
had done, you would not be associating with him now."
Hmmm...

Clu

5435. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36848381.61D5@geocities.com>
Source record: 57002
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
Jason wrote:
>
> It's worth having the Australian version, it's PAL, it's longer
> (including the scene where Chang Lee's mates get shot as well as the
> bullets just bouncing off the TARDIS) and it's not been darkened off to
> look like an episode of the X-Files! =-)
> --
> Jason =-)
>

Drool! Now THERE is an idea that I HONESTLY think needs to be
persued. Paul McGahn revising his role as the Doctor, appearing on the
X-Files.

Hehehe...

Clu
```

5436. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3684843F.14CD@geocities.com>
Source record: 57003
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Marc Walters wrote:

> : Add to that the horror that was Mel....
>
> I thought she was kinda cute. :)
> That (ugh) Peri though - what an atrocious American accent - couldn't
> understand her half the time. Nice chest though.
>
> : I'm sure the BBC were doing their utmost to kill off the series.
>
> The only reason we saw the last few seasons was a concerted effort by
> the ABC chairman's wife, who was a Dr Who fan, to keep it on the screen.
>
> Marc "wistful for the Tom Baker/Elisabeth "screamer" Sladen days" Walters
mwalters@bombabdil.apana.org.au

Mel cute.. yes.
Peri's chest... Y E S ! ;)

Clu

5437. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: j5rson@frontiernet.net
Message-ID: <36c281f8.188929773@news.frontiernet.net>
Source record: 57004

I know it's not on your list, but I have a copy of "6502 Assembly
Language Programming", by Judi Fernandez, Donna Tabler, and Ruth
Ashley, copyright 1983 John Wiley & Sons, Inc.

It's a self teaching guide, described on the back cover as,
"self-paced and self-instructional, and the coverage is eually
applicable to Apple, Atari, and Commodore microcomputer - in fact to
any machine based on the 6502."

It's in like-new condition, and practically an antique in computer
terms. Make me an offer.

On Sun, 20 Dec 1998 00:17:28 -0500, "Morloc" <morloc@acd.net> wrote:

>Compute!'s First Book of Machine Language
>Compute!'s Second Book of Machine Language
>
>Both of these books discuss AT LENGTH the 6502 processor. The second book, I
>believe had a special assember program even!
>
>
>

Kind Regards,
Jeff Iverson
--
Iverson Software Co. 507-235-9209 - voice
418 N. State St. #7 507-235-8835 - fax
Fairmont MN 56001 http://www.iversonsoftware.com/

5438. Re: EXE or COm to ATR Help

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <19981226021619.04537.00002053@ng09.aol.com>
Source record: 57005

Thanks....that did it for me!!!

and Steven..thanks for getting my question right!!!! :)
Ralph

5439. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36849206.3EBB@geocities.com>
Source record: 57006

Richard Cortese wrote:

> I used to use a Proburner<it went south> & AFAIK, it was at the right cart address space.

Proburner? Hehe... Alright, as usual, I would like to know more about
it and who sold it? :)

Clu

5440. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3684944C.4B9F@geocities.com>
Source record: 57007

Lance Ringquist wrote:
>
> speaking of new products for the 8-bit,would anyone be interested in
> having zybex released on cart,if we can get the rights to it,i am
> playing my christmas present to me all day,a actuall working prototype
> of zybex on a super cart,hehehe:),let me know,and if you know who owns
> this,we would like to make arrangments on some sort of royalty to do
> this,if you have any other game or utility that you woud like to see,let
> me know,we may get the rights to do it,thanks,
> lance
>
> --
> THANKS FOR YOUR TIME, LANCE Video 61 & Atari Sales 22735 Congo ST NE
> Stacy MN 55079

Zybez? What is it?

BTW, there have been some requests to put MULE on cartridge. :)

Clu

5441. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36849640.1B8@geocities.com>
Source record: 57008

Smith-Perricone wrote:
>
> Tee hee hee. I was running games on 800win, and our six year old responds
> "Uhhh, can't we try something else!". I guess nostalgia only works if you
> lived it...
>
> Merry Christmas from a re-born Atari lover!
>
> >I've got my Atari running all those cute little Christmas Programs...
> >
> >I love 'em... kids don't!
> >
> >

Hehehe... you've got to find a common point.. something the Atari has
that can be found on the Atari in it's own form. It they are a trekkie,
a good round of Star Trek games. For kids... how about the ole Seseme
Street games?

I've gotton people enjoying Atari usually by two player games. Joust,
Wizard of Wor, Archon.. etc!

Clu

5442. Re: Merry Christmas!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3684982B.73ED@geocities.com>
Source record: 57009

```
Paul Irvine wrote:
>
> The other Day "John K. Picken" <yg473@victoria.tc.ca> wrote:
>
> >
> >> > Merry Christmas to all and to all a good night ! ! !
> >>
> >>
> >> High Crimes and Misdemeanors
> >>
> >====  snipped ===
> >
> >Kindly read the name of the news group.
> >
> >Internal US politics have absolutely nothing to do with the Atari 8-bit.
> >
> Perhaps his 1050 blew up and he got high from the smell of a burnt out
> capacitor?
> --
> Paul..
>
> "The Spectrum is a classic computer"
>
> - Clive Sinclair after 10 pints and 5 whiskey chasers..
>
> ICQ No: 105793

Brings back fine memories.... :)

Doctor Clu
```

5443. Re: Atari 8bit webbrowser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36849B9C.7F3F@geocities.com>
Source record: 57010

So the question I have for the sake of the Webbrowser, which seems
like it's going to be a nice piece of hardware as well as software is,
is it possible to build a 64K cartridge that can also hold a ram portion
as well?

Yep, I'm again wondering what we can cram in a cartridge case.

Doctor Clu

5444. Re: TCP/IP - why? Why not just PPP?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36849F68.671A@geocities.com>
Source record: 57011

Hmmm... considering this Phoenix Project is definately gonna take some time, perhaps the question that should be asked is, where can I go (what classes) would tell us of the operations of TCP/IP and PPP?

And knowing is half the battle. ;)

Clu

5445. Re: "The Star Raiders Thread"

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3684A19C.6DB1@geocities.com>
Source record: 57012

Bishop wrote:
> I still have my receipt, dated 11-30-1981 (oops, I'm from the class
> of 81 then!). Bought an Atari 400 w/16K for $348 and Star Raiders
> for $47.90. Sped home, hooked it up to my color TV, plugged in the
> cart, and turned it on. Hit the Hyperwarp key and my brain sizzled
> and drained out my ears onto the floor. Nothing I have ever seen on
> a computer since that moment has ever blown my head off like the first
> experience with this game.
>
> Salute!
> dw
> ----
> dwebster@mediaone.net

I remember my first experince with Star Raiders. Must have been 1979,
I was eight, and I was at Franklin Electronics in Dallas.

An Atari 400 was set up with a large screen television.

The game started, stars were shooting by. I saw asteriods, and thought
it was a 3D version of Asteriods. I went around shooting them till I
would hit them head on and get destroyed. I thought THAT was the game.
;)

Doctor Clu

5446. Re: Tits [was Where 8-bit Atarians are from]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <914666061.14908.3.nnrp-12.9e98ea3a@news.demon.co.uk>
Source record: 57013
Cross-posted to: comp.sys.acorn.misc,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Doctor Clu wrote in message <3684843F.14CD@geocities.com>...
>Marc Walters wrote:
>
>> : Add to that the horror that was Mel....
>>
>> I thought she was kinda cute. :)
>> That (ugh) Peri though - what an atrocious American accent - couldn't
>> understand her half the time. Nice chest though.
>>
>> : I'm sure the BBC were doing their utmost to kill off the series.
>>
>> The only reason we saw the last few seasons was a concerted effort by
>> the ABC chairman's wife, who was a Dr Who fan, to keep it on the screen.
>>
>> Marc "wistful for the Tom Baker/Elisabeth "screamer" Sladen days" Walters
mwalters@bombabdil.apana.org.au
>
> Mel cute.. yes.
> Peri's chest... Y E S ! ;)

Can we have a fuller and more developed discussion here on the various breasts to be found between the chins and waists of the many female Dr Who assistants?

It seems to me the topic has been sadly neglected down the years in the serious fanzines and other publications, no doubt for entirely spurious reasons of political correctness, and here at last in the armpit of Usenet that is the 8-bit newsgroups we can thrash the matter out to our mutual satisfaction.

PS: girlies need not participate.

--
Brian

5447. Atari 8bit hardware/software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Larry Richardson <lizr@cyou.com>
Message-ID: <3684BAC1.2093DB9B@cyou.com>
Source record: 57014

I am getting rid of some Atari 8-bit software. To avoid having to deal with many trips to the postoffice to send out single items, I am bundling the software into 4 packages. I am asking $20 for each bundle, which includes shipping. Simply email and tell which bundle that you are interested in.

Bundle #1
Atari BASIC Book (Albrecht, Finkel, and Brown)
Atari Basic Ref. Manual
Atari Basic Cart
Microsoft Basic (Box/Docs)
Microprint Printer Interface
Flight Simulator II (Box/Docs)
Scenery Disk 5 (Box/Docs)
Star Scenry Disk - San Fran and Bay Area (Box/Docs)

Bundle #2
Star Fleet I (Box/Docs)
Animation Station (Drawing Pad/Box/Docs)
Decision in the Desert
Ghost Hunter (Cassette) - (Box/Docs)
Ninja (Box/Docs)
LA Swat/Panther
Tobot/Bros (Box/Docs)

Bundle #3
Drag (Box/Docs)
F-15 Strike Eagle (Box/Docs)
Access Triple Pack - Raid over Moscow, Beach Head, and Beach Head II (Box/Docs)
Party Quiz - 4 player trivia (Controller/Box/Docs)
Graphix AT - Printer Interface (Docs)
Centipede Cart
Galaxian Cart

Bundle #4
Gauntlet (Box/Docs)
TrailBlazer (Box/Docs)
Infiltrator (Box/Docs)
Run for the Money (Box/Docs)
Super Huey (Box/Docs)
Meltdown (Box/Docs)
Elektraglide (Box/Docs)
Temple of Apshai (Box/Docs)
Orbit - A Trip to the Moon (Box/Docs)

Larry Richardson
(remove .NOSPAM for email)
lizr@cyou.com.NOSPAM

5448. Re: Atari 8bit webbrowser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Morloc <morloc@acd.net>
Message-ID: <Zz5h2.1231$dD.4639@newsfeed.slurp.net>
Source record: 57015

Doctor Clu <clu-da-bard@geocities.com> wrote in message
news:36849B9C.7F3F@geocities.com...
>So the question I have for the sake of the Webbrowser, which seems
>like it's going to be a nice piece of hardware as well as software is,
>is it possible to build a 64K cartridge that can also hold a ram portion
>as well?
>
> Yep, I'm again wondering what we can cram in a cartridge case.
>
> Doctor Clu

I'm not sure that I fully understand the question, DC...

5449. Re: Merry Christmas!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981226063624.11455A-100000@vtn1>
Source record: 57016

On Fri, 25 Dec 1998, Paul Irvine wrote:

> The other Day "John K. Picken" <yg473@victoria.tc.ca> wrote:
>
> >
> >> > Merry Christmas to all and to all a good night ! ! !
> >>
> >>
> >> High Crimes and Misdemeanors
> >>
> >>==== snipped ===
> >
> >Kindly read the name of the news group.
> >
> >Internal US politics have absolutely nothing to do with the Atari 8-bit.
> >
> Perhaps his 1050 blew up and he got high from the smell of a burnt out
> capacitor?
> --
> Paul..
>
> "The Spectrum is a classic computer"
>
> - Clive Sinclair after 10 pints and 5 whiskey chasers..
>
> ICQ No: 105793
>
>

Are you sure that was a capacitor that blew? I mean, if he smelled smoke maybe it was because he got his cigar caught in the drive slot (or, got caught with his cigar in the slot).

John

5450. Re: Help! DC3 Format ...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981226064240.11455B-100000@vtn1>
Source record: 57017

I suspect "DC3" stands for "Disk Communicater 3.3" i.e. Bob Puff's DiskComm. Other file extenders commonly used for such files are ".DCM" (probably the most common) and ".DSK" (suggested in the documentation by the program author).

There are programs available to convert them to ".ATR" or ".XFD" format files and, of course, DiskComm itself will create a real disk from them. I suggest you check the APE home page or the Emulators directory in the UMich archive.

John

On Fri, 25 Dec 1998, Federal Robotics wrote:

> Hi!
>
> I recently downloaded some scene demos from a polish ftp server - they
> are all DC3 files!
> Question: What to do with it to get it into ATR?
>
> DC3 seems to be no special emulator format, but an original file format
> (?). However, when I had an Atari 800 XL myself, I never had a DC3 file,
> so what's this all about?
>
> Thanks for your attention!
>
>
>
>

5451. Re: MyDOS 453

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <7631femoo1@nnrp1.dejanews.com>
Source record: 57018

Give this URL a try-

ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/UTILITIES/UTILITIES_ATR/OS/MYDOS45S.ATR

Also, could you please give the URL of the corrupted file?

Thanks,
Tom

In article <f5O4dXX6MbiT-pn2-xgmQdGqu69Dg@draco>,
kenames@earthlink.net wrote:
> does anyone have the source for mydos 453 around somewhere? the one on
> CTH is corrupt and unpackable.
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5452. Re: /|\ AUNT - C-64 SUPER CPU

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: brix@NOSPAMplush.de
Message-ID: <MPG.10ee16e5629e3c05989803@news.uni-x.net>
Source record: 57019

In article <19981221021424.19899.00002342@ng-cr1.aol.com>,
Cvendel says...

> The idea of adding memory via SIMMS is attractive, however the speed upgrade is
> not likely, The ANTIC and the SALLY (6502c) are directly tied to one another
> and its unlikely that the ANTIC will work at any speed other then the 1.79,

When you have a card like this, ONLY the Simms are used by
the new processor on the turbocard. To make the memory
visible to the other chips (e.g. the videochip) a part of
the Simm-Ram is mirrored to the original RAM every genuine
clockcycle (if it is 1.79 mhz of the original frequency and
your turbocard runs 20Mhz it happens about each 10th cycle
of the turbocard).
At least this is how CMD made it on the C-64.

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

5453. Re: MyDOS 453

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981226065253.11455C-100000@vtn1>
Source record: 57020

On 26 Dec 1998 kenames@earthlink.net wrote:

> does anyone have the source for mydos 453 around somewhere? the one on
> CTH is corrupt and unpackable.
>
>
>
>
I have my MAC/65 translation of it (Charles Marslett released it in RA65
assembler syntax).

I also have the source for several mods I made to DOS and DUP to do things
like turn cartridges and BASIC on or off from the menu, provide a 800XL
mini-RAMdisk, change the number of digits in the directory display, etc.

If you want them let me know (they're on a SpartaDOS format ATR which I
could ZIP and, if necessary, UUE for you. That's the only you get them in
any kind of hurry.

John

5454. Re: BBS

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <7630h8$2de$1@news.campus.mci.net>
Source record: 57021

On 26 Dec 1998 01:17:40 , Doctor Clu wrote:

-> Got the BBS's and added it to the ongoing BBS list that I have going.
->Keep those BBS numbers coming!
->
-> Doctor Clu
->
->PS: Need a Atari BBS list? Just ask!

Hi. I read your post the other day about a Atari BBS's and I believe that you grabbed a few from my BBS. Just wanted to point out for accuracy's sake, that I actually think many of those BBS's are no longer in service. (esp. the ones that are listed from 1200/2400 baud) Those numbers came with the BBS lister program I'm using on my BBS, not from me...Some of them could still be in service though, I suppose.

BTW, I think this is something that needs to be done (an updated BBS listing), so thanks for the effort... ;-)

Hope you had a great holiday! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

5455. speed and the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Tony <tony@embeddedmicro.com>
Message-ID: <36851B01.F10DA168@embeddedmicro.com>
Source record: 57022

Isn't the speed of the Atari 1/2 the clock speed of the color burst signal? 3.5XXMHZ? Therefore, I think you would need to operate on a speed that is a multiple of the 1.79MHz speed and divide down from there for the other chips....

Of course, pulse widths an such would suffer...

tony

5456. Re: Merry Christmas!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36851ca5.18883326@news.demon.co.uk>
Source record: 57023

The other Day "John K. Picken" <yg473@victoria.tc.ca> wrote:

>> Perhaps his 1050 blew up and he got high from the smell of a burnt out
>> capacitor?
>> --
>> Paul..

>Are you sure that was a capacitor that blew? I mean, if he smelled smoke
>maybe it was because he got his cigar caught in the drive slot (or, got
>caught with his cigar in the slot).
>
>John
>

Interesting taste..sorry theory
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5457. Re: MyDOS 453

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-yP3oVJ13Rx4d@draco>
Source record: 57024

ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/UTILITIES/UTILITIE
S_FILES/MY453SRC.ARC and in the same directory is MY453.ARC which is
the same file and is also bad.
and the same filenames in the
ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/UTILITIES/UTILITIE
S_FILES/MISC/ directory too.

Ken

5458. [i] Re: Clinton was Merry Christmas (some dink had to use a Christmas topic for polictical crap)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36851c86.73079502@news.pressenter.com>
Source record: 57025

On Fri, 25 Dec 1998 02:04:01 GMT, freedom2436@my-dejanews.com wrote:

> High Crimes and Misdemeanors
>
>
>What are high crimes and misdemeanors? Is it too much to assume that
>rational people would rise up in protest if the President defendant
>had indeed committed high crimes and misdemeanors? Does anybody who
>is reasonable and seeks to uphold the rule of law, actually believe
>that the public would tolerate a President who is in fact guilty of
>perjury, of obstruction of justice and of abuse of power? The
>standards of the vast majority are clearly too high to dismiss the
>sort of abuse that is alleged. But most of the charges have proved
>to be so utterly preposterous that they collapsed on their own
>transparent frivolity. The only thing that remains is the McCarthyite
>charge that crimes were committed but details cannot be exposed.
>It's the old, perpetual, pending investigation gimmick -keep the
>target under investigation, claim phony secrecy privileges and he or
>she is always a suspect. And that is the sort of suspended animation
>that produced the desperate charge that President Clinton is guilty
>of perjury -but who says?

I say so. I witnessed it on antional TV with my own eyes and ears.
Real simple. You lie under oath you have committed purjury. That
happened. If that is not GALACTICALLY OBVIOUS to you then you need
serious help.

>That is the question and it not entirely facetious because it goes to
>the heart of "specific intent". In particular, perjury is a specific
>intent crime that relies upon the mindset of the defendant. When, for
>example, Monica Lewinsky said she hadn't had a sexual relationship

Don't try to spew this babble BS. He lied. He knew he was lying. He
knew what the information the questions were after. He lied both in
intent and in technical verbage. Multiple times I might add. The
most important thing to this president has been, is, and always will
be his own personal selfish interest first before all else. His bacon
being saved is all that matters.

Also, truth in our courts is a basic pillar of our very form of
goverment. It's protection is vital. With little or no penalty for
untruths in the courts our entire system collapses. I know that
sounds severe but think about it. It really is true. It doesn't
matter who does it needs to be punished. But when a president does

it, the damage to our society is so much more greatly amplified, yet appogists like you who want to place politics and policy before integrity and justice would wish to apply a lesser standard.

In summation: you make me sick.

5459. Re: Rtime8 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3686208c.74108916@news.pressenter.com>
Source record: 57026

On 24 Dec 1998 12:35:05 GMT, jeking@NOSPAM.COM wrote:

>I have three R-Time8 carts... all used to work just fine. About a year
>ago, all three stopped working.
>
>One of them (when plugged in), wont even allow the computer to boot. The
>other two arent detected and wont hold time.
>
>Any suggestions appreciated?
>
>--Ive already cleaned the contacts on the card edge and replaced the
>batteries.

test with a voltmeter on the board to make sure rthe batteries have a
good connection to the board. Also, you want about 3 volt. I
replaces my lithium disk with a 2 AA battery pack. works great.

5460. Re: No cart in box

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36872156.74311139@news.pressenter.com>
Source record: 57027
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On Fri, 25 Dec 1998 17:00:27 -0600, Dan Mazurowski
<smedley@gte.antispam.com> wrote:

>"m.j.beau" wrote:
>>
>> game box; here is what I found... TWO Demon Attack instruction manuals,
>> TWO Imagic game catalogs, TWO warranty cards, and NO CARTRIDGE!!!
>
>I have a loose Demon Attack cart. Average condition. (I believe it has
>some actiplaque, not sure right now.) I have no reason to keep it since
>it won't work on my XEGS. Anyways, if you want it, you can have it. Just
>e-mail me your address and I'll send it your way, no charge.

It will work on the GS if you use the translator I posted by TYim
Patrick that lets you use carts even.

5461. Re: Rtime8 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36854953.C5591FEB@sisna.com>
Source record: 57028

With the board exposed and battery side up the chip on the right is a 74HCT138n, this more than likely is causing the problem. Your chips more than likely have the numbers ground off.

The chip on the left is a M3002-16PI. Not likely this is your problem though.

bob

5462. Re: Problems with DCM-Format

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36854A56.A3425818@sisna.com>
Source record: 57029

You will need either the old Discom, or Discom3. If a file was done in the first format, it would give errors in the last two versions.

bob

5463. Re: MyDOS 453

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <763ig8$3il$1@nnrp1.dejanews.com>
Source record: 57030

Thanks Ken. I just checked
ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/UTILITIES/UTILITIES_FILES
/MY DOS45S.ARC and it seems to be fine when unarced with arce40g.com . You
can find this utility at-

ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/ARCE40G.COM

Regards,
Tom

In article <f5O4dXX6MbiT-pn2-yP3oVJ13Rx4d@draco>,
kenames@earthlink.net wrote:
> ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/UTILITIES/UTILITIE
> S_FILES/MY453SRC.ARC and in the same directory is MY453.ARC which is
> the same file and is also bad.
> and the same filenames in the
> ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/UTILITIES/UTILITIE
> S_FILES/MISC/ directory too.
>
> Ken
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5464. Re: MyDOS 453

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R2612981329160001@news.netgate.net>
Source record: 57031

In article <763ig8$3il$1@nnrp1.dejanews.com>, Tom_Hunt@my-dejanews.com wrote:

> Thanks Ken. I just checked
> ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/UTILITIES/UTILITIES_FILES
> /MY DOS45S.ARC and it seems to be fine when unarced with arce40g.com ...

Alternatively, though it's a longer download, one can try to get an ATR
file as well. Those should transfer fine for emulators and with an
ATR to disk utility.

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

5465. Re: [i] Re: Clinton was Merry Christmas (some dink had to use a Christmas topic for polictical crap)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: dsolimano@prodigy.net
Message-ID: <36855fdf.103865546@news.prodigy.net>
Source record: 57032

On Sat, 26 Dec 1998 17:43:34 GMT, jmelbo@pressenter.com (Jon Melbo)
wrote:

>On Fri, 25 Dec 1998 02:04:01 GMT, freedom2436@my-dejanews.com wrote:
>
>> High Crimes and Misdemeanors
>>
>>
>>What are high crimes and misdemeanors? Is it too much to assume that
>>rational people would rise up in protest if the President defendant
>>had indeed committed high crimes and misdemeanors? Does anybody who
>>is reasonable and seeks to uphold the rule of law, actually believe
>>that the public would tolerate a President who is in fact guilty of
>>perjury, of obstruction of justice and of abuse of power? The
>>standards of the vast majority are clearly too high to dismiss the
>>sort of abuse that is alleged. But most of the charges have proved
>>to be so utterly preposterous that they collapsed on their own
>>transparent frivolity. The only thing that remains is the McCarthyite
>>charge that crimes were committed but details cannot be exposed.
>>It's the old, perpetual, pending investigation gimmick -keep the
>>target under investigation, claim phony secrecy privileges and he or
>>she is always a suspect. And that is the sort of suspended animation
>>that produced the desperate charge that President Clinton is guilty
>>of perjury -but who says?
>
>I say so. I witnessed it on antional TV with my own eyes and ears.
>Real simple. You lie under oath you have committed purjury. That
>happened. If that is not GALACTICALLY OBVIOUS to you then you need
>serious help.

Just for the record, perjury is lying under oath with the intent to
obstruct justice, which leaves open, I believe, lying under oath to
prevent self-incrimination. Of course, I have not done any real
reschearch into the matter, just some cursory investigation. Just
make sure that when you say something that it is backed by fact, not
the media, which can be ignorant of the law at times.
DSolimano
Have an Atari Day /|\

5466. Re: No cart in box

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Dan Mazurowski <smedley@gte.antispam.com>
Message-ID: <36856543.7EDF220E@gte.antispam.com>
Source record: 57033
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Jon Melbo wrote:
>
> It will work on the GS if you use the translator I posted by TYim
> Patrick that lets you use carts even.

Except I don't have a disk drive. :(

--
Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, edit my ISP address.

5467. Re: Problems with DCM-Format

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be3124$96b6d220$4f364382@vidar>
Source record: 57034

Anywhere to get this older versions ? I think I have 3.2 or something

BobKlaas <bobkla19@sisna.com> wrote in article
<36854A56.A3425818@sisna.com>...
> You will need either the old Discom, or Discom3. If a file was done in
> the first format, it would give errors in the last two versions.
>
> bob
>

5468. Re: MyDOS 453

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-2iH7LkqIOSu0@draco>
Source record: 57035

On Sat, 26 Dec 1998 20:55:36, Tom_Hunt@my-dejanews.com wrote:

> Thanks Ken. I just checked
> ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/UTILITIES/UTILITIES_FILES
> /MY DOS45S.ARC and it seems to be fine when unarced with arce40g.com . You
> can find this utility at-
>
> ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/ARCE40G.COM
>
> Regards,
> Tom
>
> In article <f5O4dXX6MbiT-pn2-yP3oVJ13Rx4d@draco>,
> kenames@earthlink.net wrote:
> > ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/UTILITIES/UTILITIE
> > S_FILES/MY453SRC.ARC and in the same directory is MY453.ARC which is
> > the same file and is also bad.
> > and the same filenames in the
> > ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/UTILITIES/UTILITIE
> > S_FILES/MISC/ directory too.
> >
> > Ken
> >
> >
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Tom:
it is the MY453SRC.ARC and not the MYDOS45S,ARC that is giving me
trouble.

Ken

5469. FA: Cartridges for the 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Paul-David <Pauldb@mariner.cris.com>
Message-ID: <7647om$3o7@chronicle.concentric.net>
Source record: 57036

auctions end tuesday night...

51059654: six cartridges for the atari 400/800/xe
Current bid: $7.71
Auction ends on: 12/29/98 19:01:34 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=51059654

51066502: six ER games for the atari 2600
Current bid: $5.00
Auction ends on: 12/29/98 19:10:33 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=51066502

51092566: Six carts for the Commodore 64
Bidding starts at: $5.00
Auction ends on: 12/29/98 19:36:08 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=51092566

5470. Re: Atari to hauppauge t.v. tuner

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-26 00:00:00 UTC
From: Dennis Kirschenmann <dennisk@sihope.com>
Message-ID: <3685cb46.0@news.sihope.com>
Source record: 57037

Atari to PC TV Tuner People...,

I have tried connecting my 800XL to my Matrox TV Tuner and achieved rather weak results. The signal from the Atari is either too strong, too weak, or simply not right. I set my tuner to standard tuning mode and turned it to channel 3. I had my XL set to channel 3 also. What I got was a very "snowey" picture with the colors being very weak. Thinking there might be something wrong with the XL I put it on my Sony TV and it worked great. I believe at this point that the tuner in the Matrox card is either cheap or defective. Anyhow, if anyone out there has luck with this venture let me know.

dennisk@sihope.com

5471. Help on an atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: Robert Collet <Collet@worldnet.att.net>
Message-ID: <764b59$mbm@bgtnsc02.worldnet.att.net>
Source record: 56939

Hi, I just aquired an atari600xl with only the power cable and the RF cable, but when I turn it on, the screen turns yellow for a second and then black. No prompt or anything. I dont have any cartridges for it, but atari basic should come up automatically, Right? Is there anything I could do to fix it, or is it a lost cause? thanks.

5472. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: musician@rainbow.agn.net.junkjunk.au
Message-ID: <368258d5.2006697@loomi.telstra.net.au>
Source record: 56940
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 17 Dec 1998 13:27:19 GMT, imc@comlab.ox.ac.uk (Ian Collier) wrote:

>But a lot of the Jon Pertwee ones were deathly boring. Tom Baker wins
>on neck accessories. :-)

I'm most amazed that he never tripped over his scarf or hung himself.

Imagine how easily he could have been caught if one of his pursuers
had the sense to tread on the scarf and thereby strangle the Doctor?

Remove ".junkjunk" to reply

"Experience teaches us that anyone who can master Windows NT has probably failed
in every other aspect of human existence..."
-- Eryk of Chrome

5473. Re: [i] McCartney [was Where 8-bit]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: musician@rainbow.agn.net.junkjunk.au
Message-ID: <36835b08.2570080@loomi.telstra.net.au>
Source record: 56941
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 19 Dec 1998 14:07:04 GMT, look@my.sig wrote:

>:>You must be *really* young. I don't suppose you knew that Paul McCartney
>:>was in a band before Wings, do you?
>: Why would he be in a band named after a female sanitary product anyway?
>I think the female sanitary product was named after THEM...
>(Did you ever HEAR Linda McCartney SING?)

I've heard her sing and play keyboards as well.

(Wonderful thing about those pirate CDs, no studio corrections. 8)

Remove ".junkjunk" to reply

"Experience teaches us that anyone who can master Windows NT has probably failed
in every other aspect of human existence..."
-- Eryk of Chrome

5474. Re: Tits [was Where 8-bit Atarians are from]

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3685FDF2.49BC@geocities.com>
Source record: 56942
Cross-posted to: comp.sys.acorn.misc,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Brian Watson wrote:
> > Mel cute.. yes.
> > Peri's chest... Y E S ! ;)
>
> Can we have a fuller and more developed discussion here on the various
> breasts to be found between the chins and waists of the many female Dr Who
> assistants?
>
> It seems to me the topic has been sadly neglected down the years in the
> serious fanzines and other publications, no doubt for entirely spurious
> reasons of political correctness, and here at last in the armpit of Usenet
> that is the 8-bit newsgroups we can thrash the matter out to our mutual
> satisfaction.
>
> PS: girlies need not participate.
>
> --
> Brian

Too funny! Sounds good to me though!

Honestly, as we all know, the Doctor as a character tended to look
beyond the outside appearance of his companions and treat his companions
either with high respect or in a childlike jeering sort of way.

I respected the Doctor very quickly for this attribute... for back when
I first started watching the show I wondered why he didn't whisk the
lovely companions to the edge of time and space and then make out with
them in the many rooms of the TARDIS.

Naturally Susan was a bad choice, being his "Grand Daughter", Barbara
was with Ian, Dodo was true to her name, Victoria was a girl (and Jamie
probably had a thing for her).
So now we are up to the dashing third Doctor.
Liz!! Hehehe... Probably the first really great looking companion to
come across the Doctor's path. Nice set of legs, and a great brain to
boot. So great a brain that she out thought herself off the show.
Jo Grant awesome companion. If anyone wants a link to the website with
the nude photos I could probably find it. :)
Sarah Jane Smith... was moderately good looking. :)

So not to take up the conversation too much.. since I still have five
more Doctor's to cover.. what do you think of the commentary so far?
Of the companions of the third Doctor, Liz was the best overal!

Doctor Clu

5475. Re: Atari 8bit webbrowser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36860014.5C28@geocities.com>
Source record: 56943

Morloc wrote:
>
> Doctor Clu <clu-da-bard@geocities.com> wrote in message
> news:36849B9C.7F3F@geocities.com...
> >So the question I have for the sake of the Webbrowser, which seems
> >like it's going to be a nice piece of hardware as well as software is,
> >is it possible to build a 64K cartridge that can also hold a ram portion
> >as well?
> >
> > Yep, I'm again wondering what we can cram in a cartridge case.
> >
> > Doctor Clu
>
> I'm not sure that I fully understand the question, DC...

Sorry bout that. :)

Alright, we're talking about make a web browser cartridge. Roughly 64K
or more. And then people talk about needing additional ram space as a
buffer and hinted at a cartridge form. We have, most of the time, one
cartridge slot. So, which this train of thought, is it possible to have
a cartridge that is part temporary ram, and part rom?

Doctor Clu

5476. System Roms in the binaries group

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10efc5014046aa45989708@news.midwest.net>
Source record: 56944

Someone asked for them a week ago or so.. so there they are.
--
Ron
rlaski@midwest.net

5477. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <914757972.23098.0.nnrp-03.9e98ea3a@news.demon.co.uk>
Source record: 56945
Cross-posted to: comp.sys.acorn.misc,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Erky-chan wrote in message <368258d5.2006697@loomi.telstra.net.au>...
>On 17 Dec 1998 13:27:19 GMT, imc@comlab.ox.ac.uk (Ian Collier) wrote:
>
>>But a lot of the Jon Pertwee ones were deathly boring. Tom Baker wins
>>on neck accessories. :-)
>
>I'm most amazed that he never tripped over his scarf or hung himself.

Still no-one picking up the request for a debate of the girls' chests?

Or perhaps *that* would be off-topic for a computer newsgroup, whereas
cracking on about *other* aspects of Dr Who to the point of tedium in them
is OK?

--
Brian

5478. Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <914758307.23233.0.nnrp-03.9e98ea3a@news.demon.co.uk>
Source record: 56946
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

> -----Original Message-----
> From: Doctor Clu [mailto:clu-da-bard@geocities.com]
> Sent: 27 December 1998 09:29
> To: Brian Watson
> Subject: Re: Tits [was Where 8-bit Atarians are from]
>
>
> Brian Watson wrote:
> > > Mel cute.. yes.
> > > Peri's chest... Y E S ! ;)
> >
> > Can we have a fuller and more developed discussion here on the various
> > breasts to be found between the chins and waists of the many
> female Dr Who
> > assistants?
> >
> > It seems to me the topic has been sadly neglected down the years in the
> > serious fanzines and other publications, no doubt for entirely spurious
> > reasons of political correctness, and here at last in the
> armpit of Usenet
> > that is the 8-bit newsgroups we can thrash the matter out to our mutual
> > satisfaction.
> >
> > PS: girlies need not participate.
> >
> > --
> > Brian
>
> Too funny! Sounds good to me though!
>
> Honestly, as we all know, the Doctor as a character tended to look
> beyond the outside appearance of his companions and treat his companions
> either with high respect or in a childlike jeering sort of way.

I think you missed the irony.

The long-running Dr Who thread which I took to a very extreme sexist
position by my posting has no place in *any* 8-bit newsgroup. It is
completely off-topic.

It belongs in one of the many Dr Who groups (if it belongs anywhere at al).

--
Brian

--
--
Brian

5479. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <368a2620.1562837@news.demon.co.uk>
Source record: 56947
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

The other Day "Brian Watson" <brian@spheroid.demon.co.uk> wrote:

>I think you missed the irony.
>
>The long-running Dr Who thread which I took to a very extreme sexist
>position by my posting has no place in *any* 8-bit newsgroup. It is
>completely off-topic.
>
>It belongs in one of the many Dr Who groups (if it belongs anywhere at al).
>
>--
>Brian

My god, you mean you want groups to discuss thing related to the group
name..

Fantastic invention old chap...

I doubt if you will make it fly though.

Seriously tho, Daleks may well be cracking bits of plastic with a bloke
inside but I didn't join a Dr Who group, If I wanted Dr Who I would
visit Jasons (TMR) web site...

Lets get back onto eachothers own topics.. eh nice people..
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5480. Re: MyDOS 453

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981227081445.05855.00002214@ng-fr1.aol.com>
Source record: 56948

>MY DOS45S.ARC and it seems to be fine when unarced with arce40g.com .

Hi-
What is arcre40g.com? Is it an A8 program?
I was only aware of 2 archive programs for
the A8. The original Arc by Ralph Walden,
I believe. And Super Arc by Bob Puff.
Of course there was ALF by Alfred (Jeff
Williams?) Oh, I just remembered, there was
also the arc program in Sparta Dos X. Is this
perhaps what this one is?
Larry

5481. Adventure Master

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981227081647.05855.00002215@ng-fr1.aol.com>
Source record: 56949

I recently acquired an original disk set of the
Adventure Master by CBS software. But no
docs, and it looks to be unusable without the
docs. Anyone have docs for this?
Larry

5482. Re: MyDOS 453

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981227081853.05855.00002216@ng-fr1.aol.com>
Source record: 56950

Is the latest version of this 4.53/3 or 4.53/4?
And does anyone know what obstacles 4.60
ran into that I believe was to allow 32 Meg
drives?
Larry

5483. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <bH3pODAdpjh2Ew6K@cosine.demon.co.uk>
Source record: 56951
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

Brian:
> The long-running Dr Who thread which I took to a very extreme sexist
> position by my posting has no place in *any* 8-bit newsgroup. It is
> completely off-topic.

> It belongs in one of the many Dr Who groups (if it belongs anywhere at
> al).

The 'Who groups have drifted into the area of eight bit computing more
than once (and sometimes it wasn't me who started it... =-). Anyway,
Doctor Who *is* on topic for most of the eight bit groups, the BBC and
C64 got Mines of Terror, the Spectrum, CPC and C64 got Dalek Attack, a
BBC Micro was used to supply graphics for the TARDIS and the intercom
noise for UNIT (Five Doctors) and the list goes on...

In short, lighten up a little Brian, it's Christmas... =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

5484. Re: System Roms in the binaries group

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36863E4D.C2150C7A@erols.com>
Source record: 56952

A message from Dr. Clu in that other newsgroup got me thinking.

This newsgroup is for discussion. The other one is for posting binaries. Oftentimes, people who post here to announce files they've posted in the other place often leave out the name of the other place (see, I do it too!) The result is that newbies are left scratching their heads about what that other place is for. Dr. Clu let me know that he wonders if the other place is for Atari discussion or for spam.

On the 16-bit side, there's alt.binaries.atari and alt.binaries.atari.d, and a clearly-written charter states what they're for. I believe the same is true on the 8-bit side. There is one difference, however. The ST side probably still has anti-spam bots working, because those two groups either come up with files or are silent.

I don't have the facilities or knowledge to create and maintain such a bot, but I wonder if anyone else out there could do it for alt.binaries.comp.atari8bit? (There, I've said it!)

Ronald A. Laski, Jr. wrote:
>
> Someone asked for them a week ago or so.. so there they are.
> --
> Ron
> rlaski@midwest.net

5485. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: Graham Goring <graham@dukeVOMITtastrophy.demon.co.uk>
Message-ID: <FtqUuFAcBlh2Ewb2@duketastrophy.demon.co.uk>
Source record: 56953
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

In article <368a2620.1562837@news.demon.co.uk>, Paul Irvine
<mclane@dellos.demon.co.uk> writes
>Lets get back onto eachothers own topics.. eh nice people..

What the hell are you doing in here, Irvine? ;)

Graham Goring

--

/===\
| If you'd like to see a game with the depth of gameplay of Elite and |
| Frontier on the PlayStation, then please sign the petition by |
| sending a mail headed "Elite/Frontier Petition", including your |
| FULL name and E-Mail address to: petition@duketastrophy.demon.co.uk |
\==========Or do you *really* want another Wing Commander?==========/

To reply please clean the VOMIT from my return address...

5486. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <914780988.671.0.nnrp-01.9e98ea3a@news.demon.co.uk>
Source record: 56954
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

Jason wrote in message ...
>Brian:
>> The long-running Dr Who thread which I took to a very extreme sexist
>> position by my posting has no place in *any* 8-bit newsgroup. It is
>> completely off-topic.
>
>> It belongs in one of the many Dr Who groups (if it belongs anywhere at
>> al).
>
>The 'Who groups have drifted into the area of eight bit computing more
>than once (and sometimes it wasn't me who started it... =-). Anyway,
>Doctor Who *is* on topic for most of the eight bit groups, the BBC and
>C64 got Mines of Terror, the Spectrum, CPC and C64 got Dalek Attack, a
>BBC Micro was used to supply graphics for the TARDIS and the intercom
>noise for UNIT (Five Doctors) and the list goes on...
>
>In short, lighten up a little Brian, it's Christmas... =-)

Hah, bumhug (or something like that) :-)

I don't give a 2p-from-the-Christmas-pudding if the Dr Who stuff *has* an
8-bit connection, but the particular thread to which I responded had been
wibbling on for ages *exclusively* on scarves and Skaro and suchlike that it
occurred to me that the participators might not have noticed how off-topic
they were.

I do have a kill-file capability, but am reluctant to slow down the
reception of every batch of news by adding too many lines to it.

Happy New Year all, by the way. Just thought I'd get that in early...

--
Brian

5487. S-Video cable plans for JAM!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19981227132204.05094.00002483@ng94.aol.com>
Source record: 56955

Can anyone E-mail me the above. Frustating to to see your 8-bit games on a 17 inch monitor, but it's in black and white. Thanks

5488. Re: Rtime8 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7662fh$189$1@news.xmission.com>
Source record: 56956

VINNIE5757 <vinnie5757@aol.com> wrote:
> Wow... that's odd.... if you've replaced the batteries... positive side up...
> maybe it's your hardware??? What DOS are you using...

I'm using SpartaDosX 4.22. Could be that my computer isn't providing
proper voltage to the ECI port. I have a 512k ram upgrade, SuperVideo, and
the CSS three-way bootable OS.

I am powering this 130XE off a PC power supply, though.

I'm out of ideas. Its frustrating having Rtime8 carts that don't work..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

5489. Re: Rtime8 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7662hq$189$2@news.xmission.com>
Source record: 56957

Jon Melbo <jmelbo@pressenter.com> wrote:

> test with a voltmeter on the board to make sure rthe batteries have a
> good connection to the board. Also, you want about 3 volt. I
> replaces my lithium disk with a 2 AA battery pack. works great.

How did you do that? Do you have this dual AA battery pack taped to
the outside of the cart? Hard-soldered to the board?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

5490. Re: Rtime8 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7662li$189$3@news.xmission.com>
Source record: 56958

BobKlaas <bobkla19@sisna.com> wrote:
> With the board exposed and battery side up the chip on the right is a
> 74HCT138n, this more than likely is causing the problem. Your chips
> more than likely have the numbers ground off.

Thanks, Bob! I do have the chip on the right, although the last character
is an "E", instead of an "N". The chip on the left appears to have been
"sanded", as there are no markings.

Where can I get the 74HCT138E? Is this a radio shack type part?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

5491. atrari games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: dank290@webtv.net
Message-ID: <20071-36868A7A-183@newsd-253.iap.bryant.webtv.net>
Source record: 56959

do you know if you can still buy atari games, preferably still in the box?

5492. Re: Rtime8 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7664p4$1u2$1@news.xmission.com>
Source record: 56960

After much messing around, I got two of my Rtime8 carts. to work again.

Had to replace both batteries, resolder the battery connectors (actually replaced the clip with wires) and clean the contacts with some isopropyl alcohol and all is well.

Thanks to all!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

5493. BlackBox w/Adaptec 4000a

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7664rk$1u2$2@news.xmission.com>
Source record: 56961

Have a new odd problem. I have several old MFM hard drives that were
previously running off a 256k MIO and functional.

Am trying to get them accessible via my black box. Have the MIO emulation
toggle on, but out of 6 MFM hard drives, I can only access one.

Am not even able to format the others.. Get a cabling related error.

Anybody else see this before?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

5494. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <368687dc.26586365@news.demon.co.uk>
Source record: 56962
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

The other Day Graham Goring <graham@dukeVOMITtastrophy.demon.co.uk>
wrote:

>In article <368a2620.1562837@news.demon.co.uk>, Paul Irvine
><mclane@dellos.demon.co.uk> writes
>>Lets get back onto eachothers own topics.. eh nice people..
>
>What the hell are you doing in here, Irvine? ;)
>
>Graham Goring

Being an Atari 8bit person and a C64 peep I tend to be in those two
groups as well. Sadly the old Dr Who thread is rampant in all the 8bit
NG's..

Shame its not about the games ;)

Btw comp.sys.sinclair...Mr Goring may well have some strange sexual
fantasies (one involving a bear from a speccy game?) but he is Ok
really...trust me....
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5495. 1040STF and PC link

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: "D.Guenez" <dguenez@club-internet.fr>
Message-ID: <7666t3oik1@front3.grolier.fr>
Source record: 56963

Hello,

Who can let me know how to link a PC to an Atari 1040STF?.
I have a cable to connect 2 PC (// and serie). Does this cable work for an Atari ?. If yes, how to configure the terminal on PC (V32 ?) to be able to work with Atari (VT52)?

Thank you for your cooperation

5496. Re: MyDOS 453

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <766f96$928$1@nnrp1.dejanews.com>
Source record: 56964

I checked and it is corrupt. I don't have another copy of it around. If you
ever get a good copy, please upload it and I'll replace the bad ones.

In article <f5O4dXX6MbiT-pn2-2iH7LkqIOSu0@draco>,
kenames@earthlink.net wrote:
> On Sat, 26 Dec 1998 20:55:36, Tom_Hunt@my-dejanews.com wrote:
>
> > Thanks Ken. I just checked
> >
ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/UTILITIES/UTILITIES_FILES
> > /MY DOS45S.ARC and it seems to be fine when unarced with arce40g.com .
You
> > can find this utility at-
> >
> > ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/ARCE40G.COM
> >
> > Regards,
> > Tom
> >
> > In article <f5O4dXX6MbiT-pn2-yP3oVJ13Rx4d@draco>,
> > kenames@earthlink.net wrote:
> > > ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/UTILITIES/UTILITIE
> > > S_FILES/MY453SRC.ARC and in the same directory is MY453.ARC which is
> > > the same file and is also bad.
> > > and the same filenames in the
> > > ftp://cth.tzo.com/ftp/pub/Atari_8bit/More_Atari8bit/UTILITIES/UTILITIE
> > > S_FILES/MISC/ directory too.
> > >
> > > Ken
> > >
> > >
> >
> > ----------== Posted via Deja News, The Discussion Network ==----------
> > http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>
> Tom:
> it is the MY453SRC.ARC and not the MYDOS45S,ARC that is giving me
> trouble.
>
> Ken
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5497. !Is ftp.hackerz.com gone for good?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: dice@clay.com
Message-ID: <766as6kom1@news.monmouth.com>
Source record: 56965

Great site...I hope I'm not actually going to have to unpack my Atari 800
and dump my disks to ATRs!

5498. Re: RIGHT CARTRIDGE >>

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <3686BE48.5A54@netmagic.net>
Source record: 56966

Doctor Clu wrote:
>
> Richard Cortese wrote:
>
> > I used to use a Proburner<it went south> & AFAIK, it was at the right cart address space.
>
> Proburner? Hehe... Alright, as usual, I would like to know more about
> it and who sold it? :)
>
> Clu

IIRC: This was from Thompson Electronics ~$150. General purpose, read everything from 2716s to 27128. A few problems with it were things like only having a 21V programming pulse, but I modified mine to work with 12.5V EPROMs. Cheap ZIF socket on top, 4K of cartridge ROM which was decoded odd so it had one image at $7000-$7FFF, mirror image at $6000-$6FFF. Pretty much a standard menu setup up like DUP.SYS, small debugger built in.

Everything was potted in epoxy so you couldn't reverse engineer it. Not that anyone would want to. $150 was a little pricey even then compared to what you could get on the clone side. But it was great for making a few cartridges, put SpeedScript on a cart for instance.

5499. Re: /|\ AUNT - C-64 SUPER CPU

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <3686C123.976@netmagic.net>
Source record: 56967

LWhite6497 wrote:
>
> Hi Richard-
> Where did you read Bob's 80 column
> upgrade article? Is it in electronic format
> somewhere?
I don't know about electronic format, but it was published in the San Leandro Computer Club Journal. Most of Bob's stuff has been published there & even some good hacks by others.
>
> >It was like hitting a wall at ~2.1 mHz. Nothing I could do would even
> >get the system to boot at that speed.
>
> I started a very long reply to this, and got knocked off AOL after I was 90%
> done. Grr!

> But a long story short.. I don't think that you have to clock Antic at a higher
> speed, but even if the display device did have to be clocked at X MHz, then an
> alternate could be used. An alternate display device would make it more
> complicated and costly.
> It would be interesting to have Mr Woolley
> give us his thoughts on this.
> Merry Xmas all,
> Larry
He has given a few details about where he would like to go, but the level of sophistication is somewhere around SNES to an Apple IIGS as far as speed & compatibility go.

Thing is, both of those probably took several million to develop & more then a few dozen man years. It is really more work then one person can do.

One of these days I may try to get back into doing some soldering. Hung up my soldering iron 3-5 years ago<???>. I was never good at complicated projects, but the mundane projects I did were kind of fun.

5500. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-27 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <rc0V4HAQYoh2Ewtd@cosine.demon.co.uk>
Source record: 56968
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

Jason =-)
> In short, lighten up a little Brian, it's Christmas... =-)

Brian:
> I don't give a 2p-from-the-Christmas-pudding if the Dr Who stuff *has*
> an 8-bit connection, but the particular thread to which I responded
> had been wibbling on for ages *exclusively* on scarves and Skaro and
> suchlike that it occurred to me that the participators might not have
> noticed how off-topic they were.

Chances are they do. It'll die out soon enough though, the people with
a lot of 'Who knowledge are already talking to other 'Who fans (if you
think the crossposting flamewar got rough round here, check out
rec.arts.drwho... =-) and the rest will get bored when they've done the
Daleks/stairs joke more than a couple of times. And yes, of *course* I
know about Remembrance...

> Happy New Year all, by the way. Just thought I'd get that in early...

And a happy easter to you to, matey. =-)
--
Jason =-)

_____
TMR / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____/ /
_______________________________\/

5501. Re: anyone from poland here?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: alficzek <alficzek@friko.onet.pl>
Message-ID: <01be32b9$638435a0$LocalHost@ppp>
Source record: 56838

Paul Irvine <mclane@dellos.demon.co.uk> wrote
<3689f621.31420015@news.demon.co.uk>...
> The other Day "alficzek" <alficzek@friko.onet.pl> wrote:
>
> >Slawek 'Slaves' Sledz <slaves@numen.penet.pl> napisa3(a) w artykule
> ><768kn7$je0$1@helios.man.lublin.pl>...
> >> alficzek <alficzek@friko.onet.pl> wrote:
> >> > is there anyone from poland here?
> >>
> >> yep.
> >o kur..! kogo widze!!! [odpisze zaraz, w8]
>
> Bet they are talking about Dr Who..;)
not this time :)
wrong time, wrong place (i guess :)

greetings

[atari xl/xe fan]

5502. atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: alficzek <alficzek@friko.onet.pl>
Message-ID: <01be32bc$51ad39a0$LocalHost@ppp>
Source record: 56839

why i post this letter? because i'm not enraptured with the sound emulators produce... xl-it! produces the clearest sound but only synt music not digital/sampled, atari800 produces both synt and digital but it chirps/crackles, xformer too...
so i ask you - can't anything be done to make pc sounds like a real atari? maybe pokey emulation should be rewritten or written once again with new algorithms? or a simple device could be build? anyone is good at electronics? i'm sure there are a lot of people!

that's all i want to say...

btw: you may ask: "why da hell you need so pure and clear sound?!?"... then i ask: "because i love demos and i love atari music - i save it as mp3 files and listen to it all the day :)"

see ya, best greetings

[atari xl/xe fan]

ps. i have k6/233 so don't tell me i have slow computer that's why the sound rattles :)
ps. has anyone made a hardware atari xl/xe emulator on a standard pc-card?

5503. off topic, but...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: Smith-Perricone <sslp@enter.net>
Message-ID: <36882d89.0@news3.enter.net>
Source record: 56840

I just tried out "Montezuma's Return" for Color Gameboy. It's really a good and accurate updating of the old "Montezuma's Revenge" game for Atari many, many years ago. I reccomend it enthuastically. Just thought you all might like to know.

5504. Re: S-Video Cable Construction from atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: Brent Buescher <buescher@tiki-lounge.com>
Message-ID: <m2k8zbzh8q.fsf@caligula.srv.net>
Source record: 56841

Connect the shield to the shield and the signal grounds to the Atari's signal ground.

Brent

5505. Re: games and such....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: baronvr <baronvr@REMOVEusa.net>
Message-ID: <4y%h2.1672$Wg1.14334@SnBeta>
Source record: 56842

try: http://www.crestviewfl.com/~richard/atari-docs.htm
Actually, its more hints than instructions.

c cole

--
Spike's Big Vectrex Page
http://members.xoom.com/baronvr/
remove spamblock
--

sloopy_m@my-dejanews.com wrote in message
<767916sec1@nnrp1.dejanews.com>...
>
>
>'ello,
>
> i am looking for instructions on how to play seven cities of gold...
>i have the disk but i dont have the instructions and i want to start
playing
>it again... also i would rather not use my original disk (they only last so
>long :'(any ideas on how to back up my disk? thanks....
>
>
>sloopy.
>
>p.s. i am still trying to get ahold of bob klaas.... emailing him doesnt
seem
>to work for my (either he doesnt get it or i am black listed(?) i made a
post
>on here a few weeks ago to no response... maybe someone doesnt want me to
get
>my hd interface working? i dunno....
>
>
>------------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5506. Re: Rtime8 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <766rueelb1@alexander.INS.CWRU.Edu>
Source record: 56969

(Rtime-8 power source.)
I did that too. I just soldered wires to the points on the RT8 board.

Then I attached a two AA batery holder from Radio Shack to the
wires. It has worked fine. It is sorta unsightly, with the
wires coming out of the RT8 and the battery holder sitting on
the bench.
Russ

5507. Re: BlackBox w/Adaptec 4000a

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <766sp0$s88$1@pale-rider.INS.CWRU.Edu>
Source record: 56970

(J. King can't get BB to recognize some hard drives.)
Nope, never had that problem.
However, my 2 cents, keep the cables short (less than a foot.)
Be careful plugging in and out the cables, the pins bend.
Finally, hdfmtph you use. One worked for me (was it 6?),
the others didn't.
Russ

5508. My New Web Page

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: Tony Brown <tony.brown1@virgin.net>
Message-ID: <3686FD1D.2453@virgin.net>
Source record: 56971

Hi,
Just a quick note to say that I've put up my new Web Site of my computer collection -
it includes around 50 machines, with fast-loading graphics inc. manual covers, set-up diagrams,
plus a link to my 3D Model pages (inc. ZX80 & ZX81).

Hope you like it. I'd be happy to include links to other collectors and to list any for-sale items.

Thanks and Happy New Year,

Tony Brown

http://freespace.virgin.net/tony.brown1/computer/

5509. Re: Rtime8 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36880f37.45200770@news.pressenter.com>
Source record: 56972

On 27 Dec 1998 19:41:46 GMT, jeking@NOSPAM.COM wrote:

>Jon Melbo <jmelbo@pressenter.com> wrote:
>
>> test with a voltmeter on the board to make sure rthe batteries have a
>> good connection to the board. Also, you want about 3 volt. I
>> replaces my lithium disk with a 2 AA battery pack. works great.
>
>How did you do that? Do you have this dual AA battery pack taped to
>the outside of the cart? Hard-soldered to the board?

Okay what I did was buy at Radio Shack a little plstic battery holder
that holds two AA batteries. On the end of it it has nubs like a 9
volt battery has. I also bought a piece that plugs on to a 9 volt
battery (or in this case my 2 AA pack) and has a red and black wire
leads coming off of that. I removed the old disc lithium battery from
the RTime. I drilled a small hole in the Rtime to allow those two
wire leads to pass through. The hole is in the back half. I soldered
the leads to the appropriate spots on the PCB in the RTime. I then
put in to 1.5v batteries in the pack, and plugged on the leads onto
the end. 3 volts supplied to my RTime and easy to change. Last quite
a while too. Even though they aren't lithium batteries, they are much
larger so do last. I just set the battery pack on top of the 800XL
right behind the cart.

Easy peasy Ja.... ahhh never mind. :)

5510. Re: Rtime8 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36891121.45690567@news.pressenter.com>
Source record: 56973

On 27 Dec 1998 20:19:48 GMT, jeking@NOSPAM.COM wrote:

>After much messing around, I got two of my Rtime8 carts. to work again.
>
>Had to replace both batteries, resolder the battery connectors (actually
>replaced the clip with wires) and clean the contacts with some isopropyl
>alcohol and all is well.

In your firs message you said you had those fascets covered. Naughty
boy! Okay okay. A friendly tip though, try a nice clean pensil
eraser to clean contacts. Just be sure to brush/blow away the dust.

5511. games and such....

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <767916sec1@nnrp1.dejanews.com>
Source record: 56974

'ello,

i am looking for instructions on how to play seven cities of gold...
i have the disk but i dont have the instructions and i want to start playing
it again... also i would rather not use my original disk (they only last so
long :'(any ideas on how to back up my disk? thanks....

sloopy.

p.s. i am still trying to get ahold of bob klaas.... emailing him doesnt seem
to work for my (either he doesnt get it or i am black listed(?) i made a post
on here a few weeks ago to no response... maybe someone doesnt want me to get
my hd interface working? i dunno....

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5512. Re: BlackBox w/Adaptec 4000a

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7676sd$c32$1@news.xmission.com>
Source record: 56975

James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:

> (J. King can't get BB to recognize some hard drives.)
> Nope, never had that problem.
> However, my 2 cents, keep the cables short (less than a foot.)
> Be careful plugging in and out the cables, the pins bend.
> Finally, hdfmtph you use. One worked for me (was it 6?),
> the others didn't.

That's an MIO format utility, isnt it? I've been trying to use,
HDFMT.COM, as provided with the black box diskette.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

5513. Re: MyDOS 453

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-4Rd3xxpyQw98@draco>
Source record: 56976

On Sun, 27 Dec 1998 23:19:02, Tom_Hunt@my-dejanews.com wrote:

>
>
> I checked and it is corrupt. I don't have another copy of it around. If you
> ever get a good copy, please upload it and I'll replace the bad ones.
>
Will do that Tom.

5514. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <368728AD.3DAF@geocities.com>
Source record: 56977
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

> Being an Atari 8bit person and a C64 peep I tend to be in those two
> groups as well. Sadly the old Dr Who thread is rampant in all the 8bit
> NG's..
>
> Shame its not about the games ;)
>

Darn! So does this mean we *won't* go on about the various companion's chests? I had some great pics (none nude) of Liz, Peri, Tegan.... ah well...

>AHEM!< Well.. how about those games? ;)

Off hand I don't know any Atari games, besides a version (I think) of the Dalek game (based off the age ole "Droids" game).

In the realm of the Z-games (the same language the infocom games were written) there is a game called "Karn", which is a text adventure story which picks up where the "Brain of Mobius" left off.

Hmm.. perhaps some Doctor Who games need to be written for the Atari in 1999. :)

Doc Clu

5515. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36928a1a.3761205@news.demon.co.uk>
Source record: 56978

The other Day Doctor Clu <clu-da-bard@geocities.com> wrote:

>> Shame its not about the games ;)
>>
>
> Darn! So does this mean we *won't* go on about the various
>companion's chests? I had some great pics (none nude) of Liz, Peri,
>Tegan.... ah well...

No, collect the tissue box and head home !! :)
>
> >AHEM!< Well.. how about those games? ;)
>
> Off hand I don't know any Atari games, besides a version (I think) of
>the Dalek game (based off the age ole "Droids" game).

There was one that featured Daleks although it wasn't a real Dr Who
game..

Called Zone raider I think or Lone Raider...Honest!!!
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5516. Re: MyDOS 453

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981228064532.11988A-100000@vtn1>
Source record: 56979

The two versions are identical except for the number of digits returned by the directory function. 4.53/3 uses only three digits for lengths <1000 whereas 4.53/4 simply restores things to the previous MyDOS norm of four digits.

The switch to three digits was supposed to increase compatibility with stuff written for Atari DOS 2.yuck. The problem is a lot of software now expects to get four digits if it finds a "M" at $0700. If, for example, you try TextPRO with 4.53/3 the menu will be screwed up.

John

On 27 Dec 1998, LWhite6497 wrote:

> Is the latest version of this 4.53/3 or 4.53/4?
> And does anyone know what obstacles 4.60
> ran into that I believe was to allow 32 Meg
> drives?
> Larry
>
>

5517. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: John Dow <jmd@dowcarter.com>
Message-ID: <768935$7e0$2@news1.cableinet.co.uk>
Source record: 56980
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

Doctor Clu wrote in message <368728AD.3DAF@geocities.com>...
>companion's chests? I had some great pics (none nude) of Liz, Peri,
>Tegan.... ah well...

ooo but wasn't Nyssa lovely.............

J (lying down cos I've come over all funny)

5518. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <rvzlECAOZ7h2Ew+T@cosine.demon.co.uk>
Source record: 56981
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

Doctor Clu wrote in message <368728AD.3DAF@geocities.com>...
> I had some great pics (none nude) of Liz, Peri, Tegan.... ah well...

John Dow:
> ooo but wasn't Nyssa lovely.............

Personally I preferred Tegan, nothing at *all* to do with a predilection
for bossy women or a uniform fetish, oh nononono... =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

5519. Re: BlackBox w/Adaptec 4000a

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <768ecnikh1@pale-rider.INS.CWRU.Edu>
Source record: 56982

(Asks if hdfmtph6.com is MIO utility.)
Ok, yes, it is for MIO. I don't know if it would work with
BB and you should probably use the hdfmt that came on the
BB disk. There were 3 or 4 hdfmtph I got with the MIO
disk. The hdfmtph6.com worked for me.
Russ

5520. E-mail

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-S1WRYDUqIQfQ@draco>
Source record: 56983

> I have three R-Time8 carts... all used to work just fine. About a year
> ago, all three stopped working.
>
> One of them (when plugged in), wont even allow the computer to boot. The
> other two arent detected and wont hold time.
>
> Any suggestions appreciated?
>
> --Ive already cleaned the contacts on the card edge and replaced the
> batteries.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>
I tried to send you an email and it bounced. would you send me an
email with your correct email address?

5521. anyone from poland here?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: alficzek <alficzek@friko.onet.pl>
Message-ID: <01be3294$89e3aa20$aeadccc2@ppp>
Source record: 56984

is there anyone from poland here?

see ya!

[atari xl/xe fan]

5522. Re: anyone from poland here?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: Slawek 'Slaves' Sledz <slaves@numen.penet.pl>
Message-ID: <768kn7$je0$1@helios.man.lublin.pl>
Source record: 56985

alficzek <alficzek@friko.onet.pl> wrote:
> is there anyone from poland here?

yep.

Signed,

---------- - - [Slawek 'Slaves' Sledz ; slaves@pol.pl ; slaves@nets.pl]
------------------------------ - - [PGP key @ http://numen.penet.pl/~slaves]
---------- - - [Taquart 'Energy' zine @ http://energy.taquart.nets.pl]
---------- - - [I'm just a sucker with no self esteem... - The Offspring]

5523. Re: anyone from poland here?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: alficzek <alficzek@friko.onet.pl>
Message-ID: <01be3295$e9009d00$aeadccc2@ppp>
Source record: 56986

Slawek 'Slaves' Sledz <slaves@numen.penet.pl> napisa(a) w artykule
<768kn7$je0$1@helios.man.lublin.pl>...
> alficzek <alficzek@friko.onet.pl> wrote:
> > is there anyone from poland here?
>
> yep.
o kur..! kogo widze!!! [odpisze zaraz, w8]

5524. Re: anyone from poland here?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-28 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3689f621.31420015@news.demon.co.uk>
Source record: 56987

The other Day "alficzek" <alficzek@friko.onet.pl> wrote:

>Slawek 'Slaves' Sledz <slaves@numen.penet.pl> napisa3(a) w artykule
><768kn7$je0$1@helios.man.lublin.pl>...
>> alficzek <alficzek@friko.onet.pl> wrote:
>> > is there anyone from poland here?
>>
>> yep.
>o kur..! kogo widze!!! [odpisze zaraz, w8]

Bet they are talking about Dr Who..;)

--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5525. Re: anyone from poland here?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36892012.42158921@news.demon.co.uk>
Source record: 56843

The other Day "alficzek" <alficzek@friko.onet.pl> wrote:

>Paul Irvine <mclane@dellos.demon.co.uk> wrote
><3689f621.31420015@news.demon.co.uk>...
>> The other Day "alficzek" <alficzek@friko.onet.pl> wrote:
>>
>> >Slawek 'Slaves' Sledz <slaves@numen.penet.pl> napisa3(a) w artykule
>> ><768kn7$je0$1@helios.man.lublin.pl>...
>> >> alficzek <alficzek@friko.onet.pl> wrote:
>> >> > is there anyone from poland here?
>> >>
>> >> yep.
>> >o kur..! kogo widze!!! [odpisze zaraz, w8]
>>
>> Bet they are talking about Dr Who..;)
>not this time :)
>wrong time, wrong place (i guess :)
>
Ha ha...Greetings to Poland :)
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5526. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <368a205e.42234471@news.demon.co.uk>
Source record: 56844

The other Day "alficzek" <alficzek@friko.onet.pl> wrote:

>why i post this letter? because i'm not enraptured with the sound emulators
>produce... xl-it! produces the clearest sound but only synt music not
>digital/sampled, atari800 produces both synt and digital but it
>chirps/crackles, xformer too...

Have you tried Atari800win...

Very good sound IMHO..

Even most samples sound very good and Im from the old days too :)

Dos port has same sound capabilities
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5527. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <368c2164.42496656@news.demon.co.uk>
Source record: 56845

The other Day "alficzek" <alficzek@friko.onet.pl> wrote:

>why i post this letter? because i'm not enraptured with the sound emulators
>produce... xl-it! produces the clearest sound but only synt music not
>digital/sampled, atari800 produces both synt and digital but it
>chirps/crackles, xformer too...

Hmmm just reread this and it seems you have tried the Atari800win and
the Dos version (hopefully the apm version included in the archive)

>so i ask you - can't anything be done to make pc sounds like a real atari?
>maybe pokey emulation should be rewritten or written once again with new
>algorithms? or a simple device could be build? anyone is good at
>electronics? i'm sure there are a lot of people!

Any extra hardware is normally a put off, people who are non electronics
minded tend not to want to build these things hence people don't write
the code for them

Me, Im from an electronics background so its Ok for me but I understand
why some want pure software emulation.

As for software coded stuff, well Rich has done a superb job so far but
you have to remember he is writing this free emulator for all needs,
there are still some older PC-wise owners who hassle him for code
running in a 386 etc...it not so much hinders his code but does make it
harder to please all..

Im running a P233MMX so I hope Rich and Co do not make the code so that
only a PII can run it..Yes, I am greedy :)
>that's all i want to say...
>
>btw: you may ask: "why da hell you need so pure and clear sound?!?"...
>then i ask: "because i love demos and i love atari music - i save it as
>mp3 files and listen to it all the day :)"
>
From the UK I totally agree..

>see ya, best greetings
>
>[atari xl/xe fan]
>
>ps. i have k6/233 so don't tell me i have slow computer that's why the
>sound rattles :)
>ps. has anyone made a hardware atari xl/xe emulator on a standard pc-card?

er pass...I know there is a C64 on a card but not atari..

Nice idea but the current Atari 'owners' seem to want to hold onto the
hardware and not let anyone add to it.
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5528. Re: TCP/IP - why? Why not just PPP?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: "Derek R. Pizzagoni" <drp@aval.com>
Message-ID: <36882A77.EE73C538@aval.com>
Source record: 56846

You may want to get the following books:

TCP/IP Illustrated, Volume 1
The Protocols
W. Richard Stevens

TCP/IP Illustrated, Volume 2
The Implementation
Gary R. Wright
W. Richard Stevens

They will tell you pretty much all you'll ever need to know.

--
Derek R. Pizzagoni
Information Technology Manager
Aval Communications, Inc.
URL: http://www.aval.com

Doctor Clu wrote:

> Hmmm... considering this Phoenix Project is definately gonna take some
> time, perhaps the question that should be asked is, where can I go (what
> classes) would tell us of the operations of TCP/IP and PPP?
>
> And knowing is half the battle. ;)
>
> Clu

5529. arc files

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: abaddon88@aol.com
Message-ID: <19981228210505.29524.00002649@ng117.aol.com>
Source record: 56847

I have some files in arc format, such as th atari os listing, i tried findin an arc extract utility, can someone send me a copy?

5530. Re: off topic, but...

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981228213904.05480.00003151@ng-fa2.aol.com>
Source record: 56848

>I just tried out "Montezuma's Return" for Color Gameboy.

Yes, I got one for my grandson for Xmas,
and it (like just about all NES products) is
very well done. Now if the darn screen
was a little bigger for 50+ eyes! :-)
Larry

5531. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981228220442.05480.00003164@ng-fa2.aol.com>
Source record: 56849

>I know there is a C64 on a card but not atari..

Do you have any info on this? There was a commercial product (Trackstar)
that was an Apple II+/e on a card for the IBM,
but I've not heard of another. (Ok, there was
an Apple II hard/software emulator for the Mac.) There was an article about
one in AIM, and even a presentation about it at the 1991 Chicago Atari fest,
but never heard anything more about it. I think that the
software emulators killed any chance of a
hardware emulator.
Larry

5532. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <368868db.26059656@news.pressenter.com>
Source record: 56850

On Mon, 28 Dec 1998 23:44:51 GMT, "alficzek" <alficzek@friko.onet.pl>
wrote:

>
>ps. i have k6/233 so don't tell me i have slow computer that's why the
>sound rattles :)
>ps. has anyone made a hardware atari xl/xe emulator on a standard pc-card?

233 isn't all that fast by todays standards. I'm not saying that it
is SLOW, but it isn't FAST either.

5533. XDM121

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36888590.FD4113A9@arn.net>
Source record: 56851

Hello,

Does anyone have some ribbons for an Atari XDM121 printer or even a
re-fill kit for used ribbons?

Laters,

antbaker@arn.net

5534. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: John/Lori <henk@spamsuxdoitnow.com>
Message-ID: <36889245.5736@spamsuxdoitnow.com>
Source record: 56852
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

> ooo but wasn't Nyssa lovely.....
>
> J (lying down cos I've come over all funny)

get a hold of your self... ;)

5535. atari8-l mailing list - solution for all the wtb/fs posts

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.ideefixe.nom.pl>
Message-ID: <76aevdiqr1@zwieracz.ideefixe.nom.pl>
Source record: 56853

hi

first of all - sorry for bothering you via private email, but i think
that is's imporant that all atari8 related persons could easily discuss with
each other.

i'd like to present probably the biggest mailing list for 8bit atari
computer users nowadays. when on comp.sys.atari.8bit there are lot of
wtb/fs posts, and almost none of the real discussion, on atari8-l we're still
talking about the new things for our favourite computers.

latest topics are 65c816 extension (there is one developed by one
of the subscriber), tcp/ip stack, unix for 8bit atari, and many more...

to subscribe, mail a message to majordomo@zwieracz.ideefixe.nom.pl, with the
following line in the body (not the subject) of your message:

subscribe atari8-l

i think it's worth to be subscribed (for now there are over 100 subscribers from
all around the world).

if you can, and want to, please subscribe, and of course share this message
with your friends using 8bit atari, so that all atari users could easily
contact each other.

--
= krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

2923
--
= krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

5536. atari8-l mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.ideefixe.nom.pl>
Message-ID: <76afn1$k9n$1@zwieracz.ideefixe.nom.pl>
Source record: 56854

echlo

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest mailing list in the world - connected bidirectionally
to old list at MARIST, and gatewayed to the FidoNet international echo ATARI8-L.

for now it has about a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there
is no old-messages deleting, and so on... my wish is that all atari users
would be subscribed, so the atari community stay together and grow in
strenght.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl
with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable,
regularily maintained.

please, share this message with all people that are interested in atari8
topics you know.

2924
--
= krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

5537. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: alficzek <alficzek@friko.onet.pl>
Message-ID: <01be3324$476fc8a0$8cadccc2@ppp>
Source record: 56855

Paul Irvine <mclane@dellos.demon.co.uk> wrote
<368a205e.42234471@news.demon.co.uk>...
> The other Day "alficzek" <alficzek@friko.onet.pl> wrote:
>
> >why i post this letter? because i'm not enraptured with the sound
emulators
> >produce... xl-it! produces the clearest sound but only synt music not
> >digital/sampled, atari800 produces both synt and digital but it
> >chirps/crackles, xformer too...
>
> Have you tried Atari800win...
>
> Very good sound IMHO..
i have... and the sound isn't so good as i would like it to be...

> Even most samples sound very good and Im from the old days too :)
:)

> Dos port has same sound capabilities
well, it should :) but i can see the difference (i don't say dos port
suxx, maybe my sndcard sounds worse in dos...)

see ya, greetings to all 8bit fans

[xl/xe fan]

5538. Re: atrari games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <7O5i2.25023$el4.37969957@c01read02.service.talkway.com>
Source record: 56856

On Sun, 27 Dec 1998 14:28:58 -0500 (EST) dank290@webtv.net (Jared
Perkins) wrote:
> do you know if you can still buy atari games, preferably still in the
> box?
>

I know a guy that has quite an inventory of new atari stuff.
There is a list off of my classic trade page at
http://members.tripod.com/~eightbits/classic.html

Thanks
Mark
--
Surf Usenet at home, on the road, and by email -- always at Talkway.
http://www.talkway.com

5539. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_914938449@rtfm.mit.edu>
Source record: 56857
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 21, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

5540. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19981229100839.17697.00001037@ngol05.aol.com>
Source record: 56858

I like Atari800win's sound very much. In fact the only time I noticed a glitch on my PC with an old 16 bit Soundblaster card is at the beginning of Shamus and the Hitchcock theme music. Everything else seems like sound on my Atari.
I know of an emulator called "Pokey" that has an option to use an actual Pokey chip connected to the PC, maybe through the parallel port, IIRC.

badbob1952@aol.com

5541. Re: anyone from poland here?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: alficzek <alficzek@friko.onet.pl>
Message-ID: <01be3343$2b44b0e0$LocalHost@ppp>
Source record: 56859

Paul Irvine <mclane@dellos.demon.co.uk> wrote
<36892012.42158921@news.demon.co.uk>...
> Ha ha...Greetings to Poland :)
thanks, and greetings to UK :)

see ya

xl/xe fan

5542. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: alficzek <alficzek@friko.onet.pl>
Message-ID: <01be3341$69a40400$LocalHost@ppp>
Source record: 56860

Paul Irvine <mclane@dellos.demon.co.uk> wrote
<368c2164.42496656@news.demon.co.uk>...
> The other Day "alficzek" <alficzek@friko.onet.pl> wrote:
>
> >why i post this letter? because i'm not enraptured with the sound
emulators
> >produce... xl-it! produces the clearest sound but only synt music not
> >digital/sampled, atari800 produces both synt and digital but it
> >chirps/crackles, xformer too...
>
> Hmmm just reread this and it seems you have tried the Atari800win and
> the Dos version (hopefully the apm version included in the archive)
i had :)

> >so i ask you - can't anything be done to make pc sounds like a real
atari?
> >maybe pokey emulation should be rewritten or written once again with new
> >algorithms? or a simple device could be build? anyone is good at
> >electronics? i'm sure there are a lot of people!
>
> Any extra hardware is normally a put off, people who are non electronics
> minded tend not to want to build these things hence people don't write
> the code for them
maybe you right... however i think we could try... it isn't as complicated
as pc mainboard and probably everyone knows an electrician/hobbyst who
could build some simple device

> Me, Im from an electronics background so its Ok for me but I understand
> why some want pure software emulation.
of course pure software emulation is more awaited but software will never
be 100% hardware. if you want perfect emulation only hardware makes it
possible. am i wrong, huh?

> As for software coded stuff, well Rich has done a superb job so far but
> you have to remember he is writing this free emulator for all needs,
> there are still some older PC-wise owners who hassle him for code
> running in a 386 etc...it not so much hinders his code but does make it
> harder to please all..
i do understand it... i just wanted some emu with as good snd emu as
possible

> Im running a P233MMX so I hope Rich and Co do not make the code so that
> only a PII can run it..Yes, I am greedy :)
:)

> >ps. has anyone made a hardware atari xl/xe emulator on a standard
pc-card?
> er pass...I know there is a C64 on a card but not atari..
c64... cool :) but atari would be ten times cooler :)

> Nice idea but the current Atari 'owners' seem to want to hold onto the
> hardware and not let anyone add to it.
who cares? :)

best greetings

xl/xe fan

5543. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: alficzek <alficzek@friko.onet.pl>
Message-ID: <01be3342$f7159f00$LocalHost@ppp>
Source record: 56861

Jon Melbo <jmelbo@pressenter.com> wrote
<368868db.26059656@news.pressenter.com>...

> >ps. i have k6/233 so don't tell me i have slow computer that's why the
> >sound rattles :)
> >ps. has anyone made a hardware atari xl/xe emulator on a standard
pc-card?
>
> 233 isn't all that fast by todays standards. I'm not saying that it
> is SLOW, but it isn't FAST either.
well... uae works pretty fast... amiga is much slower (in performance) than
atari is so atari emu should run fast like thunder... don't you think?
i consider p100 should emulate atari/c64 at normal speed. god! it is 32bit
cpu, many times (1000x ???) faster than atari!!! [one more thing: emulators
aren't written in micro$oft - they don't have slow-down code]

cheers

xl/xe fan

5544. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3688FA7A.1C7AC941@erols.com>
Source record: 56862

alficzek wrote:
>
> why i post this letter? because i'm not enraptured with the sound emulators
> produce... xl-it! produces the clearest sound but only synt music not
> digital/sampled, atari800 produces both synt and digital but it
> chirps/crackles, xformer too...
> so i ask you - can't anything be done to make pc sounds like a real atari?
> maybe pokey emulation should be rewritten or written once again with new
> algorithms? or a simple device could be build? anyone is good at
> electronics? i'm sure there are a lot of people!
>
> that's all i want to say...

I get my best sound running the Atari800 emulator for DOS. The windows emulator is considerably slowed by the cheap and old video card and the long-latency sound card (Creative AWE 32 non PNP). But digitized sound just doesn't come through. It has probably has little to do with the pokey routines. BTW, the K6 processor, I've been told, doesn't like Creative sound cards -- not that having such a card will improve your situation.

So far, the best emulator for the Atari 8-bit is an Atari 8-bit!

> btw: you may ask: "why da hell you need so pure and clear sound?!?"...
> then i ask: "because i love demos and i love atari music - i save it as
> mp3 files and listen to it all the day :)"
>
> see ya, best greetings
>
> [atari xl/xe fan]
>
> ps. i have k6/233 so don't tell me i have slow computer that's why the
> sound rattles :)
> ps. has anyone made a hardware atari xl/xe emulator on a standard pc-card?

5545. Re: atari8-l mailing list - solution for all the wtb/fs posts

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3688FB9A.C27AA922@erols.com>
Source record: 56863

I've seen nothing, or next to nothing on the mailing list for the past
few weeks. What's happening?

maciej grzeszczuk wrote:
>
> hi
>
> first of all - sorry for bothering you via private email, but i think
> that is's imporant that all atari8 related persons could easily discuss with
> each other.
>
> i'd like to present probably the biggest mailing list for 8bit atari
> computer users nowadays. when on comp.sys.atari.8bit there are lot of
> wtb/fs posts, and almost none of the real discussion, on atari8-l we're still
> talking about the new things for our favourite computers.
>
> latest topics are 65c816 extension (there is one developed by one
> of the subscriber), tcp/ip stack, unix for 8bit atari, and many more...
>
> to subscribe, mail a message to majordomo@zwieracz.ideefixe.nom.pl, with the
> following line in the body (not the subject) of your message:
>
> subscribe atari8-l
>
> i think it's worth to be subscribed (for now there are over 100 subscribers from
> all around the world).
>
> if you can, and want to, please subscribe, and of course share this message
> with your friends using 8bit atari, so that all atari users could easily
> contact each other.
>
> --
> = krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
> = 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
> = finger me or mail a message with subject: 'get-pgpkey' for pgp key =
>
> 2923
> --
> = krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
> = 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
> = finger me or mail a message with subject: 'get-pgpkey' for pgp key =

5546. Re: TCP/IP - why? Why not just PPP?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <76aufp$t6u$1@news.storm.ca>
Source record: 56864

All the internet standards (TCP, IP, PPP) are documented in what are called RFCs (Request For Comment). I beleive www.internic.org (or .net) has all the RFCs available online. IP is defined in RFC 791; TCP is defined in RFC 793.

Hope this is of some help.

David
Doctor Clu <clu-da-bard@geocities.com> wrote in message news:36849F68.671A@geocities.com...
>Hmmm... considering this Phoenix Project is definately gonna take some
>time, perhaps the question that should be asked is, where can I go (what
>classes) would tell us of the operations of TCP/IP and PPP?
>
> And knowing is half the battle. ;)
>
> Clu

5547. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <368908EB.E65D9840@arn.net>
Source record: 56865

Hello,

Actually, a P100 (standard Intel w/ no overclocking) is "only"
56.17977528 times faster than an Atari 8-bit standard CPU.

Another thing is, on Atari800Win, When I run it at 640X480 mode and try
to do sound and then test it, I get a message that my computer is not
fast enough to get fast sound at that screen mode and I have a P133
overclocked to a P180. What's up w/ that?

Also, if you are so unhappy w/ emulation but want all the games, just
buy an Atari 800XL (personally my FAVORTIE 8-bit) 1050 DD (w/ DOS) and a
SIO2PC cable and copy stuff over to the REAL 8-bit. I am sure someone
in this newsgroup would be willing to sell you that combo of stuff
cheap.

If you do that, you won't have to worry about emulation because you'll
have the real thing and still get the programs you want!

Laters,

antbaker@arn.net

alficzek wrote:
>
> Jon Melbo <jmelbo@pressenter.com> wrote
> <368868db.26059656@news.pressenter.com>...
>
> > >ps. i have k6/233 so don't tell me i have slow computer that's why the
> > >sound rattles :)
> > >ps. has anyone made a hardware atari xl/xe emulator on a standard
> pc-card?
> >
> > 233 isn't all that fast by todays standards. I'm not saying that it
> > is SLOW, but it isn't FAST either.
> well... uae works pretty fast... amiga is much slower (in performance) than
> atari is so atari emu should run fast like thunder... don't you think?
> i consider p100 should emulate atari/c64 at normal speed. god! it is 32bit
> cpu, many times (1000x ???) faster than atari!!! [one more thing: emulators
> aren't written in micro$oft - they don't have slow-down code]
>
> cheers
>
> xl/xe fan

5548. Re: "The Star Raiders Thread"

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: Graham Thornton <graham.thornton@nospam.ln.ssw.abbott.com>
Message-ID: <36891A2F.74EF@nospam.ln.ssw.abbott.com>
Source record: 56866

Jon Melbo wrote:
>
> On Tue, 15 Dec 1998 15:42:53 -0500, "Steven E. Posey"
> <stevenposey@usa.net> wrote:
>
> >I love Star Raiders on the Atari, but if I can't always be on an Atari, at
> >least I have Privateer to play on my PC :-)
>
> How about Elite + on the PC? It has kind of cool fighting, and
> docking and stuff. Kind of like a crosse between Star Raiders and
> that old BBS game "Trade Wars."
>
> Plus it's free now.

I have recently got back into Frontier - Elite II. The original game was unstable
and slow on my old 386DX back in 93, but now with an AMD-300 it really flies, and
new patches available off the net fix quite a few bugs (plus don't use continuous
music). Running under Windows 95 enables you to quickly recover from lockups too.

I wonder if Frontier will be made PD anytime soon?

- that brings us back to an old question - how come Elite was never ported to
the Atari. - it made it the C-64, Plus 4, MSX, Spectrum and others, but never an
Atari version.

Graham.

5549. Re: XDM121

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: TJ Edmister <Damage_X@hotmail.com>
Message-ID: <36892587.F128F76C@hotmail.com>
Source record: 56867

Anthony Baker wrote:

> Hello,
>
> Does anyone have some ribbons for an Atari XDM121 printer or even a
> re-fill kit for used ribbons?
>
> Laters,
>
> antbaker@arn.net

I had one of those printers, but it broke. I used to go to Office Max
and they had ribbons for it there. Of course you probably already
checked stores, guess I am not much help.

5550. Atari 400 help

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: hossie5@aol.com
Message-ID: <19981229142530.08199.00003619@ng-fb1.aol.com>
Source record: 56868

anyone who knows where i can find joysticks, games or hardware for the atari 400 please e-mail me. thanks,

Hossie5@aol.com

5551. Ultima3 crashes Atari

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: paul@guildboss.com
Message-ID: <368926ab.13791304@nntp.a001.sprintmail.com>
Source record: 56869

Hiyas all -

I recently download Atari800Win (ver 2.5) and have played Ali Baba
successfully but now I'm trying to get Ultima III to work but cannot.

I can get the intro up and running just fine but when i try to start
the game it crashes and I get a message about changing hardware
settings. Well, I've tried many combinations of settings and ROM's but
it still doesn't work.

Can anyone clue me in to the proper settings to get U3 to work? I'm
not really that familiar with all the Atari ROM's and OS's and such so
a *beginner's* explanation would be much appreciated.

TIA!

Paul

Paul H. Soares, Jr.
GuildBoss - Guild and Clan Manager for Win9x/NT
http://www.guildboss.com

5552. FS:Atari hardware & software

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: eightbit-spamfree@ehrich.com
Message-ID: <76bcf5$707@world2.bellatlantic.net>
Source record: 56870
Cross-posted to: alt.atari,comp.sys.atari.8bit

on the Atari page of my web site listed below:

--
http://www.voicenet.com/~generic

Video Games - PC MAC & 8-Bit Computer HW & SW

BRAIN TEASERS - RIDDLES - HTML Color Chart

5553. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19981229145829.25315.00001077@ngol02.aol.com>
Source record: 56871

Im Artikel <368908EB.E65D9840@arn.net>, Anthony Baker <antbaker@arn.net>
schreibt:

>Actually, a P100 (standard Intel w/ no overclocking) is "only"
>56.17977528 times faster than an Atari 8-bit standard CPU.

How do you came to that value ? :-)

The ANTIC and GTIA chips have hardware functions that are very hard to emulate.
The fastest PC-CPU today can't emulate the ATARI with all peripherial chips in
realtime !!! :-))

>If you do that, you won't have to worry about emulation because you'll
>have the real thing and still get the programs you want!

yes! i think its the only perfect way the next few years...

bye Andrï¿½.

http://members.aol.com/MacFalkner

5554. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <368a4e31.20218023@news.pressenter.com>
Source record: 56872

On Tue, 29 Dec 1998 15:48:51 GMT, "alficzek" <alficzek@friko.onet.pl>
wrote:

>Jon Melbo <jmelbo@pressenter.com> wrote
><368868db.26059656@news.pressenter.com>...
>
>> >ps. i have k6/233 so don't tell me i have slow computer that's why the
>> >sound rattles :)
>> >ps. has anyone made a hardware atari xl/xe emulator on a standard
>pc-card?
>>
>> 233 isn't all that fast by todays standards. I'm not saying that it
>> is SLOW, but it isn't FAST either.
>well... uae works pretty fast... amiga is much slower (in performance) than
>atari is so atari emu should run fast like thunder... don't you think?
>i consider p100 should emulate atari/c64 at normal speed. god! it is 32bit
>cpu, many times (1000x ???) faster than atari!!! [one more thing: emulators
>aren't written in micro$oft - they don't have slow-down code]

Emulation is always a tricky business. The fact that the Atari has so
many custom IC's that need to be emulated makes the job much harder.
So yeah a primes benchmark written for both platforms native, the
intel chips are going to smoke the good ole Atari8, but emulation is
more resource demanding.

5555. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <368b4f0b.20436570@news.pressenter.com>
Source record: 56873

On Tue, 29 Dec 1998 10:51:22 -0500, Alan Sharkis <asharkis@erols.com>
wrote:

>I get my best sound running the Atari800 emulator for DOS. The windows
>emulator is considerably slowed by the cheap and old video card and the
>long-latency sound card (Creative AWE 32 non PNP). But digitized sound
>just doesn't come through. It has probably has little to do with the
>pokey routines. BTW, the K6 processor, I've been told, doesn't like
>Creative sound cards -- not that having such a card will improve your
>situation.

What's that about about K6 and Creative sound cards not getting along?
Does that mean the K6 only or also the K6-2(3Dnow)? Does it cover old
sound blasters or the newer PCI and Live stuff as well? Where is your
source for this info? I want to read more. Like it or not, Ceative
SB is the standard in PCs for audio. If something don't play well
with that then it is in trouble in my book.

5556. FS: Atari Portfolio + Extras!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-29 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-2912981713030001@genomancer.dent.ohio-state.edu>
Source record: 56874
Cross-posted to: comp.sys.handhelds,comp.os.ms-windows.ce,comp.sys.palmtops,comp.sys.atari.8bit,comp.sys.atari.st

I have an Atari Portfolio for sale. Includes Parallel port (for connecting to a desktop PC, which actually still works under Windows 95/98) and an additional 32k memory card. Own a piece of history; this was the first PalmHeld PC, and it was released in 1989!

Make offer...must go soon!

5557. Re: atari8-l mailing list - solution for all the wtb/fs posts

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.ideefixe.nom.pl>
Message-ID: <76bnet$n0g$1@zwieracz.ideefixe.nom.pl>
Source record: 56875

Tue, 29 Dec 1998 10:56:10 -0500 Alan Sharkis napisal byl w comp.sys.atari.8bit:
> I've seen nothing, or next to nothing on the mailing list for the past
> few weeks. What's happening?

as i told you private - from the technical way everything is fine.
but it's better not to say anything, when you have nothing to say, than
generating tons of spam or off-topic gossip...

2938
--
= krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

5558. Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <76c4g9mpc3@mohawk.hwcn.org>
Source record: 56876

Ok, I am considering getting rid of my Black Box Floppy Board. Now, I know that Floppy Boards for the Black Box are in short supply. I don't think you can even purchase one new from C.S.S. right now. So, don't ask if I will sell the Floppy Board Separate. I won't.

I have two Black Boxes. One has the Floppy Board, the other does not. I know people want the Floppy board. However, I do not want to be stuck with an extra Black Box if I sell it. So, here is the deal. Not really a deal, just what I paid. I will sell the following as a package.

Black Box $200
Black Box Case $40
The Floppy Board $150

Grand total $390 US funds.

I will also throw in an Adaptec 4000a and MFM hard disk Mechanism free of charge. Shipping and insurance from Canada extra. Payment with International Money Order in US funds only.

Willy

5559. Searching for 6502 hobby programmers

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: markus.wuehl@docnet.de
Message-ID: <76d6ppjgi1@nnrp1.dejanews.com>
Source record: 56877

Have you ever prg. the 6502? Yes. Very good.
Are you interested in programming the Atari Lynx?
We are some people who prg. the Atari Lynx. It&#65533;s fantastic how easy
you can prg. the Lynx. A lot of demo sources and a good documentation make
the prg. easier.
You must not invest a lot of money, because the Lynx system ist very cheap.
20-60$ (used/unused)

When you are interested, please have a look at my homepage:

http://surf.to/lynxworld

‰

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5560. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <368A31CD.E411FF15@erols.com>
Source record: 56878

There were discussions in alt.binaries.sounds.midi a year or so ago (I haven't checked since then) but it seems that AMD, Cyrix, etc. processors just don't get along with Creative Labs sound cards. People were buying AWE64s and having trouble making them work. Just which models of the Creative sound cards caused those problems, and if the problems still occur today, I can't say. I have no info about the K6-2 interractions with sound cards, either.

Sorry.

Jon Melbo wrote:
>
> On Tue, 29 Dec 1998 10:51:22 -0500, Alan Sharkis <asharkis@erols.com>
> wrote:
>
> >I get my best sound running the Atari800 emulator for DOS. The windows
> >emulator is considerably slowed by the cheap and old video card and the
> >long-latency sound card (Creative AWE 32 non PNP). But digitized sound
> >just doesn't come through. It has probably has little to do with the
> >pokey routines. BTW, the K6 processor, I've been told, doesn't like
> >Creative sound cards -- not that having such a card will improve your
> >situation.
>
> What's that about about K6 and Creative sound cards not getting along?
> Does that mean the K6 only or also the K6-2(3Dnow)? Does it cover old
> sound blasters or the newer PCI and Live stuff as well? Where is your
> source for this info? I want to read more. Like it or not, Ceative
> SB is the standard in PCs for audio. If something don't play well
> with that then it is in trouble in my book.

5561. Re: atari8-l mailing list - solution for all the wtb/fs posts

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <368A32F4.67228EF@erols.com>
Source record: 56879

maciej grzeszczuk wrote:
>
> Tue, 29 Dec 1998 10:56:10 -0500 Alan Sharkis napisal byl w comp.sys.atari.8bit:
> > I've seen nothing, or next to nothing on the mailing list for the past
> > few weeks. What's happening?
>
> as i told you private - from the technical way everything is fine.
> but it's better not to say anything, when you have nothing to say, than
> generating tons of spam or off-topic gossip...
>
You know, that's an interesting point, and one I've brought up before.
Actually, the advantage of a mailing list is that there's less
opportunity for spam to get in. But spammers seem to be hitting the
inactive groups more than the active ones. So, what's the solution?

Could it be that off-topic gossip is preferable to silence if it gives
the illusion of activity and makes it less likely that spam will enter
the newsgroup? Of course, that's seldom necessary here :)

5562. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: alficzek <alficzek@friko.onet.pl>
Message-ID: <01be33fc$17693aa0$LocalHost@ppp>
Source record: 56880

Anthony Baker <antbaker@arn.net>

> Actually, a P100 (standard Intel w/ no overclocking) is "only"
> 56.17977528 times faster than an Atari 8-bit standard CPU.
well... i really don't how do you came to that value??? or maybe you tried
to write:
56179.77528 ????

xl/xe fan

5563. emulated sound sounds suxx?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: alficzek <alficzek@friko.onet.pl>
Message-ID: <01be3404$c5f90f20$LocalHost@ppp>
Source record: 56881

hey, that's me again...
well, i said emulated sound isn't as good as i would it to be...
some of us trying to say the sound is ok...
i'd like you to download demos from http://friko.onet.pl/za/alficzek and
listen to the music...
then please write a post to this newsgroup how it was? ok? i'd like to know
the hardware you have, emulator used and the sound quality (and maybe emu
settings)

please! it is very important to me!

let the 8bit power be with all of you!

xl/xe fan

5564. Re: emulated sound sounds suxx?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: alficzek <alficzek@friko.onet.pl>
Message-ID: <01be340a$05053fe0$LocalHost@ppp>
Source record: 56882

ps. preferably write to me, not to the newsgroup
my e-mail: alficzek@friko.onet.pl

xl/xe fan

5565. Ultima

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: TJ Edmister <Damage_X@hotmail.com>
Message-ID: <368A47D8.13ABAFAF@hotmail.com>
Source record: 56883

where do I get one of these Ultima games for Atari, are they all commercial? Are they a bunch of disks you have to swap rapidly (like alt reality) or isn't it too bad? I played #4 for SMS, NES, and I wonder what it would be like on Atari.

5566. S-Video cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <76dka0qck1@remarQ.com>
Source record: 56884

Hello. In a recent message, someone was making an S-video cable for his Atari 800. I have an Atari 800XL and am wondering if an S-video cable can be made for it. Also, what would I do to get sound out of it?

Thank you,
Jason Whorton
www.microxl.com/oldcomputers/main.html

5567. REQ:Atari Fuji symbol for my PC

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: onlyinohio@aol.comN0spAM
Message-ID: <19981230113519.02212.00004330@ng28.aol.com>
Source record: 56885

Hi folks, I was brought up on the Atari 400/800 and have a number of demos that had the Fuji symbol. Some had rotating colors, some were 3D, and some even rotated the entire symbol.

Does anyone know where I could find a large Fuji symbol like that to use as the opening screen in Win95? Or as a screen saver? I've looked all over and can't find one anywhere. Would have thought with the Atari's continued popularity somebody would have ported over a 3D Fuji to the PC.

Any help appreciated.

5568. Re: S-Video cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: Brent Buescher <buescher@tiki-lounge.com>
Message-ID: <m2emph4lh8.fsf@caligula.srv.net>
Source record: 56886

The monitor jack on the 800 is the same as on the XL and XE series.

You would have to run sound to a separate amplifier, like your stereo or a pair of powered PC speakers. I have built monitor cables before with a built-in "Y" connector on the sound output to hook it up to both inputs of a stereo.

Brent

5569. Re: Atari 8bit webbrowser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76dhogakb1@news.iwaynet.net>
Source record: 56887

Doctor Clu <clu-da-bard@geocities.com> wrote:
> Alright, we're talking about make a web browser cartridge. Roughly 64K
> or more. And then people talk about needing additional ram space as a
> buffer and hinted at a cartridge form. We have, most of the time, one
> cartridge slot. So, which this train of thought, is it possible to have
> a cartridge that is part temporary ram, and part rom?

It should be simple to do.There were Atari VCS cartridges that did what you
describe.Since there's no R/W line on the cartridge port you need to have the
RAM at two addresses.One for reading and one for writing.
(or have the bank-select register control this but the former sounds faster)

5570. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76di7uakb2@news.iwaynet.net>
Source record: 56888

alficzek <alficzek@friko.onet.pl> wrote:
> why i post this letter? because i'm not enraptured with the sound emulators
> produce... xl-it! produces the clearest sound but only synt music not
> digital/sampled, atari800 produces both synt and digital but it
> chirps/crackles, xformer too...

Also PC Xformer only plays normal tones,not "poly-counter" ones like explosions
and motor noises.So Star Raiders is quiet.

> so i ask you - can't anything be done to make pc sounds like a real atari?
> maybe pokey emulation should be rewritten or written once again with new
> algorithms? or a simple device could be build? anyone is good at
> electronics? i'm sure there are a lot of people!

> that's all i want to say...

> btw: you may ask: "why da hell you need so pure and clear sound?!?"...
> then i ask: "because i love demos and i love atari music - i save it as
> mp3 files and listen to it all the day :)"

Just hook your Atari to your IBM PC using a SIO2PC cable.

> ps. i have k6/233 so don't tell me i have slow computer that's why the
> sound rattles :)
> ps. has anyone made a hardware atari xl/xe emulator on a standard pc-card?

Well if you're using Chicago (Windows 95/98) then don't expect much from even
the fastest CPU.

5571. Re: atrari games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76dkluakb3@news.iwaynet.net>
Source record: 56889

Jared Perkins <dank290@webtv.net> wrote:
> do you know if you can still buy atari games, preferably still in the
> box?

You can try out B&C ComputerVisions.
<URL:http://www.myatari.com>
If you want to see a example of Atari's superiority over the NES and other game systems of that time,buy Ball Blazer!
(only $5;$10 with manual and box)
Not to mention the total lack of 3D games on the NES.
(or any other game that required graphics mode (NES=text-only))

5572. Re: TCP/IP - why? Why not just PPP?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76dlg4akb4@news.iwaynet.net>
Source record: 56890

David A. Paterson <david_p@storm.ca> wrote:
> All the internet standards (TCP, IP, PPP) are documented in what are called
> RFCs (Request For Comment). I beleive www.internic.org (or .net) has all
> the RFCs available online. IP is defined in RFC 791; TCP is defined in RFC
> 793.

> Hope this is of some help.

I just went there and checked out the "site map".Man is that ever screwed up.
I shudder to think that DNS info is left up to them.
(they left out all the </UL> tags,leaving each menu inside the previous)

<URL:http://www.internic.net/sitemap.html> follows:

Small InterNIC logo Registration Services button bar

Registration Services Web Site Map

NEWS
* About the InterNIC
* About Registration Services
* Announcements
* What's New
* Operational Bulletins
* InterNIC-hosted mailing lists
TOOLS
+ WHOIS
+ Frequently Asked Questions (FAQ)
+ DNS Background and DNS tools
+ Other online services
+ FTP archive
REGISTRATION FORMS
o Registration form - single page
o Registration form - text
o Contact template - web
o Contact template - text
o Host registration - web
o Host registration - text
NEW REGISTRATIONS
New registration overview
New registration instructions
New registration FAQ
MODIFICATONS
@ Modify domain registration
@ How to modify domain information
@ Modification FAQ

HELP
- Deleting a domain name
- Transferring a domain name
- Help with contact registration
- Help with host registration
- Using Guardian
PAYMENT & BILLING
= Online payment system
= Fees- fact sheet
= Fees- FAQ
= Debit Account info
LINKS TO...
* VeriSign Digital IDs
* Other registries
* ARIN
Requests for Comments (RFCs)

HOME | CONTACT US | RESOURCES | HOW TO ... | FORMS | FAQ | SITE MAP | SEARCH | WHOIS

5573. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76dlphakb5@news.iwaynet.net>
Source record: 56891
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

In comp.sys.atari.8bit John Dow <jmd@dowcarter.com> wrote:
> Doctor Clu wrote in message <368728AD.3DAF@geocities.com>...
> >companion's chests? I had some great pics (none nude) of Liz, Peri,
> >Tegan.... ah well...

> ooo but wasn't Nyssa lovely.............

What about the second Romana?
(what with that long flowing blonde hair <sigh>)

5574. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76dlthakb6@news.iwaynet.net>
Source record: 56892
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

In comp.sys.atari.8bit Jason <tmr@cosine.demon.co.uk> wrote:
> Brian:
> > The long-running Dr Who thread which I took to a very extreme sexist
> > position by my posting has no place in *any* 8-bit newsgroup. It is
> > completely off-topic.

> > It belongs in one of the many Dr Who groups (if it belongs anywhere at
> > al).

> The 'Who groups have drifted into the area of eight bit computing more
> than once (and sometimes it wasn't me who started it... =-). Anyway,
> Doctor Who *is* on topic for most of the eight bit groups, the BBC and
> C64 got Mines of Terror, the Spectrum, CPC and C64 got Dalek Attack, a
> BBC Micro was used to supply graphics for the TARDIS and the intercom
> noise for UNIT (Five Doctors) and the list goes on...

But no Atari games! <WAAH!>

5575. Atari 8-bit Arcade Game Programming Book Set

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <76dr9g$3j0$1@nnrp1.dejanews.com>
Source record: 56893

I've listed these books on eBay, come by and check them out (jpeg and snappy descriptions included), by hitting the following URL.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=52626786

Thanks,
Dan Vernon

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5576. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76dmi0akb7@news.iwaynet.net>
Source record: 56894
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

In comp.sys.atari.8bit Jason <tmr@cosine.demon.co.uk> wrote:
> Jason =-)
> > In short, lighten up a little Brian, it's Christmas... =-)

> Brian:
> > I don't give a 2p-from-the-Christmas-pudding if the Dr Who stuff *has*
> > an 8-bit connection, but the particular thread to which I responded
> > had been wibbling on for ages *exclusively* on scarves and Skaro and
> > suchlike that it occurred to me that the participators might not have
> > noticed how off-topic they were.

Yeh,blokes normally talk about clothing and alien planets in computer groups.

> Chances are they do. It'll die out soon enough though, the people with
> a lot of 'Who knowledge are already talking to other 'Who fans (if you
> think the crossposting flamewar got rough round here, check out
> rec.arts.drwho... =-) and the rest will get bored when they've done the
> Daleks/stairs joke more than a couple of times. And yes, of *course* I
> know about Remembrance...

Actually it was pretty obvious that Daleks could traverse stairs for a long
time.You see Daleks on different decks of the Marie Celeste in "The Chase".
And the fact that *NONE* of the characters ever try to use stairs to escape
daleks.And that hover-field means that daleks can traverse terain that would be
hard for humans to.

And for you Trekkies that are laughing at the "Daleks vs. stairs" problem;
what about the "Borg vs. bullets" problem?
(and the total lack of any anti-missile technology from ships)
Any why do the Borg in Voyager look different than the Borg in TNG?
(not to mention the second TNG movie)

5577. Re: Atari 400 help

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <368A72D0.DCEEC0AD@worldnet.att.net>
Source record: 56895

Try B&C Atari Sales & Service:

www.myatari.com
530-295-9270

Curt

Hossie5 wrote:

> anyone who knows where i can find joysticks, games or hardware for the atari
> 400 please e-mail me. thanks,
>
> Hossie5@aol.com

5578. Re: MyDOS 453

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-Pr1sFLjqjGjB@draco>
Source record: 56896

On Sat, 26 Dec 1998 15:05:43, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
>
> On 26 Dec 1998 kenames@earthlink.net wrote:
>
> > does anyone have the source for mydos 453 around somewhere? the one on
> > CTH is corrupt and unpackable.
> >
> >
> >
> >
> I have my MAC/65 translation of it (Charles Marslett released it in RA65
> assembler syntax).
>
> I also have the source for several mods I made to DOS and DUP to do things
> like turn cartridges and BASIC on or off from the menu, provide a 800XL
> mini-RAMdisk, change the number of digits in the directory display, etc.
>
> If you want them let me know (they're on a SpartaDOS format ATR which I
> could ZIP and, if necessary, UUE for you. That's the only you get them in
> any kind of hurry.
>
> John
>
>

yes i would indeed like for you to send that t me if you would.
thanks.

Ken

5579. Re: S-Video cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981230155203.01577.00001495@ng36.aol.com>
Source record: 56897

>The monitor jack on the 800 is the same as on the XL and XE series.

Someone mentioned that their picture was in
black and white. The 800XL has no Chroma
output, does it? That would require a minor
upgrade to bring the Chroma out to the jack.

As for sound, I use a "mini amplifier" from
Radio Shack (About $13.00). Works great.

Larry

5580. Re: S-Video cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: Brent Buescher <buescher@tiki-lounge.com>
Message-ID: <m2af055m4l.fsf@caligula.srv.net>
Source record: 56898

lwhite6497@aol.com (LWhite6497) writes:

> >The monitor jack on the 800 is the same as on the XL and XE series.
>
> Someone mentioned that their picture was in
> black and white. The 800XL has no Chroma
> output, does it? That would require a minor
> upgrade to bring the Chroma out to the jack.

That's right. I forgot, I've installed the Super Video upgrade in all the machines I use anymore, so I just swap them around without thinking about it. You can fudge and use the composite signal as chroma, or you can bring the chroma out pretty easily (it's a one-wire mod iirc), or you can do the Super Video upgrade, which I highly recommend. Someone has been putting the instructions for the Super Video upgrade on a web page; if you're interested, do a web or dejanews search.

The XE series has the chroma restored and some fixes to the botched video amplifier design of the XL series, but still has some problems---see the Super Video XE upgrade in the same issue of Atari Classics.

Brent

5581. Re: Atari 400 help

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <368AB699.92FE5DAD@sisna.com>
Source record: 56899

You are in a limited group. Your computer can read cartrigdes but not disk Dos files as most are in 48k format. Your computer reads all as 16k unless it has been upgraded. Go to Basic and type in Print Free (0) and if it comes up with less than 39.???? then you have a 16k machine and you will not be able to do much unless you upgrade it to 48k..

bob

5582. Re: S-Video cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <368AB799.356F0E90@sisna.com>
Source record: 56900

Atari 800, 800xl, 130xe, monitor jack. I have a couple left you can plug in and use a Commadore or any RGB monitor with jacks on it to attach it to your Atari 8-bit system.. Price $8.00 shipping included.

bob

5583. Re: S-Video cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <76e9q1$8er$1@remarQ.com>
Source record: 56901

Hello. I want to first thank each person that replied. I appreciate your help. Please allow me to further explain my situation. I am wanting to connect my 800XL and many other older computers and video game sytems to my PC, which has a video card with composite video, S-Video, F connector (cable TV), and left and right audio RCA jack inputs. It also has an output for composite video, S-Video, and a 1/8" stereo plug for sound. I have bought a Sound Blaster Live Value and will be using it as a sound card. I am trying to figure out what will be the best way to set up a bunch of computers and video game systems. I have around 25 different of each, but I would like to be able to hook up some of them at least.

Thank you,
Jason Whorton
www.microxl.com/oldcomputers/main.html

Jason Whorton wrote in message <76dka0qck1@remarQ.com>...
>Hello. In a recent message, someone was making an S-video cable for his
>Atari 800. I have an Atari 800XL and am wondering if an S-video cable can
>be made for it. Also, what would I do to get sound out of it?
>
>Thank you,
>Jason Whorton
>www.microxl.com/oldcomputers/main.html
>
>
>
>

5584. atari "fuji" logo

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: ".xl/xe.fan." <alficzek@friko.onet.pl>
Message-ID: <01be3446$d40b0680$LocalHost@ppp>
Source record: 56902

```
$$$$ $$$$ $$$$
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$$$$ $$$$ $$$$
$$$$ $$$$ $$$$
$$$$ $$$$ $$$$
$$$$ $$$$ $$$$
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d$$$' $$$$ '$$$L
d$$$$ $$$$ $$$$L
d$$$$' $$$$ '$$$$L
,$$$$$` $$$$ l$$$$$&
d$$$$$" $$$$ ?$$$$$$L
d$$$$$P` $$$$ "$$$$$$L
,W$$$$$$" $$$$ '#$$$$$$,
$$$$$$$F $$$$ ^#$$$$$$
```

hello... does anyone has nice txt atari logo? i made this one above but i think it sucks... i'm right, aren't i?

well, if you have any atari logos (txt/gif) send 'em, ok?
thanks in advance

ps. this one below suxx too :)

xl/xe fan

```
- -- $$ $$$ $$ --- ---- ----- ------ --------------- -- -
$$ $$$ $$ xl/xe fan [ alficzek@friko.onet.pl ]
,$$ $$$ $$,
,$$' $$$ `$$, atari xl/xe rules forever...
- $$'- $$$ -`$$ --- ---- ----- ------------------- --- -
```

5585. Re: Atari 8bit webbrowser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: Brent Buescher <buescher@tiki-lounge.com>
Message-ID: <m2yanp44hk.fsf@caligula.srv.net>
Source record: 56903

dklugh@iwaynet.net (Daniel Klugh) writes:

> It should be simple to do.There were Atari VCS cartridges that did
> what you describe.Since there's no R/W line on the cartridge port
> you need to have the RAM at two addresses.One for reading and one
> for writing. (or have the bank-select register control this but the
> former sounds faster)

There is a R/W line on the Atari 8-bit computer cartridge port as well as on the VCS cartridge port. In fact, the bank selects on OSS 16K cartridges for the 8-bit computers and on the "Supercharger" expansion unit for the VCS were both controlled by writing to a location on the cartridge.

Brent

5586. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: Nathan Wain <nathan@caverock.net.nz>
Message-ID: <Pine.LNX.3.96.981231122926.11311A-100000@shell.caverock.co.nz>
Source record: 56904
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

On 30 Dec 1998, Daniel Klugh wrote:
> In comp.sys.atari.8bit John Dow <jmd@dowcarter.com> wrote:
> > Doctor Clu wrote in message <368728AD.3DAF@geocities.com>...

> > >companion's chests? I had some great pics (none nude) of Liz, Peri,
> > >Tegan.... ah well...
> >
> > ooo but wasn't Nyssa lovely.............
>
> What about the second Romana?
> (what with that long flowing blonde hair <sigh>)

Okay then, for those of you that have the pictures... Stop
teasing, and get those saucy wenches scanned and up on a
web-site of something. (Of course, if you don't have any
web-space, just e-mail 'em to me and I'll start dedicating
a web-site to 'em... should complement nicely the D.Who
MODs I have. :-)

Nathan.
(REALLY wanting some pics.)

5587. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <76ejhm$5v6@chronicle.concentric.net>
Source record: 56905
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

Jason <tmr@cosine.demon.co.uk> writes:

>>And for you Trekkies that are laughing at the "Daleks vs. stairs"
>>problem; what about the "Borg vs. bullets" problem?

>Can we start the "Borg are a rip-off of the Cybermen" argument now? =-)

Paint them silver, give them sunglasses, and you have Cybernauts instead.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

5588. Re: arc files

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <368ae6ad.0@news.iglou.com>
Source record: 56906

On 1998-12-29 abaddon88@aol.com(Abaddon88) said:
>I have some files in arc format, such as th atari os listing, i
>tried findin an arc extract utility, can someone send me a copy?
For the 8-bit or for MSDOS/Windows?

Net-Tamer V 1.08X - Test Drive

5589. Re: emulated sound sounds suxx?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: Julian Eggebrecht <julian@factor5.com>
Message-ID: <368B25FA.D6C0D2C7@factor5.com>
Source record: 56907

Hi,

I downloaded them and all play perfectly fine on my system. I guess you have a problem with the samples (since all pieces contain samples) but they are perfect on my system - at least as perfect as samples on a pokey can get (nice mix in that "My body, your body" demo). So, I guess the problem lies in your system or the emu you use. Please note that only the Allegro version of the DOS Atari 800 plays samples. The regular DOS versionï¿½s pokey update speed is not high enough for samples. This limitation does not apply to Atari800 Win, but of course you need a good system for Atari 800 Win to run full steam.

I have almost perfect pokey sound (the only thing I miss is the high-pass filter in one or two cases...) with Atari 800 Win (and the Allegro DOS version, for that matter) on my P2 450 with an old non-PnP AWE 32. For your demos (and also normally) I used 48 Khz, a Pokey devisor rate of 2 and an 800XL PAL system setting.

I guess your problem really is a too slow PC - sound is affected first. Try out the Allegro DOS version - but beware, it is much slower than the regular DOS Atari 800.

Oh, and please donï¿½t forget that none of the emus supports the later European 2-Pokey-Stereo hack which many demos use nicely. But, Atari 800 could add that optional second Pokey soon...

Hope this helps,

Julian

alficzek wrote:

> hey, that's me again...
> well, i said emulated sound isn't as good as i would it to be...
> some of us trying to say the sound is ok...
> i'd like you to download demos from http://friko.onet.pl/za/alficzek and
> listen to the music...
> then please write a post to this newsgroup how it was? ok? i'd like to know
> the hardware you have, emulator used and the sound quality (and maybe emu
> settings)
>
> please! it is very important to me!
>
> let the 8bit power be with all of you!
>
> xl/xe fan

5590. Re: SpartaDos format question

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-30 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981230234226.1427A-100000@vtn1>
Source record: 56908

Hi Bo,

Your problem lies in your assumption that bit maps are always
256 bytes in length--they are not. Bit map length is measured
in sectors without regard to disk density, so the bit map on
a SD disk is 128 bytes and on a DD or QD disk it is 256--in
both cases, 1 sector. Only ED requires a second bit map sector
to map the final 16 of 1040 sectors.

Your $06 byte is not in the bit map--it is in the first directory
map and is the low byte of the sector number for the first directory
data sector. (With ED, you would get a $07 here.)

Obviously if you change it, DOS is going to look at the wrong sector
to read the directory info. Since the odds are the sector is empty,
DOS gets a string of $00 bytes for the directory name.

Best of the season to you and yours,

John

5591. fortunately emu sounds ok now!!! :)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: ".xl/xe.fan." <alficzek@friko.onet.pl>
Message-ID: <01be34c7$7a4aa0c0$LocalHost@ppp>
Source record: 56788

i know posts such as this should be ever posted but i'd like to say to all of you:
now my emu sounds ok!
now i'm using allegro/a800dos... YEAH it is wonderful to listen to the demos now... :)
and once more i ask you to test something: in the SKY demo [http://friko.onet.pl/za/alficzek] the 3rd music is a little unclean at the begining (the rest sounds really cool!). so, could you check it out? sky demo music under "3" key... is it the music failure or my emu?

thanks!

xl/xe fan

ps1. sorry... i know i'm new here (newsgroup) and maybe you're sick of me - please forgive me... i just love /|\
ps2. happy new year!

- -- $$ $$$ $$ --- ---- ----- ------ --------------- -- -
$$ $$$ $$ xl/xe fan [alficzek@friko.onet.pl]
,$$ $$$ $$,
,$$' $$$ `$$, atari xl/xe rules forever...
- $$'- $$$ -`$$ --- ---- ----- ------------------- --- -

5592. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76g1i0$5om$2@news.iwaynet.net>
Source record: 56789
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In comp.sys.atari.8bit gippah <gippah@spyvspy.com> wrote:

> David wrote in message ...
> >
> >
> >I dunno... Battleground wasn't so bad in his "hinting at being Merlin in a
> >later regeneration" role... and even some of the even-worse stories hinted
> >at a lot of potential....
> >He wasn't bad in the Fox film tho, was he? Considering the short lenght of
> >his part ... carried off the "end of regeneration" bit pretty well...

> Yeah I think he did an excellent job in the film... He was probably the
> highlight of the film really, although the tardis did look very nice too.

The TARDIS didn't make sense.Why,when the Doctor was returning the Master's
remains to Galifrey,did a monitor have displayed on it
"Destination:Time Of Rasilon"?
(or something to that effect)
That's like a human getting a criminal like Sadam Husein and deciding to take
him back to the days of Jesus Crist.
Not to mention how much *UN-LIKE* the real TARDIS it actually looked.

And what's all that "Eye of Harmony" business about?
The Eye was a black hexagonal (?) monolith with cables/hoses/conduits coming
out of it and going Rasilon-only-knows-where.It had a black star ("Black Hole")
inside of it.There certainly wasn't any way of "opening" it.In fact,it couldn't
leave Galifrey or else both it and the planet would be destroyed.

And why does gravity let you walk through windows?

5593. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <368d988c.6066091@news.demon.co.uk>
Source record: 56790

The other Day lwhite6497@aol.com (LWhite6497) wrote:

>>I know there is a C64 on a card but not atari..
>
>Do you have any info on this? There was a commercial product (Trackstar)
>that was an Apple II+/e on a card for the IBM,
>but I've not heard of another. (Ok, there was
>an Apple II hard/software emulator for the Mac.) There was an article about
>one in AIM, and even a presentation about it at the 1991 Chicago Atari fest,
>but never heard anything more about it. I think that the
>software emulators killed any chance of a
>hardware emulator.
>Larry

Larry, been awaiting a response from the C64 group re the board I
mentioned. Seems they are too busy talking about Dr bloody Who :)

When I get a positive response I will post it..
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5594. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76g41c$84d$1@news.iwaynet.net>
Source record: 56791

Doctor Clu <clu-da-bard@geocities.com> wrote:
> Smith-Perricone wrote:
> >
> > Tee hee hee. I was running games on 800win, and our six year old responds
> > "Uhhh, can't we try something else!". I guess nostalgia only works if you
> > lived it...
> >
> > Merry Christmas from a re-born Atari lover!
> >
> > >I've got my Atari running all those cute little Christmas Programs...
> > >
> > >I love 'em... kids don't!
> > >
> > >
>
> Hehehe... you've got to find a common point.. something the Atari has
> that can be found on the Atari in it's own form. It they are a trekkie,
> a good round of Star Trek games. For kids... how about the ole Seseme
> Street games?

Amazing that kids pay so much money for GameBoy games seeing as how it has
worse graphics than the Atari home computer system.Gameboy only gives you
144x200x4 monochrome.It's only merit is that it has 4-shade sprites.I'd just
love to see what you could do by way of Zelda (or Pokemon!) on a Atari with one
of those gigantic cartridges.(some as big a 256k!)
Someone could make a adaptor to plug GameBoy cartridges in to the Atari.
(not too hard since the GameBoy's cartridge address space is only 32k)
Then someone could write Atari games that loaded their graphics and sounds
off of the GameBoy cartridge for display in 160x200x4.And you could have
different palettes for different levels/maps/cities/dungeons as well as
different palettes for different sections of the screen.
(like in Pokemon on the Super GameBoy)
Not to mention how we can blow the GameBoy away with HIP mode.
(HIP=160x200x31 monochrome text/graphics GTIA mode)

> I've gotton people enjoying Atari usually by two player games. Joust,
> Wizard of Wor, Archon.. etc!

All favourites of mine!
But you forgot Zybex.And don't forget 4-player games like Asteroids and
that Zombie/Maze game from Antic/Analog/whatever magazine and Dandy.

Now to get a 4-player DynaBlaster ("Bomberman") with APAC/CVIEW/JVIEW/HIP
playfields.
(along with humble GR.15 & GR.8 graphic modes,and their text countparts)

5595. Re: Atari to hauppauge t.v. tuner

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76g4fq$84d$2@news.iwaynet.net>
Source record: 56792

Dennis Kirschenmann <dennisk@sihope.com> wrote:
> Atari to PC TV Tuner People...,

> I have tried connecting my 800XL to my Matrox TV Tuner and achieved rather
> weak results. The signal from the Atari is either too strong, too weak, or
> simply not right. I set my tuner to standard tuning mode and turned it to
> channel 3. I had my XL set to channel 3 also. What I got was a very
> "snowey" picture with the colors being very weak. Thinking there might be
> something wrong with the XL I put it on my Sony TV and it worked great. I
> believe at this point that the tuner in the Matrox card is either cheap or
> defective. Anyhow, if anyone out there has luck with this venture let me
> know.

I hope you realize that you have to adjust the fine tuning knob/wheel on
your television.Or the equivilant on your T.V. expansion card.
Don't rely on AFC/AFT.

5596. Re: 1040STF and PC link

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76g51i$84d$3@news.iwaynet.net>
Source record: 56793

D.Guenez <dguenez@club-internet.fr> wrote:
> Hello,

> Who can let me know how to link a PC to an Atari 1040STF?.
> I have a cable to connect 2 PC (// and serie). Does this cable work for an
> Atari ?. If yes, how to configure the terminal on PC (V32 ?) to be able to
> work with Atari (VT52)?

Probably not since this newsgroup is for the Atari home computer system,
not the ST or any other Tramiel Technology system.

But in answer to your question,the ST uses a standard RS232 port so it should
work.But the ST's "VT52" seems to have little to do with VT52 terminals.
So setting your IBM terminal emulator to "VT52" won't work.
(Neither does it work for the Atari)

5597. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76g952acn1@news.iwaynet.net>
Source record: 56794

.xl/xe.fan. <alficzek@friko.onet.pl> wrote:
> Rich <rich@cstone.net> napisaŮ(a) w artykule
> <368af66f.65888852@netnews.msn.com>...
> > >There were discussions in alt.binaries.sounds.midi a year or so ago (I
> > >haven't checked since then) but it seems that AMD, Cyrix, etc.
> > >processors just don't get along with Creative Labs sound cards. People
> >
> > This is really a software issue. The actual problem is that many
> > Creative drivers make bad (well, I guess it depends on your viewpoint)
> > assumptions about processors and have code written specifically for
> > them. Namely, they often use highly optimized assembly code that
> > really depends on how a Pentium or Pentium II pipelines.
> yeah... it is software problem. what cpu has to do with pc cards?
> nothing...

Using device drivers rather than directly accessing the hardware for sound?
That's a new one on me.
And I thought that DirectX was supossed to provide direct access for games.

I assumed it worked like on the Amiga (the *REAL* sequel to the Atari HCS)
where you asked a "resource" for permission to access some piece of hardware
so that other programmes (including the OS) would leave that
hardware/chip/sound-channel alone.Of course the OS couldn't actually *DO*
anything to prevent other programmes from accessing the hardware so
other processes would have to consult with the "resource" that handled
that hardware to see when it became freed up.So if a process was using the blitter
directly,windows couldn't be re-drawn until it freed up the blitter
resource.So games either had to free-up the blitter resource every so often,
or (more usually) they ran to the exclusion of all other processes.

(reminds me of file-locking under UNIX)

> and i don't think creative's drivers are optimized... is m$ windoze
> optimized? of coz it isn't...
> m$'s and other big companies don't have time to optimize anything - people
> always want a new version of the software and the campanies don't have any
> time to code/rewrite them - they just add some code and change the version
> number... that's all
> [i know assembler quite good so don't threat me as a lamer]

I never liked Microsoft.They never gave MS-DOS (originaly QDOS) the features
it really needs.Like interupt vectors being fixed up when a programmes gets
killed by control-break or a stack error or some such.And no support
for expanded or extended memory,nor protected mode.No inter-process
comunication or control.The list goes on and on...

And just look at Microsoft BASIC on the Atari.I guess they didn't think
that being able to do device-specific things liked read directories or use RS232 ports or print sideways.They implemented a OPEN command that obviously takes up more code than Atari's OPEN command but that lets you do less.And without a XIO command there's no way to read more than one byte at a time.
(say goodbye to BURST I/O)
And you can't use variables in a GOTO or GOSUB command.

And they left out the commands that I bought MicrosoftBASIC for.Like DRAW and PLAY and SOUND.IF they can do it on the Colour TRS-80 Computer in 16k then why not on the Atari.
(and remember that Atari has it's own graphical routines where as Colour BASIC has to do the graphics it self,though some commands would probably have to directly access video memory to be fast)

5598. PC drives in 1050

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: cv436@torfree.net
Message-ID: <F4uBCt.Etx.0.queen@torfree.net>
Source record: 56795

Is it possible to use 360K 5.25" floppy drive mechanisms in the 1050 disk drive? Not that I expect to get 360K density. Just that I've got a bunch of these PC drives which I would hope could replace a broken 1050 mech when one of mine finally do pop a gasket.

My assumption is that the drive mech is using the shugart standard, but then again this is a computer which has lots of non-standards. :-)

Later...

5599. Re: New ASSI crossassembler - beta version released ! (freeware!)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <76gibm$649$1@nnrp1.dejanews.com>
Source record: 56796

In article <19981231051250.23603.00001605@ngol01.aol.com>,
macfalkner@aol.com (MacFalkner) wrote:
>
> Hi atarians!
>
> Im searching for atari assembler programmers wich want to test my new PC cross
> assembler.
>
> You should test my new ASSI - ATARI (6502) Cross Assembler wich runs on PC
> under W9x . An P100 (640x480) is recommended. You should also have some
> additional software like filelister, emulators and/or SIO2PC and others...
>
> For the ASSI.ZIP file look at: http://members.aol.com/MacFalkner
>
> An english html.doc is available the next days. Furthermore i will add some
> examples of sourcecode for the special assembler features.
>
> Please give a feedback if you find bugs or if you have other suggestions.
> If i have no feedback, take this as final version !
>
> thanks,
> bye, Andr&#65533;
>
> A happy new year to all ATARI freaks !
>
> MacFalkner@aol.com
> http://members.aol.com/MacFalkner
>
>

Wow! what a cool site. You are really doing some neat stuff with your
Atari's... and I've been considering writing Win32 programming and disk
management tools for some time -- excellent work. I can't believe this is the
first time I've heard of your site. BTW: what are you using for your eprom
burner? I'm looking to get one, and don't want to spend a fortune. Any
recommendations?
Thanks,
Dan Vernon
Seattle, WA
USA

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

5600. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3693a24f.8565811@news.demon.co.uk>
Source record: 56797

The other Day ".xl/xe.fan." <alficzek@friko.onet.pl> wrote:

>Rich <rich@cstone.net> wrote <368cf8ea.66523434@netnews.msn.com>...
>
>i'm impressed... your post was really good... nice to read such wise posts.
>however in my opinion p100 should be enough to emulate atari with the
>nominal speed (assuming dos and asm code)
>[btw: c64 emu sounds fine, works fine, looks fine - it's all on my friend's
>k5-75 (p90)]

Maybe its your turn to write the code then ;)

<note to Rich>

Keep plugging away...*we* are happy :)
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5601. Re: emulated sound sounds suxx?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3694a2ea.8719871@news.demon.co.uk>
Source record: 56798

The other Day Julian Eggebrecht <julian@factor5.com> wrote:

>Hi,
>
>I downloaded them and all play perfectly fine on my system. I guess you have a
>problem with the samples (since all pieces contain samples) but they are
>perfect on my system - at least as perfect as samples on a pokey can get (nice
>mix in that "My body, your body" demo). So, I guess the problem lies in your
>system or the emu you use. Please note that only the Allegro version of the DOS
>Atari 800 plays samples. The regular DOS version?s pokey update speed is not
>high enough for samples. This limitation does not apply to Atari800 Win, but of
>course you need a good system for Atari 800 Win to run full steam.

Bloomin hell!!....

THE Julian Eggebrecht!!

Quick massive fan since the early days of all the Factor 5 stuff :)

Now the related question, Factor 5 did a nice followup to Ball Blazer,
what happened to the Rescue on Fractulas idea. Seem to remember it being
demo'ed at E3 or something?

Has the Lucas deal expired?

Sorry, original 8bit person hoping for a few Lucas updates from you guys
:)
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5602. Re: Atari 8bit webbrowser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: Brent Buescher <buescher@tiki-lounge.com>
Message-ID: <m2yanoru2l.fsf@caligula.srv.net>
Source record: 56799

dklugh@iwaynet.net (Daniel Klugh) writes:

> Brent Buescher <buescher@tiki-lounge.com> wrote:

> Well I just looked at the 130XE cartridge port pin-out in "Mapping
> The Atari" and it seems to have a R/W line.Too bad no games ever had
> any RAM in them.

I don't really think there was much of a point, unlike in the VCS.
Moving stuff to and from bank-switched RAM is pretty slow. A RAMdisk
cart with flash RAM would be kind of cool though. I've seen plans for
16K battery-backed CMOS supercart emulators.

> The SuperCharger can tell whether you're reading or writing by the
> address you use.Basicly one of the address lines becomes the R/W
> line.

I just checked again and you're right about this. Not having a r/w
line on the cartridge port of the 2600 was really weird.

Brent

5603. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <b$zpACADp7i2Ewhm@cosine.demon.co.uk>
Source record: 56800
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Daniel Klugh:
> The TARDIS didn't make sense.Why,when the Doctor was returning the
> Master's remains to Galifrey,did a monitor have displayed on it
> "Destination:Time Of Rasilon"? (or something to that effect)

Destination:
Gallifrey

Local Dateline
5725.2
Rassilon Era

It's rather like giving a date as 1999AD, the 5725.2 being an
unspecified measurement of time from the time of Rassilon.

> Not to mention how much *UN-LIKE* the real TARDIS it actually looked.

Except the resemblance to the secondary console room and the fact that
the TARDIS interior can easily be adjusted, you mean...?

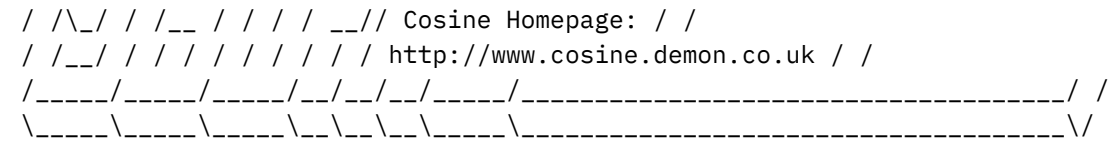
> And what's all that "Eye of Harmony" business about?
> The Eye was a black hexagonal (?) monolith with cables/hoses/conduits
> coming out of it and going Rasilon-only-knows-where....

All TARDISes are powered by the Eye (when Omega drains the power from
Gallifrey the ability to Time Travel is affected) so logically they have
to have some kind of connection to it, that's not the *actual* Eye, in
the same way that the monolith in Deadly Assassin wasn't the Eye itself,
it's a "portal" to the real Eye, at a guess via the time/space vortex.

> And why does gravity let you walk through windows?

The Doctor says: "You see, already the molecular structure of the planet
is changing... ...at first in subtle ways but soon in catastrophic
ways" and walks through the window. The Eye being open is affecting
everything around it on a molecular level.

Now, if you want a *really* difficult question to answer, when the
police rider zooms into the TARDIS, how come he A) doesn't hit the
console and B) manages to bunny-hop the bike back up the small flight of
steps by the door on the way out...? =-)
--
Jason =-)
____
TMR / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /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5604. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <a$qpQQAns7i2EwBo@cosine.demon.co.uk>
Source record: 56801
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

Jason =-)
> Can we start the "Borg are a rip-off of the Cybermen" argument now?

Cameron:
> Paint them silver, give them sunglasses, and you have Cybernauts
> instead.

You know that and I know that. =-) Although, the Cybernauts lacked the
specific speech patterns the Borg appear to be copying.

Borg: You will be assimilated.
Cybermen: You will be like us.

See? =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
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5605. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <368fda2f.22817747@news.demon.co.uk>
Source record: 56802
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

The other Day Jason <tmr@cosine.demon.co.uk> wrote:

>Jason =-)
>> Can we start the "Borg are a rip-off of the Cybermen" argument now?
>
>Cameron:
>> Paint them silver, give them sunglasses, and you have Cybernauts
>> instead.
>
>You know that and I know that. =-) Although, the Cybernauts lacked the
>specific speech patterns the Borg appear to be copying.
>
>Borg: You will be assimilated.
>Cybermen: You will be like us.
>
>See? =-)

Give over you C64 muppets ;)

Keep it to your own group!!!
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5606. Re: emulated sound sounds suxx?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: Julian Eggebrecht <julian@factor5.com>
Message-ID: <368BDA5C.A3C80C6F@factor5.com>
Source record: 56803

Hi Paul,

> Now the related question, Factor 5 did a nice followup to Ball Blazer,
> what happened to the Rescue on Fractulas idea. Seem to remember it being
> demo'ed at E3 or something?

So youï¿½re the one person who actually liked BallBlazer Champions (if thatï¿½s the update youï¿½re referring to - there is another one on the Amiga called Masterblazer, which basically just was BallBlazer in higher res and 50 FPS) :).

Basically, the fact that BallBlazer Champions sold between ten and eleven copies (which is a bit unusual for LucasArts games these days) didnï¿½t help our Fractalus update much. The technology we developed for it can be seen on the N64 in Star Wars: Rogue Squadron - which happens to be our most recent released game at this point. I hope that we can develop it further (and also get a few design elements from the old Fractalus update design revived) in our next game with LucasArts.... but donï¿½t hold your breath considering the turn-around cycles for games these days.

Cheers,

Julian

5607. Offer from Schrooge (sp?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <368BF6CE.80FAEB52@sisna.com>
Source record: 56804

Here is an after Christmas offer from me to the Atari 8-bit Comunity.

If you purchased something from me in 1988, that has cease to work and you want it working again. Take it apart, (saves shipping weight) send me the mother board, inner board ect, and for you pay shipping both ways will repair the item. Send me a copy of the invoice with the item and a check to cover return shipping. I will repair it and send it back to you in good working order.

I do appreciate those of you that have supported the Atari 8-bit comunity and those that have received items from myself. If at all possible will continue to offer deal in 1999 and beyond. In extension of this, if you have an item you would like repaired and are willing to disassemble it send me the boards, IE: disk drive, (with exception of atari 810), will fix what I can for $10.00 plus postage both ways. This offer is only good in the USA (Unless you agree to the postage returned back to you in form of IMO!), Money order or personal check is accepable in the USA. If International, send IMO and offer still applies.

Belated Merry Christmas, and a very Happy New Year to each and every one of you!!!!!!

Bob...Klaas....(not clause!)

5608. Printer Ribons!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <368BF889.937A12EF@sisna.com>
Source record: 56805

I know for a fact that very few of you in the Atari 8-Bit area have printers that take Cartridges, so there fore you are paying out big bucks for printer ribons!..

I will re-ink your ribons for $2.00 each return shipping paid on 3 or more. Atari Clubs send 24 or more at $1.50 return shipping prepaid my myself.

Re-inking is a mess, I also do cartridges for ink-jet, and bubble jet price varies on cartridge. Shipping on carts is usually $3.00 for Priority Mail.

bob

5609. Video 61

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <368BFC8E.E5B37661@sisna.com>
Source record: 56806

Lance;

I know you are busy, semi busy through the holidays. But with the items I sent you. There are several areas you can open up to the Atari 8-Bit Community. If you have not even had a chance to look into it, here are a couple.

1. Pro_Term. Great way to expand it to a Cartridge, with features that would let the user logon to the Internet with Text only features?

2. Now you have BBS Express! Professional, you could look at making it compatible with those BBS's that have Internet access as far as e-mail goes.

3. Expand the Networking that was done with Corina, and possibly others?

4.I do hereby apologize to you for getting you into something I was totally aware of in the beginning! There is no stop to the requests that will follow this post to your programmers!!

5. But..honestly you have the staff in place to proceed where I couldn't or was reluctant due to extenuating circumstances.(You know as discussed before!) My very best to you and yours..

bob

5610. Re: emulated sound sounds suxx?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3695ea6c.26975382@news.demon.co.uk>
Source record: 56807

The other Day Julian Eggebrecht <julian@factor5.com> wrote:

>Hi Paul,
>
>> Now the related question, Factor 5 did a nice followup to Ball Blazer,
>> what happened to the Rescue on Fractulas idea. Seem to remember it being
>> demo'ed at E3 or something?
>
>So you?re the one person who actually liked BallBlazer Champions (if that?s the
>update you?re referring to - there is another one on the Amiga called Masterblazer,
>which basically just was BallBlazer in higher res and 50 FPS) :).

Argh...Missed MasterBlazer..When did this come out Julian? (Was an Amiga
owner but missed this one)
>
>Basically, the fact that BallBlazer Champions sold between ten and eleven copies
>(which is a bit unusual for LucasArts games these days) didn?t help our Fractalus
>update much. The technology we developed for it can be seen on the N64 in Star Wars:
>Rogue Squadron - which happens to be our most recent released game at this point. I
>hope that we can develop it further (and also get a few design elements from the old
>Fractalus update design revived) in our next game with LucasArts.... but don?t hold
>your breath considering the turn-around cycles for games these days.
>
Saw it at the ECTS in London Julian. Guy who was showing it said that it
wasn't complete. Looked fine....

Last few questions..

Were there any other Lucas bits (old era) due/might to be converted?

Whats next from you guys on the PSX (sorry group)

and sorry, is Turrican dead or are we due <cheer> more episodes.

Many thanks from a guy who was at the show where you guys showed Katakis
:)
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5611. Re: emulated sound sounds suxx?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3697f0c5.28600313@news.demon.co.uk>
Source record: 56808

The other Day mclane@dellos.demon.co.uk (Paul Irvine) wrote:

Referring to :-

>The other Day Julian Eggebrecht <julian@factor5.com>

I wrote :-

>Many thanks from a guy who was at the show where you guys showed Katakis
>:)

Now I think I got that right, twas the game that Factor 5 (maybe before
your time?) showed or was shown to Activision to replace their own
conversion of R-Type.

From Showing them this Factor 5 got the conversion....

Was it Katakis or another game...(head in confused mode now)

Btw Happy New Year Julian and all the Atari group :)
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5612. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <915143092.26982.1.nnrp-04.9e98ea3a@news.demon.co.uk>
Source record: 56809
Cross-posted to: comp.sys.acorn.misc,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
Jason wrote in message ...
>> And why does gravity let you walk through windows?
>
>The Doctor says: "You see, already the molecular structure of the planet
>is changing..

Nonsense. Only booze lets you walk through windows.

--
Brian
```

5613. The metallic bits (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48bd4a4d3cdgs@argonet.co.uk>
Source record: 56810
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair
Body handling: HTML body converted to readable text

In article ,
Jason wrote:

...
> The Doctor says: "You see, already the molecular structure of the planet
> is changing... ...at first in subtle ways but soon in catastrophic
> ways" and walks through the window. The Eye being open is affecting
> everything around it on a molecular level.

That's right. When the blue crystals appear, it's just like the
earlier episode.

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill

5614. Windows (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48bd4b515fdgs@argonet.co.uk>
Source record: 56811
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <915143092.26982.1.nnrp-04.9e98ea3a@news.demon.co.uk>,
Brian Watson <brian@spheroid.demon.co.uk> wrote:

> Nonsense. Only booze lets you walk through windows.

I hear this operating system is very popular in some foreign
countries.

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill

5615. Re: TCP/IP - why? Why not just PPP?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <368c062f.171380989@corp.supernews.com>
Source record: 56812

Allright, thats the second and hopefully the last time I have to
download that picture.

5616. Lemons (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48bd49fcffdgs@argonet.co.uk>
Source record: 56813
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In article <a$qpQQAns7i2EwBo@cosine.demon.co.uk>,
Jason <tmr@cosine.demon.co.uk> wrote:

> You know that and I know that. =-) Although, the Cybernauts lacked the
> specific speech patterns the Borg appear to be copying.

A lemon.

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill

5617. Fertilizer (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48bd4a1be4dgs@argonet.co.uk>
Source record: 56814
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In article <368fda2f.22817747@news.demon.co.uk>,
Paul Irvine <mclane@dellos.demon.co.uk> wrote:

> >You know that and I know that. =-) Although, the Cybernauts lacked the
> >specific speech patterns the Borg appear to be copying.
> >
> >Borg: You will be assimilated.
> >Cybermen: You will be like us.
> >
> >See? =-)
>
> Give over you C64 muppets ;)
>
> Keep it to your own group!!!

Some say that nitrates are bad for the soil.

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill

5618. Re: Atari to hauppauge t.v. tuner

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.981231155238.21859A-100000@vtn1>
Source record: 56815

On 31 Dec 1998, Daniel Klugh wrote:

> Dennis Kirschenmann <dennisk@sihope.com> wrote:
> > Atari to PC TV Tuner People...,
>
> > I have tried connecting my 800XL to my Matrox TV Tuner and achieved rather
> > weak results. The signal from the Atari is either too strong, too weak, or
> > simply not right. I set my tuner to standard tuning mode and turned it to
> > channel 3. I had my XL set to channel 3 also. What I got was a very
> > "snowey" picture with the colors being very weak. Thinking there might be
> > something wrong with the XL I put it on my Sony TV and it worked great. I
> > believe at this point that the tuner in the Matrox card is either cheap or
> > defective. Anyhow, if anyone out there has luck with this venture let me
> > know.
>
> I hope you realize that you have to adjust the fine tuning knob/wheel on
> your television.Or the equivilant on your T.V. expansion card.
> Don't rely on AFC/AFT.
>
>
As a last-ditch attempt, you can open up the case and adjust the RF
output. There are two small screws accessible through holes in the cover
of the RF modulator. I say "last-ditch" because you have to be exceedingly
careful not to push the slug all the way through and out of the coil.

If you try this, use a non-metallic screwdriver and limit your
experimenting to about half a turn either way.

If you do push the slug out of the coil you can pretty well assume it's
not fixable.

John

5619. Re: Offer from Schrooge (sp?)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <368C3109.2EAC9D8@net66.com>
Source record: 56816

BobKlaas wrote:
>
> Here is an after Christmas offer from me to the Atari 8-bit Comunity.
>
> If you purchased something from me in 1988,

Er... '*98'?

I'm not claiming I need repair - it just looked like a misprint.

> Bob...Klaas....(not clause!)

Happy New Year!!

Mark Statzer

5620. Re: VICTORY!!! (was: Re: Getting my SIO2PC cable to work)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-xkb304wYRMom@di09-ks.cth.com.au>
Source record: 56909

On Sun, 20 Dec 1998 22:01:36, "Tom Rosso" <tommy@cache.net> wrote:

> I figured it out. An act of sheer stupidity and failure to read
> instructions on my part. On the schematic sheet I have, it shows a pin
> diagram of the SIO port from the back of the Atari, while I interpreted it
> as from looking at the SIO cable straight on. So, I had the damn thing
> built right, only I was using the wrong color wires on the Atari end.
> Thanks all for your tips. Now, I'm on to download all the cool A8 software
> I can find. Good sites, anyone?
> -Tom Rosso

We can all do that!!!!

I personally don't like the single chip version. I may work ok but i
much prefer the 2 chip version. I also had some spare sio male plugs
hanging around so I used one of those and a smll peice of vero board.
works very well. saves cutting up a cable.

5621. Atari 8 bit carts for sale! (400/800)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: bfuehring@aol.com
Message-ID: <19981230190100.05847.00004422@ng-fr1.aol.com>
Source record: 56910

Hey all, interested in tabletops/handhelds in trade. Or, I'll consider cash offers.

The games are all loose, and the titles are:
Centipede
Dig Dug
Congo Bongo
Q*Bert
Robotron 2084
Jungle Hunt
Pole Position
Star Trek
Missle Command
Basic Computing Language
Donkey Kong
Donkey Kong Jr.
Caverns of Mars
Kickback
Joust
Star Raiders
Jumpman Jr.
Moon Patrol
Qix
Ms. Pac Man
Super Cobra
Popeye
Gateway to Apshai
Defender
Gyruss

That is all. thanks

5622. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <woNTlJA7Asi2Ew0r@cosine.demon.co.uk>
Source record: 56911
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

Jason =-)
> ...and the rest will get bored when they've done the Daleks/stairs
> joke more than a couple of times. And yes, of *course* I know about
> Remembrance...

Daniel Klugh:
> Actually it was pretty obvious that Daleks could traverse stairs for a
> long time.You see Daleks on different decks of the Marie Celeste in
> "The Chase"...

We know, but the problem is that most 'Who fans work to a set of rules
that say "if you don't *specifically* see it, it didn't happen". This
has started more than one flamewar about the Hand of Omega... =-)

> And for you Trekkies that are laughing at the "Daleks vs. stairs"
> problem; what about the "Borg vs. bullets" problem?

Can we start the "Borg are a rip-off of the Cybermen" argument now? =-)
--
Jason =-)

5623. SpartaDos format question

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <915066169@stackbbs.xs4all.nl>
Source record: 56912

Hi all,
first of all, a Very Happy New Year to all Atarians.

Now my question ;)
I�m currently expanding my DIR2ATR program
(which turns a pc directory into an .ATR XL/XE disk image)
to have it produce SpartaDos .ATR disk images.
For a single directory it works, but I�ve encountered
a little problem.
Although somebody mailed me some docs about the SpartaDos
format, I know I�m still missing some vital info.
Maybe somebody can help me.
There�s is a particulair byte position I�m interested in.

If we have a SpartaDos disk with just 1 bitmap sector,
which is 256 bytes in size (on a 128 bytes/sector or
256 bytes/sector disk, doesn�t matter), it seems that
byte position 133 must be hexadecimal 06, why is that?
What does this byte position mean?
And, if we have 2 bitmap sectors, do I have to set the
133 position of the second bitmap sector to hexadecimal 06?

Below will follow a hexadecimal dump of the bitmap sector:

```
00 7F C0 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 FF FF FF FF FF FF FF FF FF FF FF FF FF
FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
FF FF FF FF FF FF FF FF FF FF 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 06 00 00 00 00 00 00 00 00 00 00 00 <-- see "06"
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

If position 133 is "00" for instance, SpartaDos won�t
give a correct directory listing when requesting a DIR.
It shows 8 heart characters for the directory name.

If it is "06" it works fine.
Any help is appreciated here.

Bo.
___ Blue Wave/386 v2.30

5624. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <368ed5d2.14667315@news.demon.co.uk>
Source record: 56913

The other Day Cameron Kaiser
<cdkaiser@delete.these.four.words.concentric.net> wrote:

>Jason <tmr@cosine.demon.co.uk> writes:
>
>>>And for you Trekkies that are laughing at the "Daleks vs. stairs"
>>>problem; what about the "Borg vs. bullets" problem?
>
>>Can we start the "Borg are a rip-off of the Cybermen" argument now? =-)
>
>Paint them silver, give them sunglasses, and you have Cybernauts instead.

Thread diversion ongoing...
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

5625. Re: Help on an atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <76emsf$5ar$1@remarQ.com>
Source record: 56914

Robert Collet (Collet@worldnet.att.net) wrote:
: Hi, I just aquired an atari600xl with only the power cable and the RF cable,
: but when I turn it on, the screen turns yellow for a second and then black.
: No prompt or anything. I dont have any cartridges for it, but atari basic
: should come up automatically, Right? Is there anything I could do to fix it,
: or is it a lost cause? thanks.

An operating 600XL should display a blue screen with READY prompt at power up. Typing BYE [RETURN] should run a self test.

If I were you I'd try a few tests. Look into the cartridge connector and make sure there are no bent or shorted pins (also inspect the SIO and joystick sockets). To open the case, turn the computer up side down and remove the four screws in the corners. Turn it right side up again and lift off the keyboard half. Lay the keyboard over to the right with its cable connected. Turn the machine on and verify 5VDC at the power input connector if possible. Touch each chip after a few minutes operating time. If any are more than moderately warm it might mean a chip has failed. The most likely cause is probably a bad RAM. In a stock 16K 600XL they are U11 and U12. The type is probably 4416 or equivalent. If a 64K modification has been done there might be soldered jumper wires or a small board that plugs into U11 and U12 sockets with other chips mounted on it. Good luck.

Steve

5626. Re: Atari 8 bit carts for sale! (400/800)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: spiderm321@aol.com
Message-ID: <19981230212154.28531.00004812@ng39.aol.com>
Source record: 56915

>Centipede
>Dig Dug
>Congo Bongo
>Q*Bert
>Robotron 2084
>Jungle Hunt
>Pole Position
>Star Trek
>Missle Command
>Basic Computing Language
>Donkey Kong
>Donkey Kong Jr.
>Caverns of Mars
>Kickback
>Joust
>Star Raiders
>Jumpman Jr.
>Moon Patrol
>Qix
>Ms. Pac Man
>Super Cobra
>Popeye
>Gateway to Apshai
>Defender
>Gyruss
>
>That is all. thanks

hows $13.00 for the whole lot.

spiderm321@aol.com

5627. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: rich@cstone.net
Message-ID: <368af66f.65888852@netnews.msn.com>
Source record: 56916

On Wed, 30 Dec 1998 08:59:41 -0500, Alan Sharkis <asharkis@erols.com>
wrote:

>There were discussions in alt.binaries.sounds.midi a year or so ago (I
>haven't checked since then) but it seems that AMD, Cyrix, etc.
>processors just don't get along with Creative Labs sound cards. People

This is really a software issue. The actual problem is that many
Creative drivers make bad (well, I guess it depends on your viewpoint)
assumptions about processors and have code written specifically for
them. Namely, they often use highly optimized assembly code that
really depends on how a Pentium or Pentium II pipelines.

-Rich

5628. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: rich@cstone.net
Message-ID: <368bf6f1.66018329@netnews.msn.com>
Source record: 56917

On Tue, 29 Dec 1998 15:48:50 GMT, "alficzek" <alficzek@friko.onet.pl>
wrote:

>of course pure software emulation is more awaited but software will never
>be 100% hardware. if you want perfect emulation only hardware makes it
>possible. am i wrong, huh?

Except in rare cases (analog components) it is very possible to write
software emulation that is 100% accurate to hardware. ROMs are nothing
more than software that has been permanently stored in silicon in the
first place.

>i do understand it... i just wanted some emu with as good snd emu as
>possible

If this is what you desire, help Ron Fries with his Pokey emulation
routines. Nobody even touched the problem before Ron, and I think he
did an amazing job.

Ron has already identified the major issues that keep his Pokey
routines being perfectly accurate. They are:

1) No high pass filter (yet).
2) 17bit polynomial is simulated by random numbers instead of table
look up - unless you have brilliant hearing, I very much doubt you
could argue this as a negative.
3) Emulated chip uses perfect square waves instead of decay based
signal of original Pokey.
4) Aliasing caused by non-matching output frequencies.

-Rich

5629. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: rich@cstone.net
Message-ID: <368cf8ea.66523434@netnews.msn.com>
Source record: 56918

On Tue, 29 Dec 1998 15:48:51 GMT, "alficzek" <alficzek@friko.onet.pl>
wrote:

>Jon Melbo <jmelbo@pressenter.com> wrote
><368868db.26059656@news.pressenter.com>...

>well... uae works pretty fast... amiga is much slower (in performance) than
>atari is so atari emu should run fast like thunder... don't you think?
>i consider p100 should emulate atari/c64 at normal speed. god! it is 32bit
>cpu, many times (1000x ???) faster than atari!!! [one more thing: emulators
>aren't written in micro$oft - they don't have slow-down code]

This has very little to do with anything. Many DSP chips are 64 or
even 128bit and run at staggering cycle rates, yet they would have no
hope whatsoever of emulating an Atari. They slice bitfields at
incredible rates but their ability to do multiple register operations
is about nil.

It generally takes an order of magnitude superiority of processing
power to be able to emulate an original CPU faithfully, and the
emulation platform has to be of similar design (both CISC chips for
instance). With the Atari you have the added drawbacks of what amount
to multiple processors and a rigid syncronous operation between them
that requires considerable attention. It's my belief that the Atari is
without question the most complicated 8bit system to emulate.

Given all of the above, in terms of raw processing power, you aren't
going to be able to equal an Atari until you reach the 386/33 level of
CPU, assuming everything was written in pretty tight assembly. Write
it in C or even just attempt to make an open architecture
programmatically and you push yourself into the 486 range.

Add to this a requirement for 50 to 60 hz refresh rates of
approximately 90K per screen, since the graphics systems nowadays are
very different from the 8-bit world. Just about no cards for a 386
will do this, AND it chews up CPU, so you are now firmly into the 486
range of power.

Throw Windows into the mix, and you are into a Pentium range
requirement. No, it's not because of some fantasy that Microsoft
writes consistently horrible code or that they deliberately slow
things down (the later is simply ridiculous, the former varies
considerably depending on the task). It's because Windows 95 is
attempting to multitask and therefore constantly interrupts the
processor, all the time, so that it can do other things besides your
program. This is the real and fundamental difference between DOS and

Windows that laypeople do not understand. It is not trivial to have
the processor halt what it is doing, shuffle off all of its registers,
load in registers from the next guy, run off in his address space for
a bit, and then go through the whole shebang to get back to you again.

-Rich

5630. Re: SpartaDos format question

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <76f1mb$9ar$1@alexander.INS.CWRU.Edu>
Source record: 56919

(Bo S. tries to figure out what the '6' is at offset 133 in
the bit map sector.)
I dunno. Straight up.
I think the 6 is the actual first directory sector. Byte
9 (starting at 0) of the first 128 byte sector is supposed
to be the first sector of the MAIN directory.
This byte seems to always be one less than these 'mystery'
bytes associated with the bit map sector(s).
Truth (maybe) ICD had confusion about how many sectors were
to be 128 bytes, two or three. Just like I run into when I
try stuff with SpDOS.
I checked atr images from 92k to 3.9 meg.
These 'mystery' numbers tell the actual sector(s) offset(s)
of the MAIN directory. They are found in the bit map sector
for 92k img (sector 4). For larger disk images, these
numbers are in the next 256 byte sector from the bit map
sector.
I did an extractor to extract files from .atr images to
files on my pc.
I cludge thru the offsets, adding 256 bytes here and there.
Because offsets don't come out right if I don't cludge thru
it.
You find, in bigger images, like 06 00 07 00 08 00 09.
If I check the MAIN, it goes to sectors 6, 7, 8, and a
little of 9.
I think ICD cludged the thing and fudged by writing the
actual MAIN offsets after the bit map sector(s).
That's what I think, and I spent hours trying to figure it
out. And I read and re-read the books I have on SpDOS, and
could not find any mention of these bytes.
Russ
(The thing in programming SpDOS is to fiddle around with
offsets til they come out right. It is my pound on it 'til
it works hammer and anvil approach to programming.)

5631. Syquest EZ135 Config on BB

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <76f27i$8c$1@news.xmission.com>
Source record: 56920

Okay, I have an internal Syquest EZ135 SCSI removable hard drive.

It's configured as Drive0 (no jumpers installed), the 50 pin ribbon cable is correct, and my info from Syquest indicates that it has 16 heads, 512 sectors.

First, the blackbox only goes up to 15 heads. When I try to enter 16, it defaults to 0. Second, even if I select 15 heads, I am unable to hit the drive via my black box.

What's the configuration information that I need to enter into the blackbox? This Syquest works, as I pulled it out of my PC.

Thanks in advance!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

5632. FS: ATARI, GAMES, and Controllers!!

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: Tracey Hicks <Twister30@juno.com>
Message-ID: <368B0C2D.6EA5B4A4@juno.com>
Source record: 56921

Want to sell my old Atari machine and about ten games with joysticks and
PADDLES!!!
Email me for list of games and controllers!!

Twister30@juno.com

5633. Re: SpartaDos format question

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-IZcHjbKTt8Oi@draco>
Source record: 56922

On Thu, 31 Dec 1998 00:29:00, bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) wrote:

> Hi all,
> first of all, a Very Happy New Year to all Atarians.
>
> Now my question ;)
> I'm currently expanding my DIR2ATR program
> (which turns a pc directory into an .ATR XL/XE disk image)
> to have it produce SpartaDos .ATR disk images.
> For a single directory it works, but I've encountered
> a little problem.
> Although somebody mailed me some docs about the SpartaDos
> format, I know I'm still missing some vital info.
> Maybe somebody can help me.
> There's is a particulair byte position I'm interested in.
>
> If we have a SpartaDos disk with just 1 bitmap sector,
> which is 256 bytes in size (on a 128 bytes/sector or
> 256 bytes/sector disk, doesn't matter), it seems that
> byte position 133 must be hexadecimal 06, why is that?
> What does this byte position mean?
> And, if we have 2 bitmap sectors, do I have to set the
> 133 position of the second bitmap sector to hexadecimal 06?
>
> Below will follow a hexadecimal dump of the bitmap sector:
>
> 00 7F C0 00 00 00 00 00 00 00 00 00 00 00 00
> 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
> 00 00 00 FF FF FF FF FF FF FF FF FF FF FF FF
> FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
> FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
> FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
> FF FF FF FF FF FF FF FF FF FF 00 00 00 00 00 00
> 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
> 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
> 00 00 00 00 06 00 00 00 00 00 00 00 00 00 00 00 <-- see "06"
> 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
> 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
> 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
> 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
> 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
> 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00

> 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
>
> If position 133 is "00" for instance, SpartaDos won't
> give a correct directory listing when requesting a DIR.
> It shows 8 heart characters for the directory name.
> If it is "06" it works fine.
> Any help is appreciated here.
>
> Bo.
> ___ Blue Wave/386 v2.30

I see nothing significant about this byte. it shows as 00 on all my Spartados disks unless those sectors are allocated.

Ken

5634. Re: atrari games

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: Christopher Schance <cschance@micron.net>
Message-ID: <DFFi2.32$0k2.175@skin01.micron.net>
Source record: 56923

Within the last year, I saw that Radio Shack has Atari games, brand new.
They are not in the store, but they can order them for you. Ask them if you
can look at their catalog, which includes Sony, Nintendo, and Atari games.
They are shipped directly to your house.

Jared Perkins wrote in message
<20071-36868A7A-183@newsd-253.iap.bryant.webtv.net>...
do you know if you can still buy atari games, preferably still in the
box?

5635. Re: Ultima

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76f7jq$2o7$1@news.iwaynet.net>
Source record: 56924

TJ Edmister <Damage_X@hotmail.com> wrote:
> where do I get one of these Ultima games for Atari, are they all
> commercial? Are they a bunch of disks you have to swap rapidly (like alt
> reality) or isn't it too bad? I played #4 for SMS, NES, and I wonder
> what it would be like on Atari.

You usually use a single disk for quite a while.In Ultima 2 you use the same disk for everything except for when you're in space.(which is seldom)
In Ultima 3 you just use the same disk through out the game.
In Ultima 4 there's one disk for when you're outside,one for inside,and one for dungeons.But 4 supports two disk drives.(why not three?)

Of course by "disks" I mean "disk sides".And all four Ultima games have a seperate "Programme" disk for booting from,after which you never have to touch it until the next time you re-boot the game.

And remember to keep a back-up of the "B" disk (the one you use for being outside&inside on Earth) or else you won't be able to start a new game.You should do the same for the second disk (side) of Ultima 2.You can still start a new game in Ultima 3 but the monsters that were wandering the country-side will still be there since Ultima 2 & 3 remember the monsters wandering around outside when you save the game.
(I've never seen a Nintendo game do that!)

5636. Re: MyDOS 453

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76f9vm$2uv$1@news.iwaynet.net>
Source record: 56925

John K. Picken <yg473@victoria.tc.ca> wrote:
> The two versions are identical except for the number of digits returned by
> the directory function. 4.53/3 uses only three digits for lengths <1000
> whereas 4.53/4 simply restores things to the previous MyDOS norm of four
> digits.

Well the number is the number of sectors in the file (like on the Apple),not
it's actual length in bytes*125 (or 253).A ten byte file could take up ten
sectors (if created with DOS 2.0;MyDOS fixes this "feature") just as a UNIX
file could take up 10 sectors but be a million bytes "long".
(CP/M & Commodore DOS do the same thing)

> The switch to three digits was supposed to increase compatibility with
> stuff written for Atari DOS 2.yuck. The problem is a lot of software now
> expects to get four digits if it finds a "M" at $0700. If, for example,
> you try TextPRO with 4.53/3 the menu will be screwed up.

I never understood this.Since the programmes you mention (and many others)
Don't actually use this information for anything,why do they break?
Since all DOSes return the same number of bytes for each directory-entry,
just use the filename/extention (always in the same place) and blindly display
the rest in menus.And,of course,ignore or simply display the last line.
(which shows the number of free sectors)
The situation isn't helped by the 800 OS manual's lack of instruction on how to
compatibly access DOS.

Also MyDOS creates problems with software that assumes that only normal
(non-inverse) upper-case text will be used for file-names and hence show the
directory listing in coloured-text mode.
(which shows different coloured normal upper-case text in place of
upper-case and/or inverse text)

5637. Re: atari "fuji" logo

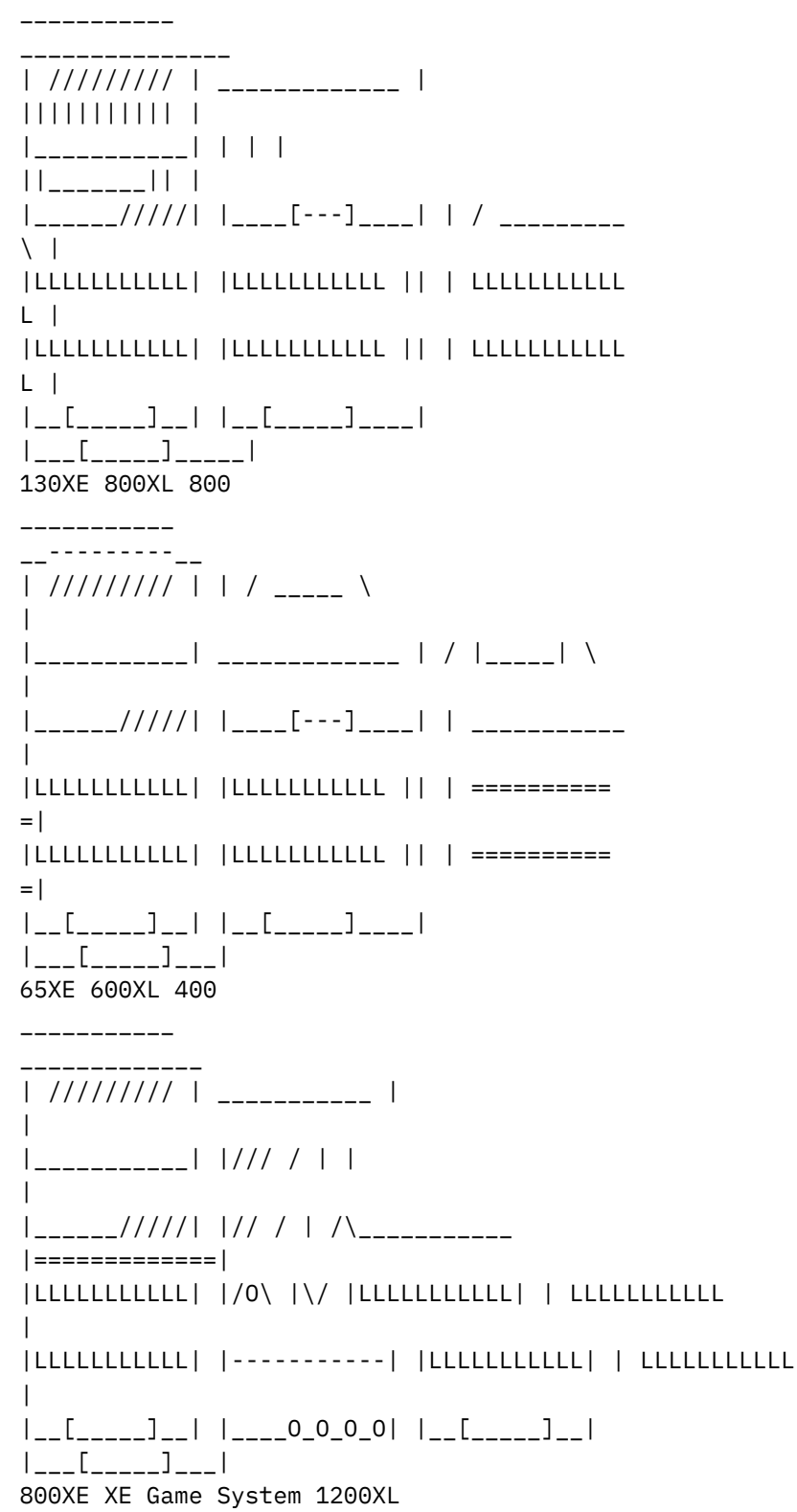
Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <368B432C.3B66@geocities.com>
Source record: 56926

```
.xl/xe.fan. wrote:
>
> $$$$ $$$$ $$$$
> $$$$ $$$$ $$$$
> $$$$ $$$$ $$$$
> $$$$ $$$$ $$$$
> $$$$ $$$$ $$$$
> $$$$ $$$$ $$$$
> $$$$ $$$$ $$$$
> $$$$ $$$$ $$$$
> $$$$ $$$$ $$$$
> $$$$ $$$$ $$$$
> d$$$' $$$$ '$$$L
> d$$$$ $$$$ $$$$L
> d$$$$' $$$$ '$$$$L
> ,$$$$$` $$$$ l$$$$$&
> d$$$$$" $$$$ ?$$$$$L
> d$$$$$P` $$$$ "$$$$$$L
> ,W$$$$$$" $$$$ '#$$$$$$,
> $$$$$$$F $$$$ ^#$$$$$$
>
> hello... does anyone has nice txt atari logo? i made this one above but i
> think it sucks... i'm right, aren't i?
>
> well, if you have any atari logos (txt/gif) send 'em, ok?
> thanks in advance
>
> ps. this one below suxx too :)
>
> xl/xe fan
>
> - -- $$ $$$ $$ --- ---- ----- ------ -------------- -- -
> $$ $$$ $$ xl/xe fan [ alficzek@friko.onet.pl ]
> ,$$ $$$ $$,
> ,$$' $$$ `$$, atari xl/xe rules forever...
> - $$'- $$$ -`$$ --- ---- ----- ------------------ --- -

Actually, not too bad. Here's some ascii pics from the Atari
frequently asked questions file...

Doctor Clu

* * *
```


130XE 800XL 800
65XE 600XL 400
800XE XE Game System 1200XL

5638. Re: atari8-l mailing list - solution for all the wtb/fs posts

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.ideefixe.nom.pl>
Message-ID: <76fhdj$6t4$1@zwieracz.ideefixe.nom.pl>
Source record: 56927

Wed, 30 Dec 1998 09:04:36 -0500 Alan Sharkis napisal byl w comp.sys.atari.8bit:
> opportunity for spam to get in. But spammers seem to be hitting the
> inactive groups more than the active ones. So, what's the solution?

> Could it be that off-topic gossip is preferable to silence if it gives
> the illusion of activity and makes it less likely that spam will enter
> the newsgroup? Of course, that's seldom necessary here :)

you're right. but atari8-l is not a newsgroup. it's a mailing list.

2977
--
= krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

5639. New ASSI crossassembler - beta version released ! (freeware!)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19981231051250.23603.00001605@ngol01.aol.com>
Source record: 56928

Hi atarians!

Im searching for atari assembler programmers wich want to test my new PC cross assembler.

You should test my new ASSI - ATARI (6502) Cross Assembler wich runs on PC under W9x . An P100 (640x480) is recommended. You should also have some additional software like filelister, emulators and/or SIO2PC and others...

For the ASSI.ZIP file look at: http://members.aol.com/MacFalkner

An english html.doc is available the next days. Furthermore i will add some examples of sourcecode for the special assembler features.

Please give a feedback if you find bugs or if you have other suggestions.
If i have no feedback, take this as final version !

thanks,
bye, Andri¿½

A happy new year to all ATARI freaks !

MacFalkner@aol.com
http://members.aol.com/MacFalkner

5640. Re: VICTORY!!! (was: Re: Getting my SIO2PC cable to work)

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19981231054750.21601.00004603@ng-fp1.aol.com>
Source record: 56929

>I personally don't like the single chip version.

Why? I am asking because I have had some
problems with my system using a one-chip
Max232 cable. Does the two-chip design
have some inherent advantages?

Larry

5641. Re: emulated sound sounds suxx?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: ".xl/xe.fan." <alficzek@friko.onet.pl>
Message-ID: <01be34ad$b84579a0$LocalHost@ppp>
Source record: 56930

Julian Eggebrecht <julian@factor5.com> wrote
<368B25FA.D6C0D2C7@factor5.com>...

well... thanks for your post... i guess my sound card's driver is the
reason... emu works fine...
so i think i should use atari800dos... i'd like to ask you: is in the dos
version an option to writing sound to .wav file? it is very important to
me...

thanks once again

xl/xe fan

ps. happy new year!

```
- -- $$ $$$ $$ --- ---- ----- ------ --------------- -- -
$$ $$$ $$ xl/xe fan [ alficzek@friko.onet.pl ]
,$$ $$$ $$,
,$$' $$$ `$$, atari xl/xe rules forever...
- $$'- $$$ -`$$ --- ---- ----- ------------------- --- -
```

5642. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: ".xl/xe.fan." <alficzek@friko.onet.pl>
Message-ID: <01be34ae$d50ff820$LocalHost@ppp>
Source record: 56931

Rich <rich@cstone.net> wrote
<368bf6f1.66018329@netnews.msn.com>...
> >i do understand it... i just wanted some emu with as good snd emu as
> >possible
>
> If this is what you desire, help Ron Fries with his Pokey emulation
> routines. Nobody even touched the problem before Ron, and I think he
> did an amazing job.
>
> Ron has already identified the major issues that keep his Pokey
> routines being perfectly accurate. They are:
>
> 1) No high pass filter (yet).
> 2) 17bit polynomial is simulated by random numbers instead of table
> look up - unless you have brilliant hearing, I very much doubt you
> could argue this as a negative.
> 3) Emulated chip uses perfect square waves instead of decay based
> signal of original Pokey.
> 4) Aliasing caused by non-matching output frequencies.
cool, i know... so maybe all authors of emus should make as a team the best
emu possible? you know - some emus are good at gfx, the other at msx...
what do you think about this?

xl/xe fan

ps. happy new year!

- -- $$ $$$ $$ --- ---- ----- ------ --------------- -- -
$$ $$$ $$ xl/xe fan [alficzek@friko.onet.pl]
,$$ $$$ $$,
,$$' $$$ `$$, atari xl/xe rules forever...
- $$'- $$$ -`$$ --- ---- ----- ------------------- --- -

5643. Re: atari "fuji" logo

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: ".xl/xe.fan." <alficzek@friko.onet.pl>
Message-ID: <01be34ae$12a04600$LocalHost@ppp>
Source record: 56932

Doctor Clu <clu-da-bard@geocities.com> wrote
<368B432C.3B66@geocities.com>...
> Actually, not too bad.
really? :)

> Here's some ascii pics from the Atari frequently asked questions file...
thanks... but i asked for fuji logo... do you have any?

xl/xe fan

ps. happy new year

- -- $$ $$$ $$ --- ---- ----- ------ -------------- -- -
$$ $$$ $$ xl/xe fan [alficzek@friko.onet.pl]
,$$ $$$ $$,
,$$' $$$ `$$, atari xl/xe rules forever...
- $$'- $$$ -`$$ --- ---- ----- ------------------ --- -

5644. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: ".xl/xe.fan." <alficzek@friko.onet.pl>
Message-ID: <01be34b0$5e36f120$LocalHost@ppp>
Source record: 56933

Rich <rich@cstone.net> napisa(a) w artykule
<368af66f.65888852@netnews.msn.com>...
> >There were discussions in alt.binaries.sounds.midi a year or so ago (I
> >haven't checked since then) but it seems that AMD, Cyrix, etc.
> >processors just don't get along with Creative Labs sound cards. People
>
> This is really a software issue. The actual problem is that many
> Creative drivers make bad (well, I guess it depends on your viewpoint)
> assumptions about processors and have code written specifically for
> them. Namely, they often use highly optimized assembly code that
> really depends on how a Pentium or Pentium II pipelines.
yeah... it is software problem. what cpu has to do with pc cards?
nothing...
and i don't think creative's drivers are optimized... is m$ windoze
optimized? of coz it isn't...
m$'s and other big companies don't have time to optimize anything - people
always want a new version of the software and the campanies don't have any
time to code/rewrite them - they just add some code and change the version
number... that's all
[i know assembler quite good so don't threat me as a lamer]

```
greets

xl/xe fan

- -- $$ $$$ $$ --- ---- ----- ------ -------------- -- -
$$ $$$ $$ xl/xe fan [ alficzek@friko.onet.pl ]
,$$ $$$ $$,
,$$' $$$ `$$, atari xl/xe rules forever...
- $$'- $$$ -`$$ --- ---- ----- ------------------ --- -
```

5645. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: ".xl/xe.fan." <alficzek@friko.onet.pl>
Message-ID: <01be34b1$b3041ec0$LocalHost@ppp>
Source record: 56934

Rich <rich@cstone.net> wrote <368cf8ea.66523434@netnews.msn.com>...

i'm impressed... your post was really good... nice to read such wise posts.
however in my opinion p100 should be enough to emulate atari with the
nominal speed (assuming dos and asm code)
[btw: c64 emu sounds fine, works fine, looks fine - it's all on my friend's
k5-75 (p90)]

cheers

xl/xe fan

- -- $$ $$$ $$ --- ---- ----- ------ -------------- -- -
$$ $$$ $$ xl/xe fan [alficzek@friko.onet.pl]
,$$ $$$ $$,
,$$' $$$ `$$, atari xl/xe rules forever...
- $$'- $$$ -`$$ --- ---- ----- ------------------ --- -

5646. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: ".xl/xe.fan." <alficzek@friko.onet.pl>
Message-ID: <01be34af$4d2d7b20$LocalHost@ppp>
Source record: 56935

Daniel Klugh <dklugh@iwaynet.net> wrote
<76di7uakb2@news.iwaynet.net>...
> Also PC Xformer only plays normal tones,not "poly-counter" ones like
explosions
> and motor noises.So Star Raiders is quiet.
i know... :(

> > btw: you may ask: "why da hell you need so pure and clear sound?!?"...
> > then i ask: "because i love demos and i love atari music - i save it as
> > mp3 files and listen to it all the day :)"
> Just hook your Atari to your IBM PC using a SIO2PC cable.
:) it would be great but my atari is dead now... :(diskdrive too :(

> Well if you're using Chicago (Windows 95/98) then don't expect much from
even
> the fastest CPU.
:))) i love you for your point of view to m$ stuph :)
well generally i work in dos (xfrom, xlit)

greetings

xl/xe fan

ps. happy new year

- -- $$ $$$ $$ --- ---- ----- ------ -------------- -- -
$$ $$$ $$ xl/xe fan [alficzek@friko.onet.pl]
,$$ $$$ $$,
,$$' $$$ `$$, atari xl/xe rules forever...
- $$'- $$$ -`$$ --- ---- ----- ------------------ --- -

5647. Re: Atari 8bit webbrowser

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76fvtq$5om$1@news.iwaynet.net>
Source record: 56936

Brent Buescher <bueschер@tiki-lounge.com> wrote:
> dklugh@iwaynet.net (Daniel Klugh) writes:

> > It should be simple to do.There were Atari VCS cartridges that did
> > what you describe.Since there's no R/W line on the cartridge port
> > you need to have the RAM at two addresses.One for reading and one
> > for writing. (or have the bank-select register control this but the
> > former sounds faster)

> There is a R/W line on the Atari 8-bit computer cartridge port as well
> as on the VCS cartridge port. In fact, the bank selects on OSS 16K
> cartridges for the 8-bit computers and on the "Supercharger" expansion
> unit for the VCS were both controlled by writing to a location on the
> cartridge.

Well I just looked at the 130XE cartridge port pin-out in "Mapping The Atari"
and it seems to have a R/W line.Too bad no games ever had any RAM in them.

The SuperCharger can tell whether you're reading or writing by the address you
use.Basicly one of the address lines becomes the R/W line.

5648. Re: Ultima

Newsgroup: comp.sys.atari.8bit
Date: 1998-12-31 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <368B84F9.233D26DD@erols.comX>
Source record: 56937

Ultima IV on the Atari was one of the best RPG games released for it. With 2 disk drives swapping is minimum (Esp compared to Alternate Reality).

But be prepared for a long quest. I dont think the game consoles emcompassed 1/2 of what was required on the computer series.

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Daniel Klugh wrote:

> TJ Edmister <Damage_X@hotmail.com> wrote:
> > where do I get one of these Ultima games for Atari, are they all
> > commercial? Are they a bunch of disks you have to swap rapidly (like alt
> > reality) or isn't it too bad? I played #4 for SMS, NES, and I wonder
> > what it would be like on Atari.
>
> You usually use a single disk for quite a while.In Ultima 2 you use the same
> disk for everything except for when you're in space.(which is seldom)
> In Ultima 3 you just use the same disk through out the game.
> In Ultima 4 there's one disk for when you're outside,one for inside,and one for
> dungeons.But 4 supports two disk drives.(why not three?)
>
> Of course by "disks" I mean "disk sides".And all four Ultima games have a
> seperate "Programme" disk for booting from,after which you never have to touch
> it until the next time you re-boot the game.
>
> And remember to keep a back-up of the "B" disk (the one you use for being
> outside&inside on Earth) or else you won't be able to start a new game.You
> should do the same for the second disk (side) of Ultima 2.You can still start a
> new game in Ultima 3 but the monsters that were wandering the country-side will
> still be there since Ultima 2 & 3 remember the monsters wandering around
> outside when you save the game.
> (I've never seen a Nintendo game do that!)